RIGHT HEMISPHERE® University

RH University Course Catalog

Right Hemisphere University operates in the U.S. and European countries, employing expert instructors and training Fortune 500-class students each year. The following summarizes our Educational Delivery:

Cooperative Learning **-** Right Hemisphere University embraces a cooperative learning approach in its classrooms. Our hands-on courses are taught in an environment that encourages students to have discussions and collaborate on class activities maximizing the learning experience and retention of material.

Accelerated User Adoption **-** The goal of every class taught at Right Hemisphere University is to accelerate the adoption of the technology and functionality of Right Hemisphere products.

Instructor Quality **-** Our instructors are hired for not only their Right Hemisphere product knowledge but also for their adult education experience, adult learning backgrounds and using the software in similar environments to our customers.

RH University creates and delivers the following:

- Client software classes
- Server software classes
- Tailored classes
- Certification programs

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Table of Contents

1. Curriculum Paths
2. RH University Course Summary
3. Course Descriptions

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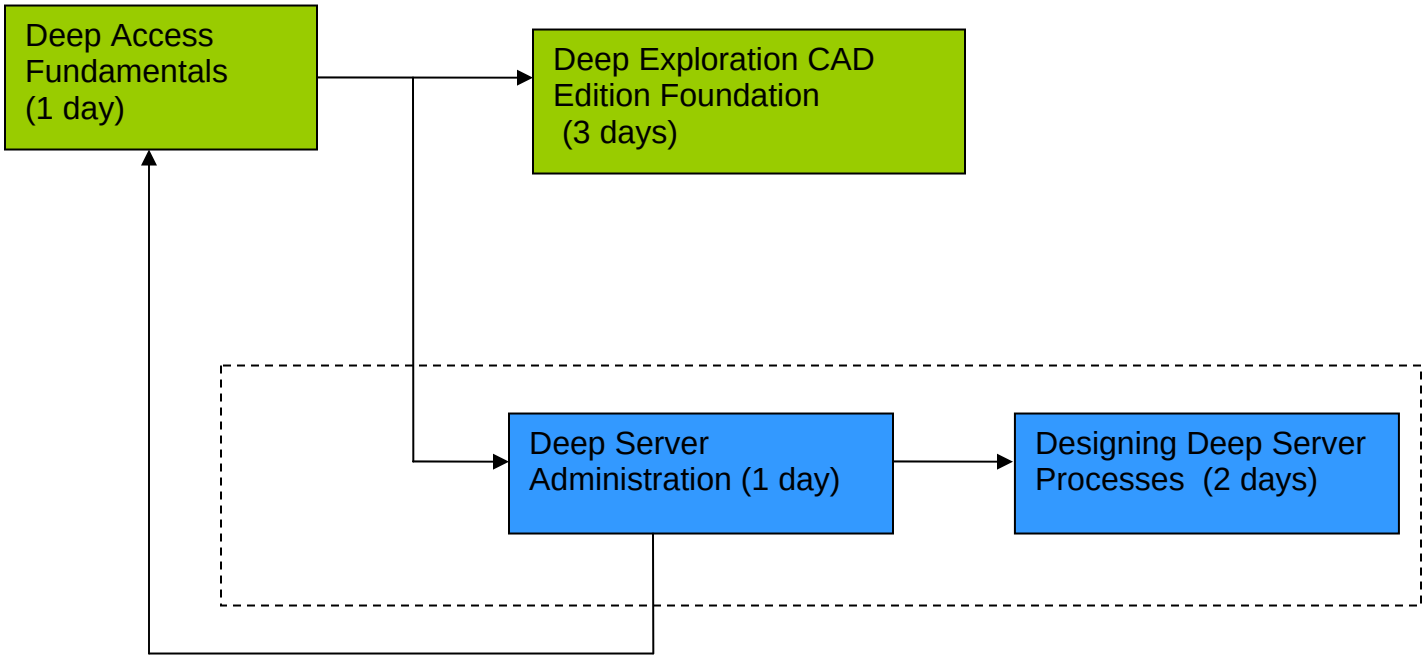
Curriculum Paths

