

form•Z and PHOTOSHOP DEMYSTIFIED



**“You couldn’t
 make a better
 investment
 if you are
 trying to
 understand
 something as
 powerful and
 sophisticated
 as form•Z.”**

Tim Kobe
 Principle - Eight Inc.

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 colleagues have to say on our new
 Client Video at archtool.com



FORM•Z & PHOTOSHOP DEMYSTIFIED WORKSHOPS

Enter the realm of 3D design.
 Used to design the new World Trade Center as well as the spaceships in Star Wars and Star Trek, form•Z is the most powerful and versatile CAD program available today. Photoshop, in turn, is an essential companion to any creative endeavor. Together they define the core of the digital toolbox, forming the vectors and pixels that have replaced the T-square and compass.

Our approach is different.
 As form•Z and Photoshop specialists, we not only know the tools, but have developed a unique approach, taking you around the tedium and pitfalls while saving time, frustration and money. Workshops are small, our training is known for the high level of personalized attention we give to our clients.

Now entering our tenth year, we are expanding our course offerings, including our new LiveInteractive Training Program. As before, we will continue to offer follow-up support from your instructor, detailed workbooks, libraries and files on CD. We continue to offer workshops in Los Angeles, Chicago and New York City as well.

Not just architects. Though taught from an architect’s perspective, our FormZone Learning System applies to design professionals of every type, from those new to computers to the most advanced technophile. Half our clients come from outside of the field of architecture. If you need an effective way of quickly learning these tools, these courses are perfect for you.

Enhance your competitive edge by extending your creativity. Take your design skills to the next level. Enrollment is limited, courses fill early. Call 888.986.8665 to reserve your place today.

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DESIGN WORKSHOPS / RAPID PROTOTYPING

C O N T E N T S

- 2 **FREE LESSON** A free one-on-one lesson, on your computer, at your location!
- 3 **photoshop WORKSHOPS** Our four day overview immerses you in the logic behind the tool
- 5 **form•Z** What is form•Z? Who is it for. Version 5.0 details
- 7 **THE FORM•Z STORE SOFTWARE** As a value-added dealer we provide features not found elsewhere.
- 9 **DEMYSTIFIED WORKSHOPS** Now in its tenth year. Guaranteed to flatten the learning curve!

form•Z 5.5 Released!

Call to have a free demo.



The release of form•Z version 5.5 builds on the advances of 5.0, which restructured the program with an open architecture that allows for the development of scripting and plugins, introducing a new generation of user developed modeling tools. Version 5.5 releases a host of new features including the Bend along Curve Tool, new rendering features, new DWG/DXF Translation and importing LWA (LightWork Archive) files, which import predefined materials made available by manufacturers. New scripting features have also been incorporated. Call for a free demo.

8 8 8 . 9 8 6 . 8 6 6 5





Live Interactive

YOU: AT YOUR COMPUTER



NOT e-learning!

As a remote attendee of our live workshop web cast, you are among only 12 people attending at our workshop in person. You are a regular attendee of the class, asking questions by way of two-way phone connection.

Like driving lessons in a car with two steering wheels.

Imagine having our instructor come to your computer.

Our new LiveInteractive workshop webcast brings our exclusive FormZone® approach to the convenience of your home or studio. Using the latest in web conferencing, LiveInteractive offers a level of interaction you won't believe until you experience it.

This is NOT a canned video presentation! It is completely live and totally interactive. As a remote attendee of our live workshop webcast, you are among 12 attending at our SF Bay Area studio. You can see our computer's desktop and, optionally, we can see yours. You have the class files, workbook and a free demo of form•Z or Photoshop that you're using for the hands-on time. The audio-visual

exchange is as immediate as a phone conversation. By phone you hear instruction and ask questions whenever you'd want, like those attending in person.

Control of computers can also go both ways. Both instructor and student control the mouse and keyboard instantaneously, perfect for answering questions "in person." No special software or hardware is needed. Any PC or Mac connected to the internet will work. And now, for a limited time, we're offering our regular workshops through LiveInteractive at 20% off when mentioning this ad.

Skeptical? Try a free demonstration and experience the ways in which LiveInteractive is better than being there. Find out how. You've nothing to lose and everything to gain.



Remote attendees of our webcast have the Compendium Package in hand.

A free one-on-one form•Z lesson, on your computer, at your location.



