



Thank you for your interest in attending the BauerVision 3D Institute!

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Introduction

So many people spend thousands of dollars taking a college class, or even getting an entire degree just so they can learn how to turn what they have in their heads into a fully 3D animated character, animation or even story. All along the way they are forced to take classes they are not interested in, that only seem to increase the amount they owe on student loans. Here at the BauerVision 3D Institute, our main goal is to eliminate this for you by offering classes only in areas that interest you! Want to just learn how to model a character you drew in high school? Or maybe you found a cool model online somewhere and you want to learn how to animate it, whatever the reason, whatever the goal, we can help you get to where you want to go at a fraction of the cost!

There are plenty of sites out there that also offer loads of DVD's that cover every topic under the sun, but what if you have a question about something, or maybe what you have on your screen after completing the lesson is nowhere close to what the guy on the video has on his screen! What then? Too bad, you have to figure it out on your own at that point. They make tons of money by creating one set of videos and selling them in mass to everyone. We create a

complete set of videos personally just for you! Because of this, we cannot offer a pay and immediately download situation. We go over with you each aspect of what you are looking to learn, and figure out what would be best for you and then begin creating the video tutorials. Once a set is done, we send you the link to download them at your leisure and then you can begin going through the lessons at your own pace.

We also have a forum set up for you where you post your work as you progress through the lessons as a way for us to monitor your progress and maybe resolve any problems as they arise instead of letting you get too far off track. Remember, you now have an instructor and that instructor wants to help guide you through the process so that we can all ensure that you are learning what you came to us to learn! On this forum, you are also invited to participate in the critique of other students work and to get feedback from them as well.

When it is all said and done, we want you to feel as though this is the best training for your money. No one is offering anything like this currently on the internet and we understand why; it is not financially optimal to generate the most amount of profit. It makes better business sense to make one set of videos and sell them in mass, but we are not trying to make the most amount of money—this should be evident from all the free tutorials on our site! No, rather we see this as the beginning of a school, institute, university, college, or whatever, that is focused on only what matters—you learning exactly what you want to learn, and nothing more! Hopefully in the future we will be able to have a physical campus but for now we are happy to do this completely online. We hope that you decide to enroll and we look forward to helping you learn how to make your vision become real through BauerVision!

With that being said, we are planning to release a large set of tutorials in the near future that will be for sell, but our focus will remain and you will still find loads of free instruction at BauerVision.com. Think of this future set of tutorials as a way to help fund our ability to crank out more free stuff!

Class and Costs

**All of this is offered using Autodesk 3d Studio Max version 9 and above, and Adobe Photoshop and After Effects.*

Following is a breakdown of what we currently offer as it relates to personal training at the BauerVision 3D Institute.

You can choose one of two options, follow the whole course project and leave with your first demo reel ready to be sent to employers, or simply take just a selection of the classes to accomplish your own goal.

For the price of **\$200** per class (this might be higher depending on how complex a character you might want to develop), this is what you get (*keep in mind this is geared towards whatever you specifically want to learn and you only have to take the segments you want*):

1. Modeling Class

❖ Creating the Modeling Template

- Covers creating or finding good reference images
- Setting up the template
- Creating the main layers to be used in the file

❖ Modeling the body

- This covers modeling the entire body

❖ Modeling the face

- This is separate as the face can be more complex to create
- Includes the nose, mouth, teeth, eyes and ears

❖ Modeling any accessories

- Whatever you have left on the character that needs to be modeled like clothes or armor.

2. Texturing Class

❖ Un-Wrapping the mesh for editing in Photoshop

- Taking your model and unwrapping each piece so the UV coordinates are set up for painting
- ❖ Generating the base maps
 - Exporting the UV guide, base color maps, and Ambient Occlusion maps
- ❖ Painting the textures in Photoshop
 - Actually going in and creating individual layers for each piece of the texture
 - Tips and tricks for generating several textures suitable for your character
 - Creating Bump, Specular and Opacity maps
- ❖ Adding texture effects like hair
 - Creating and applying hair textures
 - Covers 2 techniques for achieving hair.

3. Rigging Class

- ❖ Creating the Rig
 - Includes creating the skeletal frame work
 - Creating the scripts and controllers
 - Creating the actual rig
- ❖ Attaching and Skinning the Rig
 - Includes binding the rig to the character
 - As well as using the Skin modifier to ensure the vertices work effectively
- ❖ Creating the Morph Targets and Facial Rig
 - Covers how to create individual morph targets
 - How to rig them all together in one user friendly interface

4. Environmental Class

- ❖ Creating the Environment
 - Includes modeling and texturing of a simple background “stage” where your character will be animated.

- ❖ Adding the details
 - Adding things like vegetation
- ❖ Render Preparation
 - Creating test renders to ensure optimal render times and quality.

