

Matrix 6.3

Training Program

Who can do?

- 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.

**100,000+ Students
have been Trained**

since
1997

**Program is
offered by**

**3D EDUCATORS
INT**
22 Years of
Excellence in
Training &
Development

**Invest in
People the
only Asset
that Appreciates**



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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!

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About the Program Designer & Instructor

The “PRO-E” Program has been designed and will be conducted the Senior Engineers who has more than Ten years experience in the field of Development and Engineering Management.

The Person are Certified where he has been providing his services in industry for last 12 years and conducting so many different session with the PRO-E and work or develop the real time applications for here and abroad.

At present, faculty is working in the same technology and working as a senior position in the renown organization, further he is also involved in training and development for last fifteen years.

Inauguration

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

Program Structure

No of classes per week	01 Class
Duration of each class	02 – Hour
Guided Hours	32 Hours
Non Guided Hours	12 Hours
Total Hours	48 Hours

Other Learning Activities

Classroom Assignments	08
Presentations by Trainees	01
Project	01



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Matrix Viewers

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.



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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.



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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.



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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.

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Section I: 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

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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

Curves on a Surface

- Extract Isocurve Commands
- Pullback & Project
- The Center Line Tool
- Other Curve Menu Tools

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

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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

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

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The Metal Piece Setting
The Channel Border Tool
The Gem Profile Tool

Tools to Mirror Designs
Mirror Mode & Mirror Shatter

Gem Cutters

Cutters for 1 or Many Gems

Cutting Tools To Mirror Designs

Plane & Cube Cutters
Quad Flip Builder

Cutting Tools

Cut to Finger Rail Tool
Boolean Builder & Booleans

Tools Menu Builders

The Ring Resizer Tool

Tools for use with Booleans

Boolean-Related Commands

Chapter # 6:

Chapter # 7:

Surfaces & Solids from Curves

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

Intermediate Gem Tools

Intermediate Gem Tools

Creating Surfaces

Creating Simple Surfaces

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”

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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

Advanced Gem Tools

Gem Control
Gem Follow
Fillet & Chamfer Tools
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 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



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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

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 # 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



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Mesh Utilities

Using Apply Mesh UVN
Create & Fix Meshes

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

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ONLINE LIVE CLASSES FACILITY AVAILABLE

- Instructor Led Training
- Real Time Presentations
- 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 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. Then further correspondence shall be made by our institute official.
- Extra Bandwidth Charges shall be incurred.

DISTANCE NOT MATTER

You can join in the live classes Sessions of 3D EDUCATORS – TRAINERS & CONSULTANTS from anywhere of the world.

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PRECAUTIONARY MEASURES

- 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 lonely, then ethically it is recommended and suggested that you alone in the class.
- 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.

CONTACT US

021-34141329, 0333-2402474
021-34857148

info@3deducators.com
<http://www.3deducators.com>

Get the Admission Form

Download Form 

MANAGEMENT
3D EDUCATORS
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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:

A	B+	B	C+	C	F
87-100	81-86	72-80	66-71	60-65	Below 60

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.

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Training Certificate Sample



CERTIFICATE

Invest In People the Only Asset that Appreciates...

*The Certificate Witnesseth that
Dr. Muhammad Allama Iqbal
Has Successfully Completed the 48-Hours Training of the
Jewelry Design Matrix CAD*

Conducted By

3D EDUCATORS - TRAINERS & CONSULTANTS

From 22 Nov 2009 To 22 Jan 2010

CERTIFICATE ID: 3DCIA1010/5/2003093



Principal of Institute

Global Partner - International Management Research & Technology Consortium - IMRTC USA

Global Partner - PECB CANADA, Partner Institute of SDC - Government of Pakistan

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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*

Cheryyel Rhodes

Director Affiliations and Official Affairs



INTERNATIONAL MANAGEMENT RESEARCH & TECHNOLOGY CONSORTIUM
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