To celebrate the release of form•Z 5.0 and the 10th year of the Architects Toolbox form•Z Demystified Workshops, we offer you a free one-on-one form•Z lesson on your computer, at your location, no matter where in the world you are. Our 20-minute session covers form•Z fundamentals and new 5.0 features. An excerpt from our new FormZone Workbook detailing the material covered is also included, as is a complimentary demo of the program.

The LiveInteractive Link allows us to bring our training to the convenience of your home or studio while maintaining the live and interactive approach our workshops are known for. Using a two-way web link, LiveInteractive offers a level of interaction you won't believe until you experience it. This is not a canned video nor e-learning! We view each others computers in real time. Both instructor and student view and control the same computer at the same time, perfect for answering questions "in person." The audio connection is made by phone. No special software or hardware is needed. Any PC or Mac connected to the internet will work. LiveInteractive is just one of the many teaching tools we use here at Architects Toolbox. We offer a wide range of training formats (*see reverse*), from live workshops to our FormZone Workbook, 5Step Interface to the Demystified and Compendium workshops. Give us a call and we'll start your training today.

LiveInteractive

Photoshop & form•Z Demystified Workshops

The form•Z Demystified Workshops.....~~\$980~~ **\$889**

Photoshop Demystified Workshops.....~~\$825~~ **\$739**

Save 20% when mentioning this ad on either series of our Demystified Workshops when you participate in either of our LiveInteractive

form•Z or Photoshop web casts. You'll be connected real-time to our Bay Area studio, our comprehensive workbook will be in your hands and the class files on your computer. Both four-day workshops are offered twice each month, either weekdays (M-Th) or on consecutive weekends. Call today for a free demonstration - 1.888.986.8665

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photoshop

DEMYS T I F I E D

W O R K S H O P S

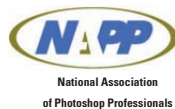


"I learned about the Photoshop Workshops from several colleagues who convinced me there was no better way to learn this complex program. The class was well organized, taught in a comfortable, relaxed learning environment. The approach was very helpful in encouraging questions. The most important parts of the program were broken down and taught in a way that made it easy to apply and retain.

I learned more from these four days than a whole quarter of Photoshop at UC Davis.

The knowledge I gained will be beneficial to my career. Highly recommended to anyone interested in Photoshop."

Hollie J. Smith
Francis Krahe & Assoc.
Architectural Lighting Design
San Francisco, CA



"As Art Director of KGO TV, I have worked in broadcast graphic design for over 15 years. Though I was initially concerned the instruction might be for architects only, my gut instinct was that these were not typical Photoshop classes and that the approach would be different. My instincts were right: the approaches and techniques apply to any creative professional.

I enjoyed David's approach—he's an excellent teacher, with a fun, easygoing style. The notebook provided was clear and concise. I would highly recommend classes from Architects Toolbox."

Mary-Beth Ray
Art Director KGO-TV
San Francisco, CA

An essential tool for any creative endeavor, Adobe Photoshop allows you to sketch, render, create visual studies and even construct 3D space, making it a core tool of any digital toolbox. From portfolios to web graphics, Photoshop is the tool of choice. If you master just one design/presentation tool on the computer, this should be it.

PS1. Intro: Photoshop Demystified Whether you're new to Photoshop or have been using it for years, this course unravels its core components, including levels, pixels, color control, cloning, selections, retouching, navigation and preferences. A six-hour workshop.

PS2. Photoshop Layers and Montage Unlock the power of montaging and collaging images. We cover the nuances of layer masks, adjustment layers, gradients, layer effects, text, and shadows. This workshop completes the introductory overview. A six-hour workshop.

PS3. Intermediate Photoshop Topics Take your knowledge to the next level. We cover curves, the vector-based pen tool, actions, histories, filters, texture-maps, and channels. Also, a review of the Ferry Building Case-Study (see web site for complete details). A six-hour workshop.

PS4. Web Graphics & Photoshop Review We cover the web features of Photoshop, and ImageReady, a companion program that comes with Photoshop—tools for optimizing graphics, mouse-overs, animations, slicing and exporting HTML and more. A six-hour workshop.

Includes: Our detailed color workbook, files on CD, monitor cards and follow up technical support.

