



Invest in People that Only Asset that Appreciates...

## Matrix 6.3 Training Program

LIVE ONLINE INSTRUCTOR LED  
ONE TO ONE FACILITY AVAILABLE



### **BUILDING NATIONS** **A Professional Development Institute**

This highly specialized and concentrated Program is ideally suited to following individuals who are:

- Fresh Matriculation who are interested to learn Matrix and Jewelry Design Software
- Already working professional who are looking a better Prospect in Jewelry Designing
- People who are working in same domain would like to learn latest software of Jewelry Designing.
- People who would like to get certification in this era.

## COURSE OBJECTIVES:



Create interactive images of your Matrix designs for your customers to view via email or from your company's website. These three dimensional, photo realistic images provide full control to the viewer; allowing them to spin, reposition, zoom in and out, and even change gem or metal materials with immediate results! With your design opened in Matrix and a few simple clicks using the Matrix Viewer tool, you can create files used to share your designs with the world in an exciting new way - and they don't need a 3D program to view it!

## Program Details

### Inauguration

Training Program will be inaugurated by a senior member of 3DEducators

### Program Structure

Details of the programs	
<b>Number of classes in a week</b>	2
<b>Duration of each class</b>	2 Hours
<b>Guided Hours</b>	32 Hours
<b>Non Guided Hours</b>	12 Hours
<b>Total Hours</b>	48 Hours

### Other Learning Activities

Activities that have been required	
<b>Classroom Assignment</b>	8
<b>Presentation By Trainees</b>	1
<b>Project</b>	1

# Program Syllabus

## Matrix Viewer

Create interactive images of your Matrix designs for your customers to view via email or from your company's website. These three dimensional, photo realistic images provide full control to the viewer; allowing them to spin, reposition, zoom in and out, and even change gem or metal materials with immediate results! With your design opened in Matrix and a few simple clicks using the Matrix Viewer tool, you can create files used to share your designs with the world in an exciting new way - and they don't need a 3D program to view it!

## Stuller Gem Ordering

That's right! You can now order your diamonds & gemstones through Matrix. Use the Stuller Gem Order Builder to specify the 4 C's and instantly order/update your Stuller account with confidence that Stuller is the largest DTC Sight holder and fulfillment house in the USA.

## Stuller Studio CAD/CAM Services

Send your model to Stuller for manufacturing directly from the Matrix Interface. Build your Matrix model and let Stuller Studio CAD/CAM Services take care of the rest.

## Bonus Tools Integrated

The Chicago Bonus Tools have now been integrated into the Matrix interface for ease of use. Each tool can now be found within its' respective menu.

## New Icons/features

Access more tools using the graphic icons within the Matrix Interface. Instead of typing the command in the command line, access the tool with one simple click of the mouse.

## Tools Menu

### **Stuller Gem Ordering:**

That's right! You can now order your diamonds & gemstones through Matrix. Use the Stuller Gem Order Builder to specify the 4 C's and instantly order/update your Stuller account with confidence that Stuller is the largest DTC Sight holder and fulfillment house in the USA.

### **Gem Update:**

Fix pesky broken gems using the Gem Update button.

## View Menu

### **Matrix Viewer:**

This new and highly interactive 3D viewer allows customers to view and interact with your 3D models outside of the Matrix Software. This tool will add a new dimension to the approval process, and also provide a unique feature to your website.

## Surface Menu

### **Adjust Closed Surface Seam:**

An oldie but goodie, we now have a button for the Adjust Closed Surface Seam function.

## New Render Tools

### **Sparkle:**

Add glamour and life to any render with the new Sparkle builder. Send your new animated render (with Sparkle's included!) to your client via email or use it on your website.

### **Movie Maker:**

Sew a series of static images together and make an animated movie. Use this comprehensive tool and include a watermark or picture in picture. Fade your movie in and out to add a professional touch. This advanced tool can be used for marketing or demonstration purposes.

## File Menu

### **Stuller Studio CAM Services:**

Manufacturing your Matrix design has never been so easy. Link directly to the Stuller Studio Cam Services website from inside the Matrix interface.

