



exceptional**3D**[™]
keeping it simple

3D CONTENT DEVELOPER TRAINING SERVICES

The industries leading no-glasses 3D developer training program.



ABOUT OUR 3D CONTENT DEVELOPER TRAINING

With the Exceptional 3D Content Developer Training Program, your organization can get into the 3D game, right now!

With the idea that 'what will be, will be 3D', every company and organization is "thinking 3D". With so much creative talent inside every organization, comes a unique opportunity to season these internal teams to support no-glasses 3D. Our training course is simple... within a few hours via web training, or a couple days in an on-site environment, we will make sure your creative think-tank is seeing in real 3D.

Our training course is led by an experienced, industry veteran who has a deep background in design, motion graphics and the understanding of what is required to be successful to take off the 3D glasses and develop for a world that is fit to see in real 3D. With our hands-on instruction and guidance, your creative group can become adapt to a completely cutting-edge industry and the process to develop content for public presentation in little to no time. We like 'keeping it simple', and know you do too!



A QUICK BACKGROUND ABOUT THE TECHNOLOGY

Auto-Stereoscopic 3D is a display technology where a method of displaying stereoscopic images is used that does not require annoying glasses to see 3D images.

Lens is manufactured and integrated with High Definition LCD display.

Content is prepared with a Creative Suite which was made specifically for design & production of 'No-Glasses 3D'.



'No-Glasses 3D' content and 2D video is added to Movie Center playlist which was designed as a 'future-proof' application by supporting 3D and 2D file playback.

The Media Player runs the Movie Center library that schedules content on a playlist & can be integrated with content management software.

THE RESULT:

A combination of the DISPLAY and loaded MEDIA PLAYER creates a multi-angle 3D viewing experience which does not require any special 3D glasses.

"Insider" Knowledge:

- Also known as "glasses-free or no-glasses 3D"
- 90° viewing accommodates multiple viewers
- There are 2 types of no-glasses 3D; Lenticular & Parallax Barrier

THE TOOLS

Our 3D Content Developer Training will focus on the primary components of what is needed to bring any 3D vision to life.

Our Toolset Includes:

- 3D Studio Max / Maya Plug-In
- Z.L.I.C.E. Compositor
- Display Configurator Stereo Tools

WHAT YOU NEED:

Being proficient in auto-stereo content creation doesn't come without a level of experience. Our guarantee is to get you or your team acclimated to our toolset. You will need to come in with your own creative vision and a level of understanding for 3D development software, production background, post-production tool experience and a desire to meet a challenge in learning all about a cutting-edge creative medium.

A Note On Software Updates:

We provide every content developer with a guarantee for complimentary software updates, when available. It's important to us that you are reassured and able to continue being successful in every aspect of the no-glasses 3D content development production forum.

AS EASY AS 1-2-3:



1. STUDIO MAX AND MAYA PLUG-IN

In the first stage, we will introduce the experienced 3D designers to the plug-in tools. We do not cover anything about the actual software, but rather, all concentration is honed in on the plug-in tool that we offer for content creation purposes.



2. Z.L.I.C.E. COMPOSITING TOOL

In the second stage of training, you will get intimately acclimated to the Z.L.I.C.E. compositing tool. This will be the center-piece for the majority of production efforts. This robust software will allow for the compilation of any RAW 3D assets, along with any 2D elements and beyond.



3. MULTIPLEXING AND DELIVERY

In the final phase of training, you will learn the process to output your content for deployment and/or playback. This is the portion of the course which will also highlight some key notes on the final tips & tricks of the trade.

	3D CONTENT DEVELOPER TOOLSET			
SOFTWARE	3DS Max Plug-In	Maya Plug-In	Z.L.I.C.E.	Display Configurator
ABOUT THE TOOL	Compatible Plug-In designed for use with 3D Studio Max	Compatible Plug-In designed for use with Maya	Design & compositing tool for use in multi-view 3D auto-stereo content production	Drives the communication between multiple displays & 3D auto-stereo software components
SUPPORT FOR THE SPECIFIC FORMATS	3DS Max 2016, 2015, 2014 and others	Maya 2016, Maya 2016 and others	.bmp, .gif, .jpg, .png, .tga, .tif, .rla, .rpf, .dds, .vimg, ARB texture compression file GLTC, JPEG-2000, OpenEXR, HDR, .avi (also multistream), .mpeg, .mpg, .m2v, .m1v, .wmv, 2D+Z (.s3d and .b3d), Quick Time (.mov), and other 3D video formats and tile arrangements	.ViMasd (multi-view config masks)
SUPPORT FOR THESE SPECIFIC OPERATING SYSTEMS	Windows 10, Vista, 7 (32-bit & 64-bit compatible)	Windows 10, Vista, 7 (32-bit & 64-bit compatible)	Windows 10, Vista, 7 (32-bit & 64-bit compatible)	Windows 10, Vista, 7 (32-bit & 64-bit compatible)

