

VBS4 Model Import Course



"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

Aim

The aim of this syllabus is to detail the training, administrative, and logistic requirements for the course.

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 VBS4 Model Import Course will familiarize students with workflows and techniques to set up a 3D model and use it in VBS4.

The course teaches how to use BISim's Model Exchanger (MEx) from the VBS Developer Suite, in order to take advantage of industry-standard modeling formats and tools (e.g. Blender).

The course is intended to be taught for class sizes of up to 5 students.

Course Prerequisites

There are no formal prerequisites for this course.

Students with no experience will learn how to import, set up and export models but may find the training material difficult due to the assumption that students will possess basic 3D modeling skills.

We highly recommend that the students have previous experience with 3D modeling software. The course builds on understanding of concepts and principles of 3D modeling. It is not possible to be fluent in all 3D modeling products available on the market. The Instructor will be using Blender for this course.

Course Objectives

At the end of this course, students will be able to create and configure simple models using the tools provided by the VBS4 Developer Suite.

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





Supplied course resources

- VBS Developer Suite / Model Exchanger Manual
- Sample projects

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

Attendance of at least 90% of this course is required in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Professionalism Policy

In order to maintain the optimal learning environment, mobile phones and tablets must be silenced during all classroom activities.

Please arrive on time for all class sessions. Students who 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 they see fit while maintaining the integrity of this course.



Tentative Course Schedule

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

5 days course

Monday – Thursday: 0900 – 1700

Friday: 0800 – 1400

Times can be adapted to suit local requirements.



Course

Topics

At the end of this course students will be able to import, set-up and export 3D models to VBS4.

Students will be able to utilize the Model Exchanger (MEx) from the VBS Tools suite to take advantage of industry standard modeling formats and tools.

More Information

Complete details for our primary training sites can be found at: <https://bisimulations.com/company/contact-us>

- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamtown, Australia
- Prague, Czech Republic



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?



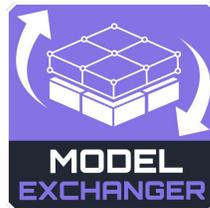
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Two courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds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



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The VBS4 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS4. This course covers the following topics: VBS4 capabilities, administrator functions, scenario design, and lesson design.



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The VBS4 Model Import Course teaches model development and exporting to VBS4, using the Model Exchanger tool, which is provided within the VBS4 developer suite.

You may already be an experienced 3D modeler, but need to make your model to function in VBS4. This course covers the workflow and techniques needed to set up and export a model for use in VBS4