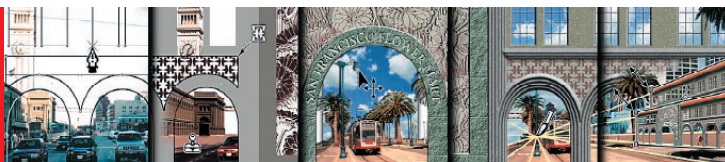
Locations and Dates: The Photoshop Workshops are currently offered in the SF Bay Area during the first two weekends of each month (see p.11 for details.) and Los Angeles (p.12).

Fees: **Photoshop Demystified Workshops:** SF Bay Area or Los Angeles.
\$325 for one workshop, \$495 for two, \$675 for three, **\$825 (for all four).**
Enroll in the workshops with a colleague and save 10%!
Call for a free demonstration of our LiveInteractive Training Program.

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Save 10% when mentioning this ad on the Photoshop Workshops through our new **LiveInteractive** training program. Call for free demo.

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This is a small part of
a lengthy article in
the Sept-Nov 2002

issues of CADence Web

cadenceweb.com/newsletter/aec/



Comparing AutoDesk VIZ & form•Z

by Lachmi Khemlani

"In the last issue of the AEC Tech newsletter (http://www.cadenceweb.com/newsletter/aec/1002_1.html), I started to compare the modeling capabilities of Autodesk VIZ and auto-des-sys's form•Z, applied to the same test project. I described the test project, illustrated its modeling sequence, and evaluated how the modeling proceeded in Autodesk VIZ. In this issue, I will complete the modeling comparison by looking at how the modeling proceeded in form•Z, and then summarize the comparative analysis.

Modeling in form•Z

Compared to VIZ, modeling the test project in form•Z was a breeze - straightforward, intuitive, efficient, and fast. I relied completely on coordinate entry in the Prompts palette to draw the base, for which I used the Rectangle tool in 3D Extrusion mode. For the main exterior enclosure, I used the Rectangle tool in 3D Enclosure mode, snapping to one of the top endpoints of the base object to get the first point graphically, and then specifying the second point numerically using relative coordinates. I also moved it to the correct position by specifying the move values numerically. ...

Conclusions

Comparing the modeling capabilities of Autodesk VIZ and auto-des-sys's form•Z shows that form•Z definitely has the edge when it comes to the kind of precise, dimensionally accurate modeling required in architecture. form•Z's edge comes from its ability to combine graphical and numerical input while modeling an object; quickly create a reference plane passing through any face; snap on to any point of an object, regardless of whether it is on the current plane or not; recursively apply derivative operations to objects (allowing you to, for instance, extrude an object that has itself been derived by an extrusion operation); and a simple but powerful set of Boolean operations that let you easily combine, subtract, and split volumes.

Considering VIZ's strong integration with other Autodesk products, its development has probably been based on the assumption that the objects are going to be modeled in other applications such as AutoCAD or Autodesk Architectural Desktop, and then brought into VIZ. The lack of focus on modeling is also evident from the fact that in the user manual of VIZ, the chapters on selecting objects and assembling and grouping objects come before the one on creating objects. If VIZ has to seriously compete with an application like form•Z on the architectural modeling front, it needs to address the shortcomings that were brought to light even in such a relatively simple modeling exercise. It also needs to offer features that rival or defeat the form•Z features listed in the paragraph above.

Design Disciplines that rely on form•Z

Architecture
Furniture
Highway & Bridge
Interior
Interface
Industrial
Movie Production
Multi-media
Product
Planning
Point of Purchase
Set & Theatric
Trade-Show

Lachmi Khemlani completed her Ph.D. at UC Berkeley, specializing in architectural CAD, and continues to teach, write, research, and consult in this field. She is the author of "Into 3D with form•Z" (McGraw-Hill, June 1999), and can be reached at lachmi@arcwiz.com.

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FORM•Z AND PHOTOSHOP WORKSHOPS

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DEMISTIFIED

What is

form•Z⁵?

What is



New tools in form•Z 5.0

Many of the new 5.0 features were developed with a new API that allows you to create scripts and plugins, introducing a new generation of user developed tools and rendering procedures. New features include new analytic primitives and new a cloning tool that allows you to deform one object and have its clones change as well. New tools for sweeping, doctoring your geometry, creating geometry by formula and a host of other features have been added as well. A new Doodle rendering mode has also been added. See formz.com for a complete list of Version 5.0 features.