Technical Documentation



* Course in Development ----- Administration track

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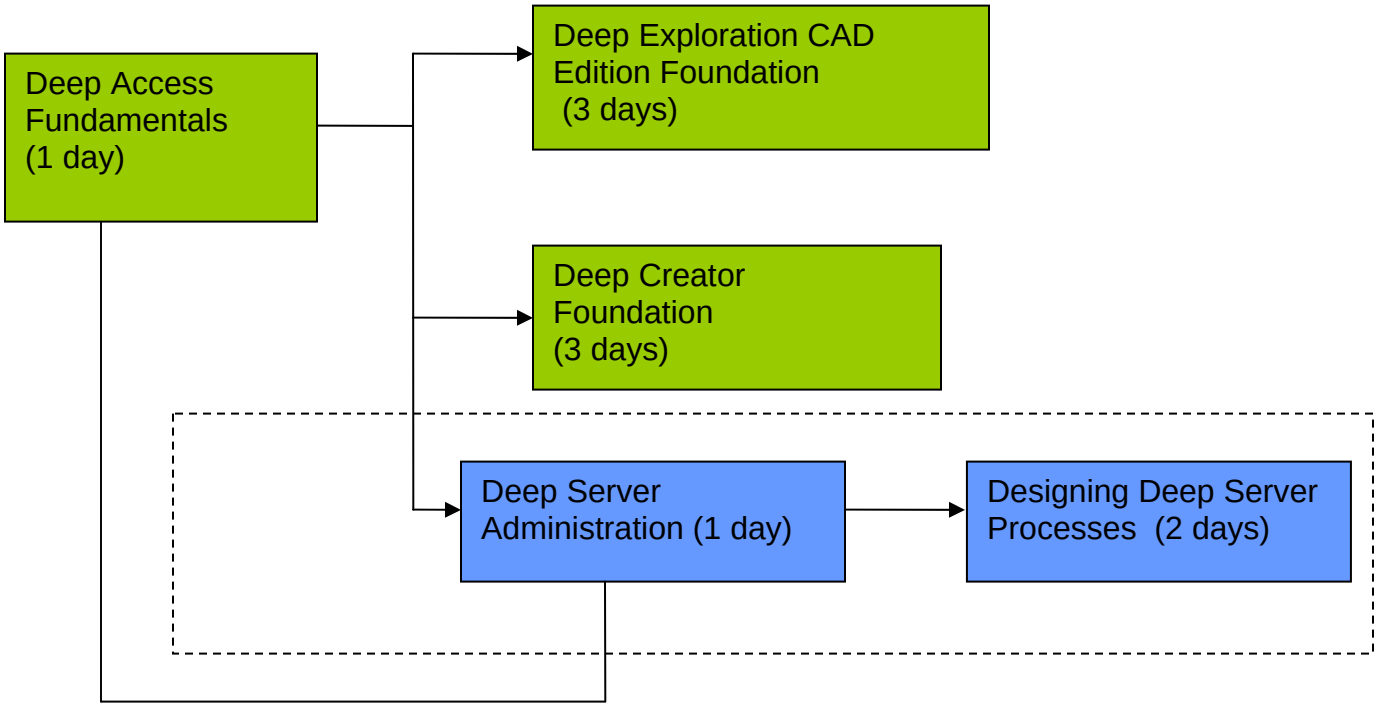
Marketing Communications



