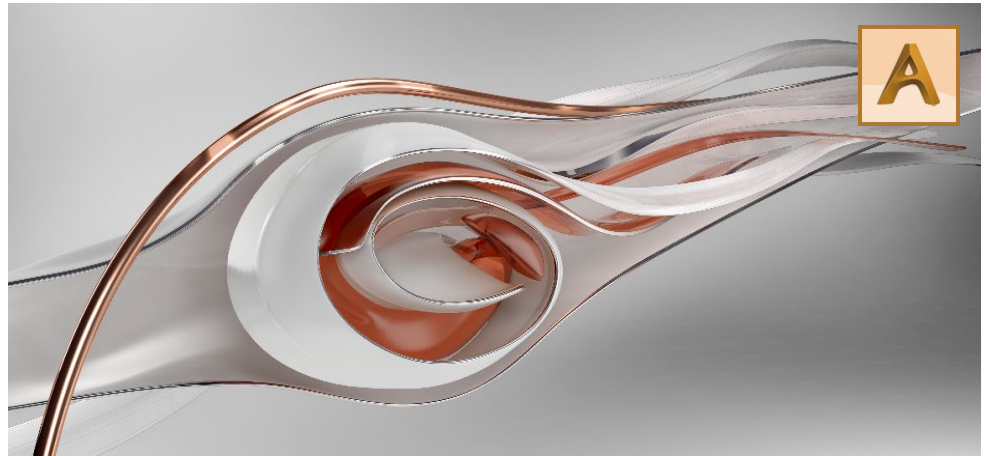# Autodesk Alias
## Training course outline

Autodesk Alias is a powerful designing and styling software used widely in the automotive industry, and other industries with a requirement to design and style including marine, aerospace, sports equipment and consumer product manufacture.

Alias offers sketching, modelling and concept visualisation tools to enable designers to transfer their ideas into reality.



## Course summary

Introduces new users to the concepts of modelling in Autodesk Alias software. You'll learn key techniques for concept surfacing, technical surfacing and product design.

Sessions include:

- Overview of the Alias interface.
- The principles of basic curve and surface creation and geometry manipulation.
- The use of advanced modelling and editing tools.
- Surfacing practices and procedures.
- Rendering.
- Surface Evaluation and Painting

Training is based primarily on the Alias Design application. Some of the techniques you'll learn are relevant to the Alias AutoStudio and Alias Surface products.

The techniques taught are generic, applicable to all industries that require design and styling.

## Duration
Three days.

## Who should attend?
New users of Alias. No prior Alias software or CAD experience is necessary.

## In-class or live online
You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

## General information
Armada is an Autodesk authorised Training Centre (ATC), and our Autodesk Alias Essentials course is accredited by Autodesk.

Alias courses are hosted by Autodesk Certified Instructors (ACIs) who are highly-experienced users of the software from an automotive background.

Whilst attending training at our centres, delegates have use of a computer running licensed Alias software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

## Course materials and certificate
Delegates receive:

- Comprehensive training materials for Alias.
- An e-certificate from Autodesk confirming attendance on an accredited *Alias Essentials* course.

## After course support
Following Alias training, you're entitled to 30 days' email support from your trainer.

## Further information
See: armada.co.uk/course/alias-training.

## Course syllabus
See over.

# Course syllabus

| Topics | Sub-topics |
| --- | --- |
| **Getting Started with Autodesk Alias** | Introduction to Alias |
| | Basic Terms used in Alias |
| | Representation of Curves |
| | Representation of Surfaces |
| | The Alias Interface |
| | History View |
| | Windows Layouts |
| | Marking Menus |
| | Viewing Panels |
| | ViewCube |
| | Workflows in Alias |
| | Understanding Symbols in Menu, Palette, and Shelves Window |
| | Hot Keys |
| | Creating Customized Schemes |
| | Object Lister Window |
| | Different States of Node |
| **Working with Basic Tools** | Introduction to Basic Tools |
| | Selecting Tools |
| | Methods of Creating Objects |
| | Creating Keypoint Curves |
| | Features of a Curve |
| | Creating Curves |
| | Creating Primitives |
| | Pick Tools |
| | Transform Tools |
| | Shading Objects in View Windows |
| **Working with Surfaces** | Creating Surfaces |
| | Editing Features |
| | Editing Keypoint Curves |
| | Construction Objects |
| | Working with Layers |
| | Controlling the Display of Objects |
| | Controlling the Visibility of Objects |
| | Secondary Surfaces |
| | Creating a Fillet Surface |
| | Creating Freeform Blend Surface |
| | Creating a Profile Blend Surface |
| | Modifying the Objects Proportionally |
| | Moving the CVs Normally |

| Topics | Sub-topics |
| --- | --- |
| **Editing Surfaces** | Generating Curves-on-Surface |
| | Duplicating Objects |
| **Advanced Surface Modelling Tools** | Advanced Surfaces |
| | Creating a Rail Surface |
| | Creating a Square Surface |
| | Creating N-Sided Surfaces |
| | Creating Multi-Surface Drafts |
| | Transforming the CVs and Hulls |
| | Advanced Modelling |
| | Refining the Edges of Surfaces |
| **Editing Tools** | Editing Curves |
| | Modifying a Curve |
| | Breaking Curves |
| | Sectioning a Group of Curves |
| | Editing Objects |
| | Attaching Objects |
| | Detaching an Object |
| | Inserting Edit Points into an Object |
| | Extending an Object |
| | Offsetting Objects |
| | Setting the Surface Orientation |
| | Unifying the Normals of Surfaces |
| **Basics of Rendering** | Introduction to Rendering |
| | Key rendering techniques in Alias |
| | Lighting |
| | Shadows |
| **Surface Evaluation** | Introduction to Surface Evaluation |
| | Canvas Layers |
| | Color Schemes |