Now in its 17th year of development, form•Z is a general purpose 3D modeling program. Used throughout the world of 3D design, form•Z is the tool of choice across the broad spectrum of 3D modeling and design, from architecture and planning to product design and illustration, advertising and automotive design, to motion-picture and theatric design. The program was used to make the spaceships in StarWars and StarTrek as well as the winning entry in the World Trade Center competition. Mattel, Hasbro, Walt Disney's Imagineering and Apple Computer are just a few of the many companies using form•Z. Version 5.0 adds a host of new features developed through a new API technology that allows for the development of scripting and plugins, elevating form•Z to a new level of user developed modeling tools and rendering procedures.

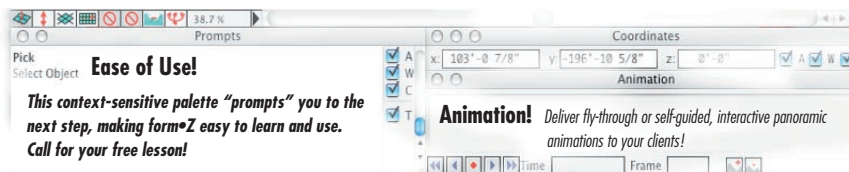
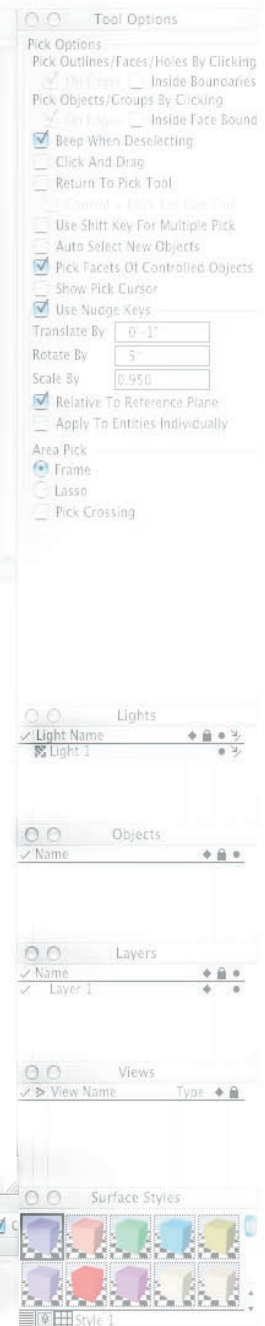
Modeling The range of tools is nearly endless: solid, surface, 2D, 3D, (faceted or resolution-free Smooth), Meshing, Sub-Divisions, Metaballs, Patch Modeling, and a very robust set of NURBS tools. All these types coexist seamlessly in the same scene. Modeling sophisticated forms is easy enough to learn in an hour, yet deep enough that you can grow into the more powerful modeling tools as your demands and needs grow. These highly parametric tools make form•Z the ultimate 3D design tool, allowing you to design intuitively, modeling whatever your mind can conceive.

Rendering A full spectrum of rendering options are offered, including: Wireframe, Hiddenline, Shaded, OpenGL as well as photorealistic Raytracing and Radiosity solutions. Two new rendering modes allow you to dial in a hand-drawn, sketched and painted rendering or animation.

Drafting The program also has a robust set of tools and procedures that deliver precise and CAD-accurate numeric entry, line editing, extending and trimming lines with round and bevel options, line weights, hatching, annotating and dimensioning.

Animation Create flythrough animations in Quicktime or AVI formats along a determined path or interactive Quicktime VR. Walk through your rendered scenes in real time as well.

Delivering Data Translate files to not only AutoCAD (with layers and colors), but over 40 file formats, including: 3D Studio, 3DMF, Art•lantis, AVI, BMP, DWG, DXF, EPS, FACT, HDRI, HPGL, IGES, Illustrator, Lightscape, Lightwave, MacPaint, MOV, OBJ, OpenEXR, Photoshop, PICT, Piranesi, PNG, PTS, Quicktime, QTVR Object, QT Panorama, QT Spherical, JPEG, RIB, SAT, Shockwave, STEP, W3D, SGI, STL, TARGA, TIFF, and VRML.



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See page 9 for complete details.

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the form•Z

S T O R E



autodes[®]sys

Call for a free demo of form•Z and free one-on-one lesson, on your computer, at your location.



form•Z

THE MODELING & ANIMATION PROGRAM

This is the full modeling and animation program. It includes all the advanced tools for modeling drafting and animation. What distinguishes this package from RenderZone and RadioZity is that it produces flat shaded rendering only and is not capable of photorealism.