## Info & Settings Toolbar

**Clear History:** Clear the history on one or more parts of your model to end the relationship between history enabled parts.

## Section 1 - Primary

### Chapter 1

#### Introduction...

- An Introduction to Matrix 6.3
- The F6 Key and Matrix 6.3
- Tour of a Matrix Builder
- Using Info & Settings Menu
- Using Project Manager
- Project Manager Database
- The Top 11 Buttons
- Using the File Menu
- Using the Measure Menu
- A Tour of the Interface
- History and Matrix 6.3
- Modeling in the Viewports
- The Layers Menu
- Using Master Job Bags
- Using the Snaps Menu
- “Cool Display Modes”
- Using the View Menu
- Basic Utilities Menu Tools

### Chapter 2

#### Building Shanks & Bands ...

- Building Your First Ring
- The Ring Rail Tool
- The Profile Placer Tool
- Create your own Profile
- Using Sweep 1 History
- The Outside Rail Tool
- Using Sweep 2 History
- Multi-Rail Sweep History
- Profile End Cap

#### Adding Basic Gems ...

- The Gem Loader Tool
- Gem Positioned & MSR
- Using Bezel Builder
- Matching Gem Attributes
- Emerald & Baguette Builders

#### Basic Setting Tools ...

- Using Head Builder
- Using “Pull Object to Rail”
- Saving & Loading Styles
- Using Heads Library
- Emerald Profile & Cluster Tools

### Chapter 3

#### Closed Curve Tools ...

- Curve Tools for Basic Design
- The Circle Command
- The Ellipse Command
- The Rectangle Command
- The Polygon Command

#### Fixing Problem Curves...

- The “Offset” Commands
- The Two “Blend” Commands
- The Fillet & Chamfer Tools
- Using Curve Boolean

#### Open Curve Tools ...

- The Line Command
- Arc & Arc Direction

#### Open or Closed Curve Tools ...

- The Polyline Command
- Interp Curve & Curve Tools

#### Tools to Modify Curves ...

- Rebuild & Fit Commands
- Eternity Ring Builder
- Raised Band Builder

#### Curves on a Surface

## **Section II - Intermediate**

### **Chapter 4**

#### **Gems from Curves ...**

- Multiple Gems & Settings
- Gems & Objects on a Curve
- Advanced Cluster Builder
- Gems Between 2 Curves
- Building a Baguette Channel
- Baguette Between 2 Curves
- The Custom Gem Tool

#### **Managing Multiple Gems ...**

- Using Gem Reporter
- Using Gem Guides
- Using Gem Update

#### **Managing Multiple Gems ...**

- Using Gem Reporter
- Using Gem Guides
- Using Gem Update

#### **Setting Multiple Gems ...**

- Creating a Prong Layout
- Prong Editor
- The Metal Piece Setting
- The Channel Border Tool
- The Gem Profile Tool

#### **Gem Cutters ...**

- Cutters for 1 or Many Gems

#### **Cutting Tools ...**

- Cut to Finger Rail Tool
- Boolean Builder & Booleans

#### **Tools for use with Booleans ...**

- Boolean-Related Commands

### **Chapter 5**

#### **Builders Menu...**

- Using Matrix Builders

#### **Ring Builders...**

- Eternity Ring Builder
- Raised Band Builder

#### **Design Element Builders ...**

- Pattern Builder
- The Two Knot Builders
- Jump Ring & Nautilus Builders

#### **Award-Style Ring Builders...**

- Signet Ring Builder
- The Award Ring Builder
- The Surface Pullback Tool

#### **New Modeling Tools ...**

- Surface Inset

#### **Intermediate Tools**

- The Curve Transform Tool

#### **Tools to Mirror Designs**

- Mirror Mode & Mirror Shatter

#### **Cutting Tools To Mirror Designs...**

- Plane & Cube Cutters
- Quad Flip Builder

#### **Tools Menu Builders**

- The Ring Resizer Tool

## Chapter 6

### Surfaces & Solids from Curves...

- Build, Edit Surfaces & Solids
- The “Extrude” Tools
- The “Pipe” Commands
- The Revolve Commands