* Course in Development ---- Administration track

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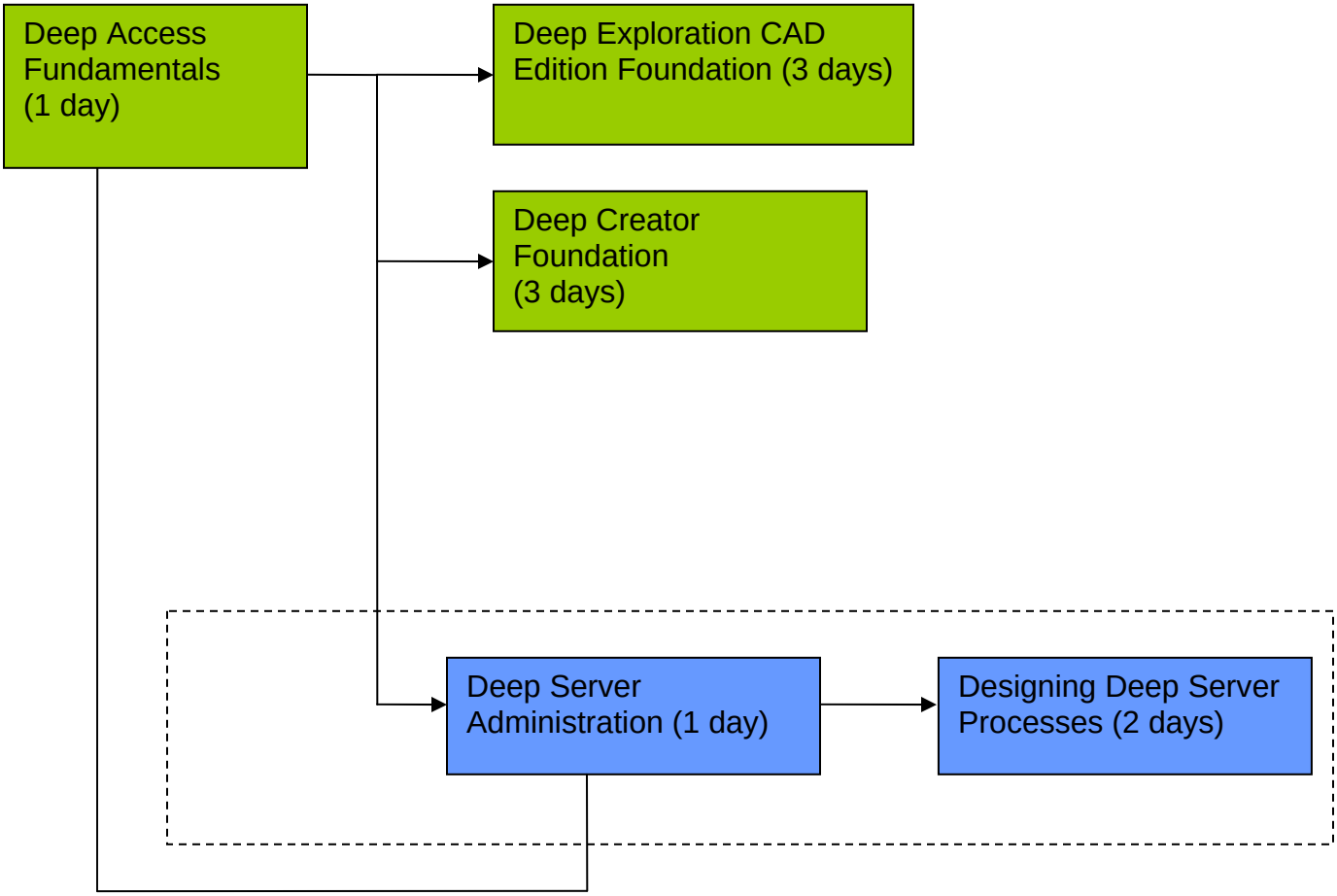
Interactive Training



* Courses in Development ----- Administration track

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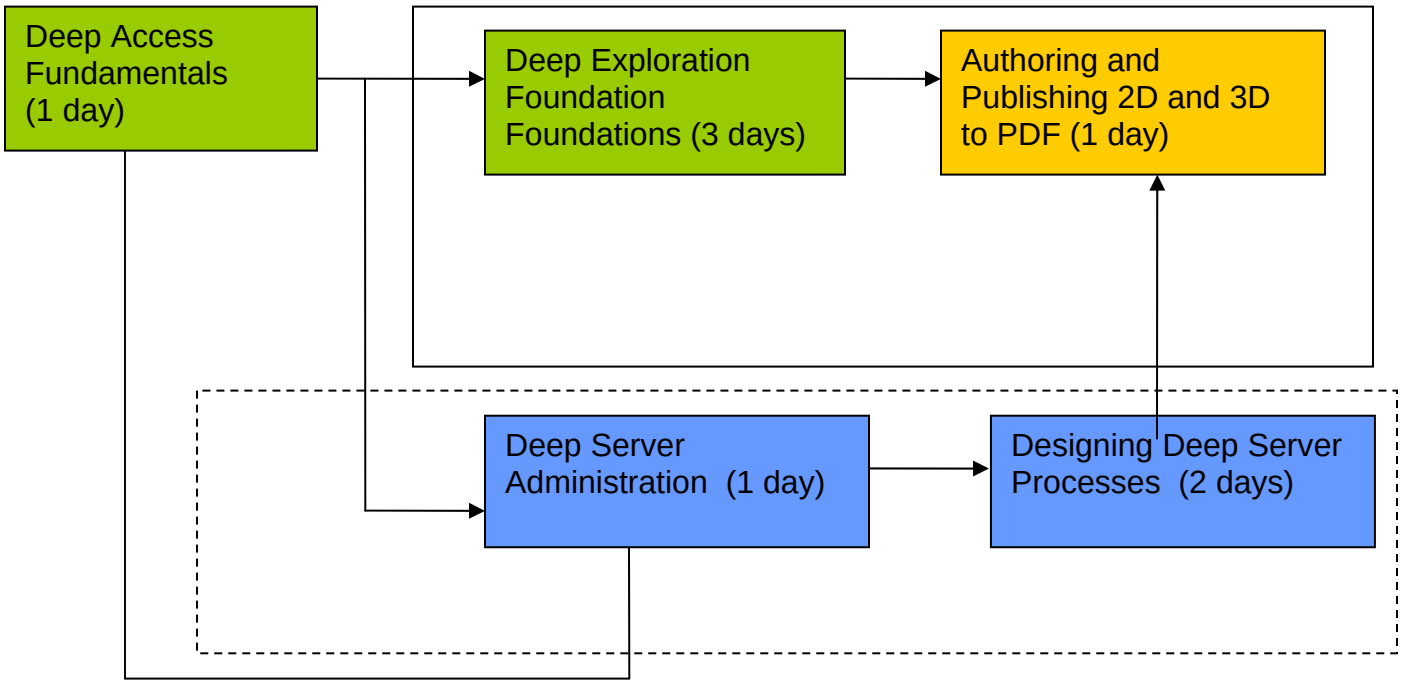
Adobe Design Collaboration