List Price \$1495
Architects Toolbox Price \$1395
Compendium Credit \$100

MULTI-SEAT PRICING FOR FORM•Z

2 seats.....	\$1345 ea
3 seats.....	1245 ea
4 seats.....	1145 ea
5 seats.....	1045 ea
6 seats.....	945 ea
7 seats.....	845 ea
8 seats.....	745 ea
9 seats.....	645 ea
10 seats.....	545 ea
Beyond 10.....	445 ea



RenderZone

FORM•Z + PHOTOREALISTIC RENDERING

RenderZone includes everything described in the full form•Z modeling package, adding the ability to render with photorealistic results. The ray-traced rendering engine allows you to texture-map, layer decals and create nuanced shadows and more.

List Price..... \$1995
Architects Toolbox Price \$1895
Compendium Credit \$150

MULTI-SEAT PRICING FOR RENDERZONE

2 seats.....	\$1745 ea
3 seats.....	1645 ea
4 seats.....	1545 ea
5 seats.....	1445 ea
6 seats.....	1345 ea
7 seats.....	1245 ea
8 seats.....	1145 ea
9 seats.....	1045 ea
10 seats.....	945 ea
Beyond 10.....	795 ea



RadioZity

FORM•Z + RENDERZONE + RADIOZITY

This package includes everything described in the form•Z and RenderZone packages. The radiosity solution that is added calculates each light individually, accounting for the subtle bouncing of light and color off one surface to another. This package has it all!

List Price \$2390
Architects Toolbox Price \$2195
Compendium Credit \$200

MULTI-SEAT PRICING FOR RADIOZITY

2 seats.....	\$2149 ea
3 seats.....	1999 ea
4 seats.....	1899 ea
5 seats.....	1699 ea
6 seats.....	1599 ea
7 seats.....	1499 ea
8 seats.....	1399 ea
9 seats.....	1299 ea
10 seats.....	1199 ea
Beyond 10.....	949 ea

MULTI-SEAT PRICING

UPDATES

Update form•Z to Version 5.5

Update to 5.5 from 5.0 \$100
 Update to 5.5 from 4.0 \$375.00
 Update to 5.5 from below 4.0 \$575.00

Update RenderZone or RadioZity to Version 5.5

Update to RenderZone or RadioZity to 5.0 from 4.0, 4.1 or v4.2: \$325.00
 Update to form•Z 5.0 from 1.0 to 3.9: \$625.00

UPGRADES

Upgrade form•Z to RenderZone\$485
User must have latest version to upgrade

Upgrade RenderZone to RadioZity.....\$375
User must have latest version to upgrade

UPDATES AND UPGRADES RECEIVE A 20% COMPENDIUM CREDIT. CALL FOR ACADEMIC LICENSING AND MULTI-SEAT UPDATES

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(a \$693 value)

Only **\$499!**

Enroll in

The form•Z Demystified Workshops

(Days 1-4) and

receive the Complete

Compendium Package

for only

\$99!

1

FIVEstep TOOLBARS

The FiveStep Toolbars are a reconceptualization of both the modeling and window toolbars in form•Z, reorganizing them into five separate subpalettes, giving you a way of quickly finding any tool you need in just a snap, giving you access to more palettes while opening more space to model. \$49



2

Zkeycuts KEY SHORTCUTS

This package includes over 110 keyboard shortcuts that speed your way through the program. With our Zkeys, you'll navigate and model in form•Z in the shortest amount of time and half the number of keystrokes. Includes an F-key keyboard template..... \$49



3

form•Z formulator P A C K A G E

This set of incredible tools flatten the form•Z learning curve. Includes our FiveStep QuickStart Guide, FiveStep Toolbars, ZKeyCuts, FiveStep Monitor Template and FormZone Keyboard Template. Save 50% when purchasing with the LiveInteractive Formulator Workshop. See page 2 for details.

