

## Certificate of attendance

This is to certify that

**Mag. Dr. Sandra Müller**

successfully attended a 2-month training at 7reasons during June/July 2017 on

**computer-assisted 3D modeling/animation &  
interactive use in 3D real-time environment for the visualization of interpretative 3D  
models**

Modules:

- introduction in modeling & animation software (Autodesk 3ds Studio Max)
- interface, shortcuts and movements in 3D environment
- solid -modeling (creating, combining and changing of predefined geometric objects)
- creating and editing of parametric objects
- modeling of organic objects (surface modeling with Nurbs (Non-Uniform Rational B-Splines))
- modeling in 3D voxel environment
- texturing of models (creating of textures, applying of textures by using UV projections)
- principles of 3D animation (translation, vertex animation and camera animation)
- landscape modeling and simulation (by use of different software applications)
- edition of created scenes in picture and film ratio
- editing of created output format in cutting and production software
- workflow creation for the use of built 3D scenes in 3D real-time environment
- introduction in 3D Realtime software Unity 3D
- introduction in the creation of a monitor independent GUI (Graphical User Interface)
- interaction with objects using existing parameters
- interaction by C# and JavaScript (use of pre-assembled code-snippets)
- output of created scenes and models for mobile end devices and for the internet
- output of created scenes for immersive reality headsets (HMD) and augmented reality



Günther Weinlinger  
CEO

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