### Creating Surfaces...

- Creating Simple Surfaces

### Tools to Edit Surfaces & Solids...

- Cap Planar & Extract Surface
- The Blend Surface Command
- Fillet & Chamfer Tools
- Basic Scale Tools
- Bend, Twist, Taper, & Shear
- The Cage & Cage Edit Tools
- The Polar Array Tool
- Make Downward Facing

## Chapter 7

### Intermediate Gem Tools...

- Intermediate Gem Tools

### Pave Tools ...

- Creating Simple Pave
- Using Gem on Surface
- Using Springs
- Adding Pave Azures
- Adding Pave Prongs
- Prong & Bead on Surface
- Auto Pave’: Advanced Designs
- Using “Pave’ Sphere”

### Advanced Gem Tools ...

- Gem Control
- Gem Follow
- Using “Object to Gem”

## Section III - Advanced

## Chapter 8

### Advanced Profile & Rail Tools ...

- Advanced Modeling Concepts
- The Profile Sweep Tool
- Custom Rail & Related Tools
- Sweeping Custom Rail Rings
- Using Profile Merge
- Dup Edge & Dup Border
- Orient 2 & 3 Points
- Using Rotate 3D
- Curves and CPlanes
- The Blend Targets Menu

### Advanced Surface Creation ...

- Sweep 1, 2, & Surface Modeling
- Using the “Loft” Tool
- Using Curve Network
- Using the Patch Command
- Cross Section Profiles
- Using the Drape Tool
- Using Height field from Bitmap

### Advanced Surface Editing ...

- Offsetting Surfaces
- Extend Surface
- Rebuild Surface
- Using Match & Merge
- Using Unroll Surface
- Untrim / Shrink Trimmed Surface
- Using Move UVN
- Using the Soft Move Tools

## Chapter 9

### Curve Tools: Objects on a Surface ...

- Advanced Design Tools
- Understanding UV Curves
- Adjust Closed Curve Seam Pt.
- Adjust Closed Surface Seam
- The Divide Curve Command

### Transform: Objects on a Surface...

- Using the “Flow” Commands
- Using “Smart Flow”
- Using The Array Tools
- The Orient Tools & “Splop”

### Solid: Objects on a Surface...

- Boss, Rib, Slab, & Holes

## Chapter 11

### V-Ray ...

- Rendering With VRay
  - Using Lights
- Tools to Enhance Renders
  - Sparkle Builder
  - Using Wire Compositor
  - Other Settings in Render

### Advanced Rendering...

- Creating Environments
- Saving User Environments
- Creating Materials
- Saving User Materials
- Rhino & VRay Functions
- Render Effects with Maps

## Chapter 10

### Using Matrix Art ...

- Matrix Art & Mesh Tools
- Using the Layer Menu
- Using the Picture Menu
- Using the Effects Menu
- Using the Sculpt Menu

### Matrix Art Tools...

- Convert to Bitmap

### Utilities Menu Tools ...

- Show Z Buffer

### Mesh Tools ...

- The Mesh Mapper Tool
- Mesh Reducer

### Mesh Utilities...

- Using Apply Mesh UVN
- Create & Fix Meshes



## Live Online Class Facility Available

### INSTRUCTIONS

- ❖ Instructor Led Training
- ❖ Real Time Presentations available at our official website of 3D EDUCATORS
- ❖ Interactive Classes
- ❖ Complete Notes and Other Stuff shall be provided through our Secure Student Login Member's Area
- ❖ For Online Live Classes, you may please download the Admission Form through our website <http://www.3deducators.com>. Fill it properly and attached the required document along with Picture and send back to [info@3deducators.com](mailto:info@3deducators.com) with scanned fee submitted voucher in the bank.
- ❖ For Pakistan you may submit the fee at any MCB Branch with the title of "3D EDUCATORS-TRAINERS & CONSULTANTS".
- ❖ If you are outside Pakistan then you may transfer via Bank to Bank or any western union, Fast Track, Money Gram or else International Transfer Body.
- ❖ After Admission, if you don't have GMAIL Account then you are requested to kindly make one GMAIL Account and shared it [info@3deducators.com](mailto:info@3deducators.com). Then further correspondence shall be made by our institute official.
- ❖ Extra Bandwidth Charges shall be incurred.
- ❖ If you are outside country or city then extra courier charges shall be incurred for Certificate.
- ❖ Medium shall be used gotomeeting.com