* Courses in Development ------- Administration track ; Developer's track

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RH University Course Summary

Title	Duration	Course Type
[1]Deep Access Fundamentals	1 day	Instructor
[1] Deep Exploration CAD Edition: Foundations	3 days	Instructor
[1]Authoring and Publishing 2D and 3D to PDF	1day	Instructor
Deep Creator Foundations	3 days	Instructor
Deep Server Administration	1 day	Instructor
Designing Deep Server Processes	2 days	Instructor

[1] These courses are priced per course with a maximum of 8 participants per course.

NOTE:

- **There is a MAXIMUM LIMIT of 8 people per class except where specified.**
- **Onsite course pricing includes standard Right Hemisphere University training manuals for each student.**
- **Training room setup services and/or training hardware is available at an additional charge.**
- **Travel expenses incurred by Right Hemisphere Trainer are not included in course pricing.**

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09/26/2008

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Deep Access Fundamentals

Description

This course describes how to retrieve and upload graphics using Deep Access. You will also generate 2D and 3D derivatives of an uploaded asset using Deep Access. This course also discusses how to publish graphics using Deep Publish.

Duration

1 day

Objectives

This module will enable you to

- Search for assets
- View models and derivatives
- Download assets
- Upload assemblies
- Install and license Deep Publish
- Insert a model using Deep Publish

Topics

Deep Access

1. Search for assets
2. Upload models and assemblies
3. View assemblies and parts
4. Download assets
5. Generate 2D and3D derivatives

Deep Publish

6. Install and license Deep Publish
7. Insert models into documents
8. Install Deep View
9. View documents with 3D models.

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Deep Exploration CAD Edition: Foundations

Description

This 3-day course provides hands-on experience in using Right Hemisphere Deep Exploration core functionality to manipulate graphic models.

Duration

3 days

Audience

Instructional designers, 3D modelers, Multimedia developers

Prerequisites

- Students should be familiar in the use of the Microsoft® Windows® interface.
- Students should be familiar with 3D concepts such as co-ordinate systems, UV mapping, polygon modeling.
- Students should be familiar in the use of 2D painting applications, for example, Adobe Photoshop.

Objectives

This course will enable you to

- Import 2D and 3D models
- Optimize models
- Apply materials
- Apply mappings and Realight
- Create animations
- Prepare the model for publishing
- Render to 2D illustrations
- Use the PDF Publishing module
- Use the PMI module

Topics

1. User Interface, viewport navigation and utilization
2. Optimize the model using CADTools
3. Editing, creating and applying materials
4. Create simple animations
5. Create model views and step animations
6. Add measurements, mark ups, thrustlines and callouts; use clipping planes
7. Render to 2D
8. Publish to PDF
9. Publish to HTML
10. Use the PMI module

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Follow-up courses	Deep Creator Foundations Deep Server Administration Designing Deep Server Processes

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Deep Creator Foundations

Description

This 3-day course provides hands-on experience in using Right Hemisphere Deep Creator core functionality to create complex 3D training applications, instructional simulations, games and interactive media presentations.