A DEEP WORKFLOW

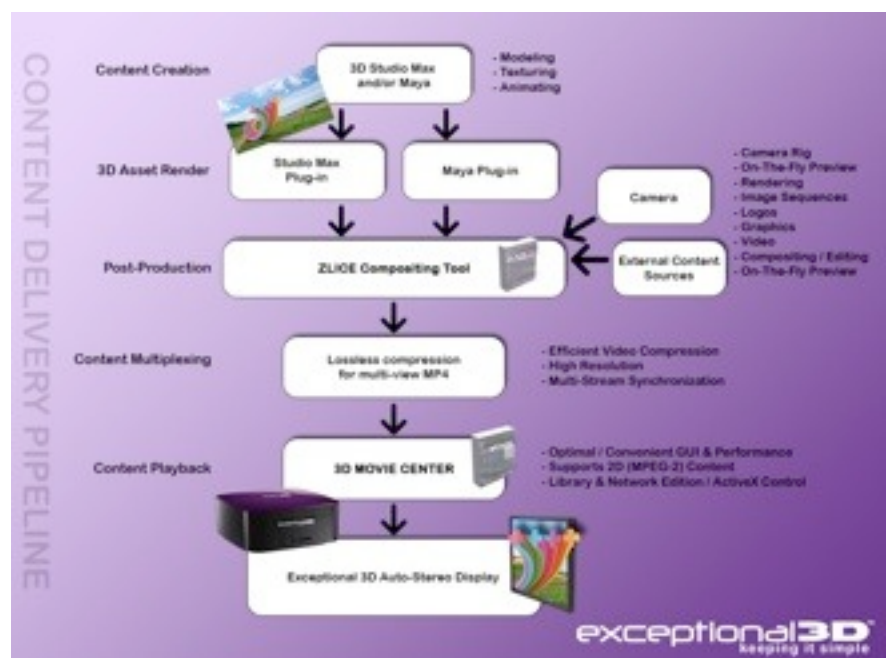
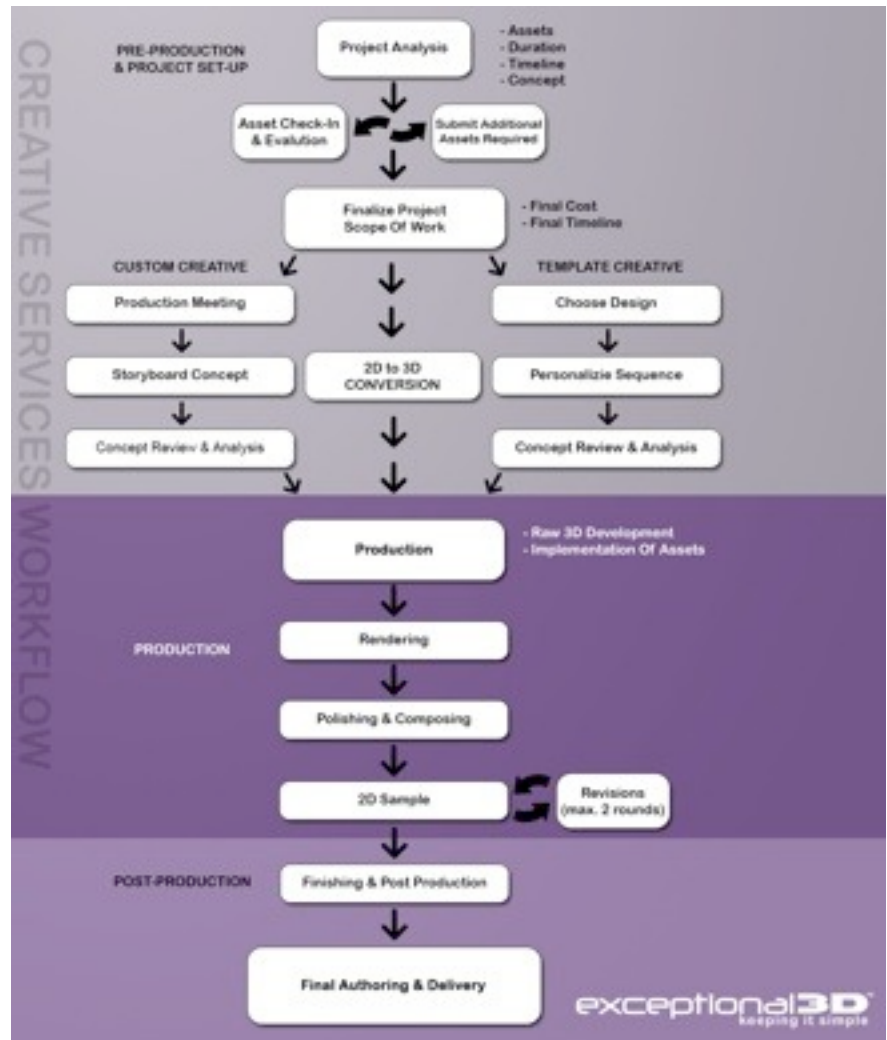
Our workflow is the most detail oriented in the industry. We want to share every aspect of it with you and your team to be the most dangerous force that you can be within the 3D auto-stereo content production field.

