

VIDI approached tutorial development by asking professionals in the 3-D modeling and animation field to work with the beta software to produce a comprehensive series of tutorials; each with some basis in a real-world application.

Each of the tutorials contained in this guide was edited for style and content after final submission by its author. We look with pride and gratitude to the people who labored through the hardship, and frustration that comes from working with beta software.

### **Brad Douglass-Lathe**

Brad is the Video Production Director at McGaw, Inc. in Irvine, CA. Brad's animation, 3-D concept and video work has been displayed throughout Central America, South America and the Caribbean, as well as domestic symposiums, trade conferences and government agencies.

Brad feels that Presenter Professional is one of the most powerful modeling packages on the market today. He says "The software is very intuitive and user-friendly. This is one package I couldn't do without."

### **Eric Hardman-Lofting**

Eric Hardman is a 3-D animator and graphic artist. Currently Eric, as Senior Designer at Walt Disney Studios, is working on pre-visualization special effects for films. His work has appeared in feature films, on television, and in magazines. As the former Vice President of Development and a member of the VIDI design team, Eric has intimate knowledge of Presenter Professional's power and utility and is putting it to good use.

As a sideline, Eric enjoys playing bass with his band, Flux, and spending time with his family.

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## **Joe McCarthy-Transformations**

Joe McCarthy is currently employed at Western Publishing as a Senior Designer. Joe has been using Presenter Professional for several years for a whole range of projects including: 3-D concepting, illustration, video, and multimedia presentations.

Joe feels that “The intuitive nature of Presenter allows you to simply create, making it the perfect design tool. It enables you to spontaneously carry a project through the design cycle without getting overwhelmed by a confusing interface.”

## **Nick Pausback-Booleans**

Nick Pausback graduated with a B.S. in product design from the prestigious Illinois Institute of Technology’s Institute of Design. After spending a year as an architectural model-maker, he went to work at NASA’s Johnson Space Center where he spent four years doing conceptual design for the interior of Space Station Freedom.

Taking a year off to travel the globe, he toured the Outback, climbed the Great Wall, ran from elephants, and experienced life in India.

Following his adventures, Nick came to Los Angeles to work as a Digital Designer and Multimedia Whiz with renowned visual futurist Syd Mead. Current Syd Mead Inc. projects include: Movie pre-visualizations, video game concept development, VR interface studies and a new “digital interactive art gallery” CD ROM of Mr. Mead’s work. Not surprisingly, VIDI’s Presenter Professional 3.0 software is never far from Mr. Pausback’s mouse finger.

In his free time, he teaches a 3-D modeling class at the Art Center in Pasadena, CA.

**Peter Ratner–Human Model Super-Tutorial**

Peter Ratner, Master of Fine Arts, is a Professor of Art at James Madison University in Harrisonburg Virginia. He uses Presenter Professional 3.0 in his 3D modeling & animation classes as well as for his own interactive multimedia, animation, illustration and fine art work. His artwork has been exhibited in many national and international juried exhibitions including: SIGGRAPH, MacWorld expo, Anchorage; Alaska Museum of History and Arts, the Chrysler Museum, and the Art Institute of Chicago.

Peter also does private tutoring and consulting work on how to model and animate with Presenter Professional, and how to create interactive multimedia presentations.

**Stephen Kowalski–Tutorial Testing and Editorial Content**

## **ModelPro 3.0 Tutorials**

### **ModelPro Interface Tutorial**

**Creating a 3-D Logo, A**

### **Lathe Tutorial**

**Creating a Gavel, B:1**

**Sweep Tutorial—Making a Spring, B:9**

### **Extrude Tutorial**

**Part I—Creating a Simple Extruded Object, C:1**

**Part II—Using Custom Tool Settings, C:4**

**Part III—Extruding a “Rib”, C:8**

**Part IV—Bevel Extrude—Creating a 3-D Logo, D:1**

**Part V—Creating a Path Extruded Object, E:1**

### **Lofting Tutorial**

**Making a Squeeze Bottle, F:1**

### **Booleans Tutorial**

**Building an Airplane, G:1**

### **Transformations Tutorial**

**Making a Wheel, H:1**

### **Human Model Super-Tutorial**

(Follows the Transformations Tutorial, H:12)