Formulator Package (alone).....\$199 or (when purchased with the Formulator Workshop).....\$99



4

FORMzone WORKBOOK

The FormZone Workbook covers the issues and case studies covered in the workshops. At over 280 color pages, the workbook is organized into 14 tabbed sections following the organization of the FiveStep Toolbars, plus interface, navigation, modeling, rendering, case studies, resources and more..... \$249



5

archtool formZ library

archtool windowZ

525 standard sized windows, both casement and double-hung. Organized into three levels of detail: simple window frames with glass, fully detailed window sills and windows with mullions. Save hours of time.....\$99

archtool doorZ

This library includes 54 doors at standard sizes. Organized into three interchangeable levels of detail. The first level of detail includes simple openings and closed doors. The second level includes detailed standard molding, door jams and handles. The third level includes fully detailed jams and opened doors\$49

archtool carZ

The 76 cars in this library are organized into two levels of detail. There are six basic types: sedan, compact, SUV, truck, convertible and delivery van. These low polygon cars are designed to quickly render, appropriate for urban design and architecture...\$49



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They're *talking* About Us in the form•Z Forum



Jack Bransfield
Architect
Chicago, IL

By Jack Bransfield (ricard23) *"I'm considering signing up for a Form•Z course given by Architect's Toolbox. It sounds like a great course that teaches an efficient, methodical way of using the program, rather than just describing commands, etc. The site includes a long list of rave reviews from past students of the course, but it is expensive, and I was hoping to get some feedback from*

others on this forum before I sign up. Has anyone taken these courses? What was your level of experience when you took the course? How did it help you? Any feedback would be appreciated."

Jack



RobRoy Campbell
Chicago, IL

By RobRoy Campbell (electronaut): First of all, I'm not an architect. I design & build vacuum tube audio amplifiers for recording, and I was looking for a way to model all the parts I commonly use so I could more easily imagine assembly of these devices. I tried VectorWorks, and found that the 3D modelling tools were fairly limited. VectorWorks seems much more suited for architects. I'm pretty savvy with computers, but frankly form•Z intimidated me because of the million tools and billion options for each tool.

of concepts gradually, resulting in a basic skill level "foundation" on which to add the more advanced skills.

My main complaint was that the class was really tailored to architects' needs, but Dave IS an architect after all. To his credit, he really did go out of his way to make sure every individual student's requirements were met, often pointing out things to certain students that would be specifically beneficial to them. I was TOTALLY NEW to form•Z, and the guy next to me had already been using it for a year, and I think we both walked away a lot more informed.

The classes offered by Architect's Toolbox broke down this seemingly complex program into some much simpler concepts. David Wolf has obviously put a large amount of time into conceptualizing and refining his teaching process. He breaks the program down into 5 basic concepts, (Draw, Pick, Move, Edit, and Derive) the concept being that most anything you will do in form•Z will fall into one of these categories. The accompanying three-ring binder is filled with graphical representations of each lesson, and the book is organized according to the 5 concepts. Also, if you get the "customized interface", it comes with well thought-out keyboard shortcuts, and custom tool palettes that are arranged according to the 5 concepts.

I guess the proof is in the pudding. It's been a month since I took the class, and so far I'm WAY beyond where I think I would have been if I had simply studied the manuals and the tutorial. I've been making models that are blowing my friends' minds! "Looks like a PHOTOGRAPH!"

For me, it was worth the hefty \$980 (even though I didn't have a "boss" paying for it) to learn it in four days, as opposed to spending months reading boring manuals. That said, there are certainly cheaper alternatives. The form•Z forum has been great to me so far, and the "Desktop Companion" book is great too, at least for reference. Admittedly, I never actually tried the auto*des*sys tutorial, which ADS strongly recommends. But if you prefer fast, intensive, brain-cramming methods of learning, this class is for you.

Good luck! E. Lectreau

"Below are some models of vacuum tubes I did, two weeks after taking the class. Again, I was TOTALLY NEW to form•Z before taking the class."

I found the "5 concepts" approach to be very helpful. I especially liked the pace of the class and the way it was arranged. For example, we would do the first few lessons of the "Draw" section of the handbook, then skip the rest of that section and move on to the "Pick" section, do the first few lessons & skip the rest, etc. Then later, we would go back and pick up where we left off. This approach helped cover a wide range

More than two years later, I am amazed at what I learned in 4 days. I wish all my intellectual endeavours could be as productive.