Duration

3 days

Audience

Instructional designers, 3D modelers, Multimedia developers

Prerequisites

- Students should be familiar in the use of the Microsoft® Windows® interface.
- Students should be familiar with 3D concepts such as co-ordinate systems, UV mapping, polygon modeling.
- Students should be familiar in the use of 2D painting applications, for example, Adobe Photoshop.
- Helpful, but not required- a basic familiarity with a computer programming language such as Basic, Visual Basic, JavaScript, ActionScript, Lisp or Perl etc and understand concepts such as, variables, conditionals, functions, loops

Objectives

This course will enable you to

- Create simple primitive objects and manipulate properties
- Customize the Deep Creator User Interface
- Create a model and apply alterations
- Manage scene related assets and project assets
- Create animations
- Understand and manipulate Deep Creator mapping and materials
- Create and use procedural textures to enhance visual quality
- Understand restrictions, functionality and use of real-time lighting and shadows
- Design and use advanced animations to enhance and direct user interactivity
- Understand and use basic scripting concepts such as variables, conditionals, loops and functions to control and monitor application functionality through Lisp

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Topics

1. Deep Creator User Interface
2. Deep Creator Modeling – An Overview
3. Working with Deep Creator Scenes and Projects
4. Deep Creator Materials and Textures
5. Animations
6. Deep Creator advanced materials and UV mapping
7. Real-time Lights, Shadows and visual realism
8. Advanced Animation for user interaction and feedback
9. Introduction to Lisp Scripting- concepts, functionality, and integration

Follow-up courses

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Deep Server Administration

Description

This 1-day course provides hands-on experience in administering Right Hemisphere Deep Server. It provides an insight into the Deep Server architecture, creating simple processes, managing Deep Access users and projects. You will also discuss troubleshooting, managing the database and using the data provided for reports.

Duration

1 day

Audience

Deep Server Administrators; Deep Server Process Designers

Prerequisites

Students should be familiar in the use of

- The Microsoft® Windows® interface.
- Microsoft Windows 2003 Network and Operating System Essentials
- Microsoft SQL Server 2005 Database Administration

Objectives

This course will enable you to

- Configure Deep Server
- Become familiar with the Deep Server Manager
- Create Deep Server processes
- Run and troubleshoot Deep Server Processes
- Manage Deep Access Users
- Use the Deep Server project Workflow
- Monitor the Deep Server Database

Topics

1. Overview of Deep Server
2. Deep Server Manager
3. Creating Deep server Processes
4. Running Deep Server Process and Troubleshooting
5. Overview of Deep Access
6. Managing Deep Access Users
7. Managing Projects
8. Deep Server Database Management

Follow-up courses

Designing Deep Server Processes

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Designing Deep Server Processes

Description

This 2-day hands-on course provides experience in designing Deep Server processes. You will learn how to use some key operations, commonly-used process steps and best practices in designing complex processes. You will also see how to modify Deep Access processing methods.

Duration

2 days

Audience

DS Systems Administrators, Publishing experts, Interactive training experts

Prerequisites

- Students should be familiar in the use of the Microsoft® Windows® interface.
- Students should have attended Using Deep Exploration course
- Students should have attended Deep Server Administration course

Objectives

This course will enable you to

- Design processes that
  - Extract information from an XML files
  - Call one process from another
  - Use database operations
  - Optimize data for various solutions
  - Use variables
- Understand Deep Access processing methods

Topics

1. Deep Server Workflows
2. Review of Process Designer
3. Designing Process
   a. Using information from an XML file
   b. Calling one process from another
   c. Using database operations
   d. Optimize for different solutions
   e. Use Variables
4. Understand Deep Access processing methods

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Authoring and Publishing 2D and 3D to PDF

Description

This course describes various ways to publish 2D and 3D to PDF. You will also see how to use Right Hemisphere's designer objects to create or modify existing PDF templates.

Duration

1 day

Objectives

This course will enable you to

- Publish to PDF using Acrobat Professional
- Publish to PDF using Deep Exploration
- Use the Deep Server PDF Publishing module to publish 3D models to Acrobat PDF documents
- Use RH Designer objects to create templates

Topics

1. Publishing to PDF using Acrobat Professional
2. Publishing to PDF using Deep Exploration
3. Deep Server PDF Publishing Module
4. RH Designer Objects – function and usage

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