



modo 302

Understanding Key Concepts and Workflows

Duration	2 Days (10am - 5pm)
Dates	19th & 20th February 2009
Instructor	Andy Brown, Luxology LLC
Price	£299

Day 1 Modelling with modo

Introduction - Course Objectives, Materials and Context

Make modo Your Own - UI Manipulation and Customisation

Learning the Language - Getting to Grips with modo Conventions

Modifying Your Toolset – An Introduction to the Toolpipe

Breaking Free of X, Y and Z - Utilising Action Centres and the Workplane

Organic Modelling - Working with Sub-Division Surfaces

Controlled Manipulation of Surfaces - Applying Deformers

Intuitive Manipulation of Surfaces - Utilising Sculpting

Mesh Editing - Manipulating Topology

Day 2 Rendering with modo

Items and Instances - Working in Scene Space

Setting up Lights, Luminous Polygons and HDRI in modo

Real-time Raytracing - Making the most of Preview

Masks and Materials – Organising and Understanding the Shader Tree

Speed vs Quality – Optimising Irradiance Cache Settings and Shading Rates

Working with Micropolys - Controlling Displacement and Adaptive Sub-Division

Rendering for Post-Production – Layered Rendering of Render Outputs and Geometry Items

Course Summary