By Jack Bransfield (ricard23) *"I just got back from the Architect's Toolbox course and loved it. I wrote the following testimonial for David and thought I'd post it here as well. Feel free to contact me if you have any questions about the course."*

model). But David's approach makes this technology much more transparent. In the same way that we don't think twice about using a telephone to speak to someone far away, his intuitive verbal approach allows you to start taking Form•Z for granted and concentrate on the design tasks you want to accomplish. I have just returned from the January course, and I'm excited (not intimidated) to start using Form•Z for some new architectural projects. I only wish I had known about his course when I bought the program.

I bought Form•Z a year and a half ago, and had been trying to teach myself to use it in my spare time. I was able to learn a few of the tools, but I hadn't really mastered any of them, and there were dozens more that I hadn't touched. And although the Form•Z manuals are very comprehensive, they can be overwhelming when you're looking for a basic understanding of the program. David's course has been incredibly valuable because it presents nearly all of form•Z's powerful tools in an exceptionally clear, logical manner.

David's teaching style is fundamental to the course's success. He tailored the class to fit the skill level of our group, and always accommodated our questions and requests whenever possible. His creativity and sense of humor kept our attention all the way through the course. I think it's quite an accomplishment to keep an entire class engaged and learning for six hours a day! I would recommend the course highly to anyone interested in developing a strong foundation of skills in Form•Z."

His customized interface and key shortcuts make the program's features MUCH more accessible than the stock configuration. In the past I had been a bit skeptical of using any computer program (even Form•Z) for design because it forces the user to adapt to the program's logic (compare the knowledge required to sketch with a pencil vs. building a 3d computer

Jack Bransfield jackb602@attbi.com

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"As an artist and architect, I've always wanted to add a 3D tool to my skill set. FORM-Z was initially confusing. After this seminar, the software is now comprehensible. The FiveStep Toolbars are the best reorganization of the desktop ever, a big help. The workbook is excellent. The teaching aids and methods are fabulous."

Greg Andrade
Andrade Art Works: Pasadena, CA
gandrade@dslextreme.com

Based on our exclusive FormZone Learning System, these workshops provide the most direct path to learning this powerful program. Instruction follows our exclusive FiveStep Toolbars, which organize the modeling and navigation tools into an intuitive grouping of five separate "subpalettes," which absolutely flattens the form•Z learning curve, making learning form•Z much easier for the beginner, far faster for the already initiated.

The Introductory Overview: Day 1: FUNDAMENTALS and FACETS

Covers basic modeling, interface, navigation, lines, splines and editing using our unique 5-Step approach. Includes basic drawing, selecting, geometric transformations, Boolean Operations, windows, doors and the Simple House Case Study.

The Introductory Overview: Day 2: PRECISION AND PARAMETRICS

This workshop continues covering fundamentals, focusing on the precision of numeric entry. Includes an overview of Facetted and Smooth geometry and the advantages of each, along with the Trim/Split, Sweeps and Revolve tools.

The Introductory Overview: Day 3: RENDERZONE AND ANIMATION

An introductory overview of rendering and animation, including Texture-Mapping, Decals, Surface Styles, Shaders, Procedurals, Lighting and more.

The Introductory Overview: Day 4: ESSENTIAL MODELING TOPICS

Now we cover issues related to meshing, including terrain modeling, subdivision meshing (QsubZ & TsubZ), Disturb Mesh, Mesh Movement, Display Resolution, Resolution reduction, deforming and line editing

Special, Day 5: ORGANIC WORKSHOP This new workshop covers standard modeling tools for creating organically shaped geometry such as Skinning, Lofting and NurbZ and the modeling of complex free-form shapes.

F E E S F O R G R O U P W O R K S H O P S

Days 1-4: Introductory Overview\$1499 for all four days
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Day 5: Organics Workshop: When taken alone..... \$395 each



"Great teaching is both science and art. David Wolf amply fulfills the criteria of both. As an artist and professor, I have been using and teaching digital imaging for seven years and am a demanding (and usually disappointed) consumer of training. Too often they are long on rote recitation of the handbook and/or tutorials, and critically short of insights into how to synthesize the structure, interface and logic to facilitate their learning and workflow. David reconceptualizes form•Z's powerful tools to give participants a faster path to competence, but more importantly he provides them with a means to problem-solve from an expansive design framework that transcends the application. The fundamental logic is of equal use to artists, designers and architects. It is always a pleasure and privilege to learn from someone who is a gifted teacher and for my money, David qualifies hands down."

Brian Sikes
Professor of Art and Art History
De Paul University
Chicago, Illinois

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