About Modo

Modo from Luxology delivers the next evolution of 3D modeling, painting and rendering in a single integrated and accelerated package for the Mac, PC and Linux. And now, Modo is a true end-to-end solution that includes true 3D sculpting tools, animation and network rendering! More than just features, Modo is a truly elegant integration of technology, raw horsepower and refined workflow.

Course Outline

This course covers Modeling, Painting and Sculpting, Particles, Dynamics, Rigging, Animation, Volumes, Materials, Shaders and Textures, Layers, Lights and Cameras, and Rendering

To cover everything in the course it will take approximately 5 days.

See the course breakdown for further detail.

How the Course Works

With over 20 years of industry experience our expert trainers will quickly get you up to speed on all the features of this industry standard software, equipping you to produce the best results, faster and more efficiently than ever before. Whether you are new to the software or already have a number of years experience we can help you move ahead of the competition.

All our courses cover not just the fundamentals of the software, but also the concepts and principles behind how they fit into the overall visual effects pipeline. The courses follow a hands-on, project based approach with ample opportunities for you to try out what you are learning. All the assets and materials are provided, however if you prefer you are welcome to use your own footage or material. Our normal training hours are from 09:30 to 17:00. We can train you at your studio or location, or alternatively you can come to us in Newport, UK.

We can tailor the course to cover just the areas you require - you let us know what you want to cover and we’ll advise you how long this would take. Furthermore, you can mix and match components from different courses to create your own custom course that perfectly matches your needs, all at no extra cost. That way you get exactly what you want.

Who we are

Sphere VFX is a world leading visual effects training company offering over 20 years of experience in 3D, compositing and visual effects. As you would expect from a premier training company we offer both ‘onsite training’ and ‘video training’, however what sets us apart is our up-to-date knowledge of the current state of the industry and our unprecedented flexibility. Where other companies offer a limited, predefined training program, we give you complete flexibility to train on what you want, when you want and where you want.
Course Breakdown

Overview
Understanding modo
The User Interface

Modelling Tools
Creating Geometry
Transforming Geometry
Deforming Geometry
Duplicating Geometry
Editing Geometry
Vertex, Edge and Face Component Tools

Tool Modifiers
Action Centers
Falloffs

Selections
Selection Modes and Types
Selection Modifiers
Selection Sets

Vertex Mapping
Working with Vertex Maps
Vertex Mapping
Working with UV Maps
UV Mapping

Precision
Symmetry
Snapping
Snaps Palette
Utilities

Work Planes
Work Planes

Painting and Sculpting Tools
Workflow
Adding Images
Brush Tips
Inks
Nozzles

Sculpting Tools
Sculpting Tools

Paining Tools
Painting Brushes

Hair Style Tools
Hair Tools
Hair Guides

Particle Tools
Particle Tools

Windows
Multi Res Palettes
Colour Theme Editor

Layout Workflow
Items and Components
Working with Items
Item Reference

Transforming Items
Centers and pivots
Transform Item Tools
Transform Modifiers

Duplicating Items
Instances
Replicators

Dynamics
Dynamics Overview
Dynamics Solvers
Dynamics Item
Constraints
Forces
Anchor

Particle Simulation
Particle Overview
Particle Simulations
Emitters
Operators
Modifiers
Point Clouds

Rigging and Animation
Animation Overview
Working with the Timeline
Hierarchy

Animation Viewports
Animation Interface
Track View
Schematic Viewport
Channels Viewport
Deformers Viewport

Channels
Channel Links
User Channels

Modifiers and Constraints
Applying Constraints
Constraints
Modifiers

Animation Setup and Tools
Animation Setup
Skeleton Setup
Bind and Setup
Pose Tool
Animation Tools and Commands
Using Audio

Deformers
Applying Deformers

Deformers List
Deformers Falloff

Inverse Kinematics
IK Setup
Full Body IK

Weighting
Weight Container
Weighting Tools

Characters
Actor Action Pose

Applying Materials
Defining Polygon Tags
Polygon Set

Shader Tree
Shader Tree
Shader Tree Items
Advanced Shader Tree

Layers
Layer Effects
Layer Blend Models

Render Item
Render Settings
Global Illumination

Environments
Environment Items
Environment Materials
Image Based Lighting

Lighting
Light Types
Light Materials

Volumes
Blobs
Render Sprite
Volume
Render Boolean

Effects
Effects Item

Camera
Camera Item

Rendering
Render Output Items
Rendering Commands
Rendering Passes
Rendering Proxy
Network Rendering
Render Display
Tone Mapping
Image Backing Workflow

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