

Autodesk 3D Studio Max Training

Sponsored by: **Team 230, The Gaelhawks**

Physical Location: **Shelton High School** || Virtual Location: www.shsrobotics.org

Date: **January 29th, 2011** || Time: **10AM-5PM (doors open @ 9:30)**

Registration: **Free** – Please RSVP by Jan 25 (Quick response is appreciated)

RSVP at: www.shsrobotics.org/seminar/index.php

Event Summary: Team 230 is happy to host a jump start event to learn 3D Studio Max, Story Development and Tried and True techniques to get you on the right track.

Featuring: Representatives from **Autodesk**; a game design specialist from **Escape Hatch Entertainment**- Austin Texas; a 3D Artist/Director of Animation from **Blue Sky Studios**- Greenwich, CT; and a 3D artist and 11 Year FIRST Mentor from **Firelight Media Group** – Trumbull, CT.



About Some Key Instructors:

Autodesk: Autodesk sponsors this competition and we are lucky to have a development engineer in our back yard. We are also welcoming a local independent trainer to provide a deeper understanding of the products we have access to.

Escape Hatch Entertainment: Gary founded Escape hatch and has a background in 3D modeling and Game design. He has worked for the likes of George Lucas and others, creating the game versions of many movies. He is currently working with the Department of Energy developing 3D training games for immersive learning. He also teaches 3D Studio Max to community college students in Austin, Texas.

Blue Sky Studios: Jim has worked at Blue Sky Studios for over 15 years as an artist and story developer. He is responsible for the full body Alien animations in *Alien: Resurrection* and was an intrigue part of the team that created the movies *Robots* and the Ice *Age Series*. We expect to have Jim give insights on story design and tried and true techniques of a master animator.

Space is limited but we will open the event to a Web Audience beyond our immediate region.

Pre-Register Here: www.shsrobotics.org/seminar/index.php

Registration is need for both physical attendance and web viewers, so we can plan.
This is a working session! Come in person and get personalized help.

Please Bring: Your laptops with Autodesk 3D Studio MAX preinstalled and bring your ideas so we can help you determine the best way to accomplish your goals. (<http://students.autodesk.com>)