## **IMPORTANT INSTRUCTIONS FOR LIVE CLASSES**

- ❖ During Classes, you are requested to make sure that you are in isolated room, where no noise should be there except your voice.
- ❖ Kindly Switch Off your Cell Phone during the class, because it will disturb the quorum of class.
- ❖ If you have taken the admission in the course online, ethically it is recommended and suggested that you only avail this facility.
- ❖ Recording of Lectures are not allowed at your end.

This world is emerging and growing in the 21st Century very rapidly because of latest and remarkable technologies and its advancement. Due to advancement of technology, we 3D EDUCATORS offer Live Interactive class sessions. 3D EDUCATORS believe on Information Technology and its systems. Now you can also avail this facility at your home.

## **JOIN US FROM ANYWHERE**

Call: 9221-34141329, 9221-34857148

Cell: 0333-2402474

Cell: 0322-2083032

Contact: [info@3deducators.com](mailto:info@3deducators.com)

Web: <http://www.3deducators.com>

Admission Form: [Admission Form](#) (Press Control to download)

## **MANAGEMENT**

### **3D EDUCATORS – TRAINERS & CONSULTANTS**



## TERMS & CONDITIONS

### WITHDRAWAL FROM THE CERTIFICATION OR DIPLOMA

Students are not allowed to withdraw from the CERTIFICATION/DIPLOMA. If a student cannot continue the CERTIFICATION his/her fee will be forfeited.

### CONDUCT AND DISCIPLINE

A disciplinary action, leading to rustication, will be taken against students whose conduct is found objectionable at any time during the course of study. Reference will be made to 3D Educators code of conduct.

### EVALUATION AND GRADING

The performance of students is evaluated through continuous observation of a student's performance in the CERTIFICATION/DIPLOMA – class participation, submission of assignments, quizzes and exercises.

The student will be examined through three hourly exams conducted at the midterm and a final exam at the end of the program. Total marks for passing the CERTIFICATION/DIPLOMA will be 70 out of a total of 100.

Students who do not meet the attendance or any other eligibility criteria will not be allowed to appear in the final examination.

The following grading plan will be applicable for the CERTIFICATION/DIPLOMA:

<b>A</b>	<b>87 - 100</b>
<b>B+</b>	<b>81 -86</b>
<b>B</b>	<b>72 - 80</b>
<b>C+</b>	<b>66 - 71</b>
<b>C</b>	<b>60 - 65</b>
<b>F</b>	<b>below 60</b>

Students who are unable to appear for the final exam are required to submit a written application stating the reason for not appearing for the exam. 3D Educators reserves the right to approve or deny such applications. If approved, the student will be allowed to sit for the exam within one month. Failure to do so, the student will be resubmit the examination fee and sit the future schedule exam. Without passing of the exams no certification will be awarded.

# TRAINING CERTIFICATE SAMPLE



# International Certificate of Authorization from IMRTC USA

**CERTIFICATE  
OF AUTHORIZATION**

IMRTC USA Recognized

## CERTIFICATE OF AUTHORIZATION



*This is to Certify That IMRTC Authorized*

### **3D EDUCATORS - TRAINERS & CONSULTANTS**

*to work as Training & Research Partner in capacity of*

*PARTNER THROUGH PAKISTAN CHAPTER*

*for the scope of activity shown below in accordance with the applicable rules of the IMRTC. The use of this certification and the authority granted by this Certificate of Authorization are subject to the provision of agreement set forth in the application.*

*The validity of this certificate is for Five Years from the date of Issuance and will increase according to the performance  
Issuance Date: 16 August 2017*

*Cheryael Rhodes*

*Director Affiliations and Official Affairs*



**INTERNATIONAL MANAGEMENT RESEARCH & TECHNOLOGY CONSORTIUM**  
IMRTC - USA, <http://www.imrtc.org>

Chapter ID: AS2933770

Partnership ID: AS5588322\_Pakistan

*Partnerships@imrtc.org*