CONTENT DELIVERY

Our content delivery pipeline is simple. We'll teach you how to produce the content, pre-plan for guaranteed success, setup your work station, build a playlist and ensure successful deployment for public presentation of the content to your client-base.

A Note On Tips:

We litter our training with a plethora of tips, techniques and tricks to achieve the most desirable results. In addition, we are always happy to maintain a relationship with your team to be a support mechanism and 'second set of expert eyes' with whatever production follows the training course. Don't hesitate to ever reach out for added feedback beyond the timeframe of the training course. We are here to help!



3D CONTENT DEVELOPER TRAINING

We have boiled our training options down to a very simple choice from two different alternatives.

We will gladly accommodate whatever is most suitable for you and your organization. We are flexible and up to the task of ensuring that you get the best experience possible from what we have to offer of our knowledge, background and experience.

In the end, the choice is yours!

3D Content Developer Webinar

- Quick and easy
- Offered monthly
- 2-day course; totaling approx. 6 - 8 hours
- Included with purchase of Content Developer toolset

NOTE: Check our website, www.exceptional3D.com, for the next available training session.

3D Content Developer On-Site Training

- Held on-site at the clients facility or office
- Available al-a-carte at a time convenient to all parties
- 3-day course; puts our training staff at your 'beck and call'
- Available at an additional rate, plus travel expenses

Course Overview & Breakdown

- **A Creative Perspective:** 3D Overview for Designers
- **Hardware Setup:** Proper Component Configurations
- **Plug-In Introduction:** Features and Functions
- **RAW Rendering:** Get the Multi-View Render Humming
- **Z.L.I.C.E.:** An Overview of the Compositing Tool
- **Compositing 101:** The Basics to Building a Sequence
- **Advanced Compositing:** Taking Additional Content into 3D
- **Composite Rendering:** Bringing Your Vision to Life
- **Multiplexing:** The Final Content Authoring Process
- **Reviewing:** Built-In Content Review Tools
- **Delivery:** Adding New Content to a Playlist

ON-SITE TRAINING OVERVIEW

Training and hands-on instruction as it relates to 3D and Auto-Stereoscopic theory, introduction to the technology, in-depth look at 3D Plug-In for 3D Studio Max and ZLICE, proper workflow and asset management, rendering, compositing, authoring and multiplexing.

Day 1

- I. 3D Theory and Background
 - A. Power Point - Talk-through and addressing logistics.
 1. Perspective and clarification of viewing zones
 2. Technical auto-stereo display (pixel mixing)
 3. Common problems and addressing some work-around
 4. Acceptable formats and technical quality draw-backs
 5. Available content creation tools
 6. Camera placement and logistics of setting up the scene
 7. Pulfrich effect
 8. Raw Material - Multi-View Camera Rigs
 9. Depth Map - 2D + Z
 10. ZLICE
 11. Post Processing
- II. 3D Plug-In for 3D Studio Max
 - A. Explaining the plug-in and dashboard
 - B. Mental Ray
 - C. Standard Scene
 - D. Frame Preview
 - E. Scene Experimentation
 1. Editing / Position Planes
 2. Disparity
 3. Declipse Parameters (Animating Layers - Foreground)
 4. File Output
 - a) Files and Folders
 - b) Vimg
 - c) 2D + Z (Depth Map Camera = Depth Map Output)
 - (1) tiled vs. folders for images
 - F. Z Buffer vs. Regular Depth Map
 1. Environment and Effects
 2. Clipping Planes
 - a) Set and Deactivate - still maintains calculations