5. Animation Class

- ❖ Storyboarding /Blocking the Animation
 - First we need the story of what is going to happen
 - Then we use simple drawings to layout how the animation will look
 - Finally we end with putting together a rough version of the animation so we can ensure we like the direction we are heading
- ❖ Animating (this will likely be the longest part)
 - Now we go in and finish adding all of the motion to the entire scene
- ❖ Adding Effects
 - Grass blowing, dust, etc., if and when needed

6. Bonus Class 1: After Effects for Editing and Composition

- ❖ Rendering for composition
- ❖ Editing in After Effects
- ❖ Compositing
- ❖ Final Tweaks

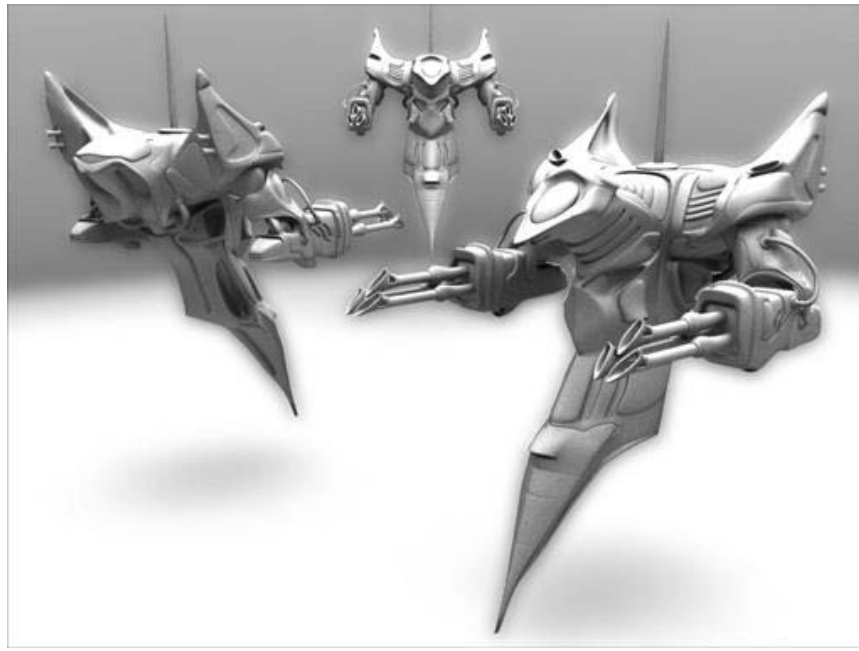
7. Bonus Class 2: ZBrush for Normal Map creation

- ❖ Exporting your models to ZBrush
- ❖ Adding high level detail in ZBrush
- ❖ Creating/ Painting Textures in ZBrush

❖ Exporting back to Max

NOTE: This outline is not showing you how many videos you will get from me. For instance, my first student there was 8 videos to get him through the modeling segment. I have no idea how many videos it will be until I'm rolling. I do try and keep each video to around 30 minutes just to keep things easy to download. However, regardless of how many videos I create I will never raise the price on you. If it takes me 30 videos to get a point across, then it takes me 30 videos.

Payment is due before the first videos in a class are begun. I will send you a link through PayPal as your invoice. Once I get confirmation, I will begin creating your customized personal training! Each class usually takes about 1 week to complete, but I send you the links as soon as I finish them so don't think that it will be a week before you hear from me! You will get the first batch by the end of the first night, which is my personal pledge so you don't feel as though you are left hanging. Unless of course it is late at night when I receive confirmation!



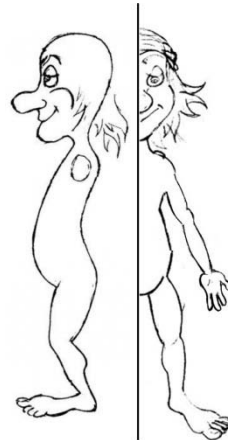
Student Testimonials

First Student: Mickey, Florida, 62 years young:

Hi all! I would like to comment on my experience so far with this endeavor.

I have a drawing of a cartoony type character that I drew about 50 years ago (see below), yes I said 50, and I am now 62. I have wanted forever for this character to come off that paper and move around as a 3 Dimensional Character. Well, I have the time now and the technology is available, the problem is, is that I cannot afford go to college for one character and there is a lot of good tutorials out there but none that explain the process in terms that I can cope with.

Mickey's concept sketches



I'm not the brightest light on the Christmas tree ya see, so I wasted about six months of my life looking at tutorials that took me nowhere. Then I stumbled across Bauervision and after watching his videos I contacted him to see if maybe he could help me a bit more. Well guess what, I now have a 3 Dimensional character that is textured and ready to go on to the next step.

Mickey's 3d character



Now my light is about 75% brighter than it was before and I feel 100% confident that if I wanted to do another Character I am capable of doing it on my own. Mr. B's way of teaching may not be for everyone, but his way sure helped me. It took me 8 videos to do the Character and 9 videos to Un-Wrap and Texture him and I don't know how many it will require to finish him, but by the time he is finished I want to see him dance a little jig on my PC Screen.

Bottom line is (this part may get edited or deleted for speaking in my own way of putting things) I did not spend \$20,000, \$ 30,000, or \$50,000 to create one Character, so if my Old Dumb Butt can do it so can you.

Mickey...

...and yes I am a REAL person!

One side note: *Each set of videos is geared towards whatever YOU want me to show you how to model so keep that in mind if you don't see any large beastly monsters here! I can show you how to create that just as I can show you how to create anything else.*

Conclusion

I hope that after reading all of this you are ready to enroll! The main thing to remember is that this is more like attending a college than watching a DVD. Yes there will be video tutorials, but you also have the instructor who will be there with you every step of the way to help you whenever you need! No DVD can say that!

Hopefully we have answered all of your questions but if not, please feel free to contact us directly so we can sort out any lingering concerns you may have.

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Thank you and we look forward to our journey together!

