Model Rigging & Import

Level One Course

RIGGING & IMPORT

"This class was awesome! It really filled in all the knowledge gaps with my model workflow."

- Submitted Student Evaluation

Course Syllabus

"If you think training is expensive, try ignorance."
– Peter Drucker

Welcome to the Course

Training is at the heart of Bohemia Interactive Simulations. Our products are developed to enable the most effective training of our military and professional industry customers worldwide. In support of our simulation and development products, and in response to consultation with our customers, we are proud to deliver training courses of the highest caliber.

Course Description

The model import course is specifically aimed at model development within the VBS3 developer tool suite provided with the purchase of a VBS3 license and Bohemia Interactive Simulation's proprietary modeling software: Oxygen 2.

You may already be an experienced 3D modeler in Maya, 3DSMax, Blender or any number of other modeling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.

It is also important to note that this course will not teach students how to create 3D models – however, it is recognized that to work within a modeling application such as Oxygen 2 within our tool suite, very basic 3D modeling skills will be taught.

Course Prerequisites

There are no formal prerequisites for this course, but previous experience with 3D model development is desirable.

It is recommended that students attend web-based tutorials or formal "short courses" on the concepts and principles of 3D modeling prior to attending this course.

Students with minimal experience and skill will learn how to import, configure, set up and rig models but may find the training material very difficult due to the assumption that students will possess basic 3D modeling skills.

Course Objectives

At the end of this course, students will be able to create and configure simple models using the tools provided by the VBS3 Developer Suite.

Students will be able to explain the configuration process involved in creating models with interactive or animated components.

Requires Texts and Resources

- Model Rigging & Import Student Guide
- VBS3 Developer Suite
- VBS3 Developer Reference

Instructional Methods

This course will use the following methods of instruction: Direct Teaching, Lecture, Presentation, Demonstration, Discussion, Cooperative Learning, Step-by-Step Activities, Small Group Activities, Hands-on Practical Application, Reading Assignments, and Simulation.

Course Policies and Requirements

Attendance and Participation

It is required that you attend at least 90% of this course (36 hours) in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Grading

This is a Pass / Fail course. If you are unable to complete at least 90% of the lessons successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

Teamwork

This course depends upon teamwork and cooperation. You will be working with other students to create and modify scenarios, host and join sessions, and troubleshoot items as they may arise. If you have difficulty working in teams, please speak with the instructor. Although you will work in teams, your work must be produced independently.

Professionalism Policy

In order to maintain the optimal learning environment, mobile phones, pagers, tablets **must be silenced** during all classroom activities. Those individuals who do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions. Students who habitually disturb the class by talking, arriving late, leaving early, etc., and have been warned by the instructor may not receive a Course Certificate.

Indemnity Clause

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the academic integrity of this course.

Tentative Course Schedule

The times and dates listed are tentative and subject to change.

Monday:	0900 – 1700
Tuesday – Friday:	0800 – 1700
Lunch:	1100 – 1230
Breaks:	15 Minutes between lesson blocks
Preview/Review:	15 Minutes at start and end of class day

Course Topics

The course will introduce students to the process of importing or creating a model with basic configuration and animated or interactive components. The course does not teach students how to model, but provides an understanding of the complex requirements involved in importing and rigging a model with basic configuration and have it appear in VBS3.

The course will introduce students to the development tools used to investigate and modify existing models for correctness and completeness, or to create their own if access to industry-standard software is not available at their work environment.

Students will be able to use all the tools provided to bring the final model into VBS3 as a working asset.

Specifically, the students will be familiarized with:
- Oxygen 2
- AddonPacker
- Configuration Files

More Information

Complete details for our primary training sites can be found at: https://www.bisimulations.com/company/contact-us
- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamtown, Australia

Contact our Training Department directly via email at: training@bisimulations.com

You can find more information on other courses at our website via: https://www.bisimulations.com/training

Which Courses Do You Need?

BISim Farnborough 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

VBS3 terrain development is a very important skill set for a VBS user developer, as it provides the developer with the ability to create sensitive terrain areas with restricted source data, within the security of your own organization. Combined with the VBS3 Rigging and Import Course, the developer is armed with a very powerful skill set which will, with the necessary source data, enable high detail replication of real world terrain locations.

BISim Farnborough 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

Three courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds upon lessons learned in the Administrator Course, and end at Level Three for those who want to tap into basic Designer-level tasks.

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The VBS3 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS3. This course covers the following topics: VBS3 capabilities, administrator functions, scenario design, and lesson design.

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The Rigging and Import Course is specifically aimed at model development within the VBS3 Developer Suite, provided with the purchase of a VBS3 license. And in particular to Bohemia Interactive Simulation's proprietary modelling software "Oxygen2." You may already be an experienced 3D artist in Maya, 3DSmax, Modo or any number of other modelling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.