III. ZLICE

A. Intro

1. Stage (Viewport)
2. 2D View
3. Color Channel
4. Tabs
 - a) Timeline
 - b) Tracks
 - c) Key Graph
 - d) Layer Clipping
 - e) Nodes
 - f) Movie Center - Built In Module

B. Frame Buffer

C. Importance of screen for production

D. Input Filters

1. Image Reader
 - a) Default settings explained (saving memory)
 - b) Deriving through set globals
 - c) Check Files
 - d) Naming Layers
2. Combine (multiple image readers)
 - a) Layering (details and setting resolution)
 - b) Alpha Channeling (Modes)
 - c) Animating (with 2D object)
 - d) Separation (and animating through movements)
3. Additional Nodes
 - a) Glow Effects
4. Image Writer
 - a) Output types (.AVI)
 - b) DivX Codec and Configuration
 - c) Rendering
 - d) Tools (multiplexing)
5. Project Settings (keep material linked)
6. Scaling (to fit the frame)

Day 2: (ZLICE Continued)

7. Batch Render
8. .TGA Render into Video Optimizer
9. Ram Player
10. Customize - Content Search and Max Disk Space

11. 2D + Z
12. Frame Buffer / Render
13. Z-Combine
 - a) Single View Files
 - b) Animating Z-Depth
 - c) Phillips Image Pack
 - d) Phillips Declipse
14. Layered Depth Mapper
 - a) Set up to 9 Views
 - b) Dilate to correct Z-Separation
 - c) Strength (100 Default, take down to 75), Fixed Point (0 - okay), Scale
15. Image Tracker (Fighter pilot)
 - a) Shape
 - (1) Z-Manipulate
 - (2) Separate Shading
 - (3) Secondary RGB
 - (4) Z Gradient
 - (5) Layer Depth Mapping
 - (6) Match Dilation
 - (7) keyframe graphics
 - b) Gradient Orientation
 - c) Contour
 - d) Subdivisions

IV. Video Cards

- A. GPU Acceleration
- B. Compatibility Performance Mode
- C. NVIDIA vs ATI
- D. Others focused on games and ActiveX

Day 3

1. Final Authoring and Multiplexing
2. Hands On Review of Projects
3. .MP4 importing and playback testing
4. Q&A
5. Workflow Discussion / Asset management
6. Contact exchange

ON-SITE TRAINING REQUIREMENTS

In each case of a personalized training session, once arrangements are finalized it becomes the responsibility of the trainee(s) and/or their organization to support the set up process leading up to the first day of training. Exceptional 3D will not be responsible to make facility and/or hardware arrangements. All hardware and training stations must be set-up by the trainee(s) and prepared (with the exception of the Content Developer toolset) prior to the start of training! The following is the required hardware and software to ensure an efficient and completely successful training session.

Equipment:

- *For Trainer:*
 - Projector at 1920x1080 resolution DVI connector or at least 42 inch 2D display
 - Large 3D Display at least 42 inch
 - Workstation:
 - Minimum Core2Duo 2.6 GHz
 - 2 GB RAM
 - 10 GB free hard disc space
 - DVD-ROM (RAM)
 - Minimum Nvidia GeForce 8800 (or ATI Radeon X1800)
 - Windows (XP or Vista) full updated
 - Dual port video card

- *For Trainee:*
 - 2D Display (Minimum resolution 1920x1080)
 - 3D Display at least 24 inch
 - Workstation:
 - Minimum Core2Duo 2.6 GHz
 - 2 GB RAM
 - 10 GB free hard disc space
 - DVD-ROM (RAM)
 - Minimum Nvidia GeForce 8800 GS (or ATI Radeon X1800)
 - Windows (XP or Vista) full updated
 - Dual port video card

3D Software: 3D Studio MAX MUST BE installed on all machines!

Composition Software: Mixture license and E3D Plugin licenses provided at training

No Laptops permitted at all! (There are too many problems with performance and graphic adapters (drivers).)

One workstation and 3D Display per person!