



# Machines of Adventure: Using Autodesk® Alias® to Create Models for an Art Book

Michal Jelinek

In this class, experienced Autodesk Alias industrial design software users, concept artists, illustrators, and designers learn the powerful Alias techniques used to create an art book of fantasy vehicles, airplanes, bikes, spaceships, and mysterious expeditions. Power Alias user Michal Jelinek shares his story about how he created the art for the book. He explains how the creative modeling process differs in entertainment versus product design. He also discusses how to capitalize on polygonal modeling expertise in Alias, as well as how to use the Alias dynamic shape modeling tools and hybrid modeling capability. Finally, he shows how to prepare Alias concept models for rapid prototyping.

Class ID: MA3482-P

## Learning Objectives

Audience Level of Expertise	Intermediate
Conference Topics	Conceptual Design
Learning Objective 1 when used for entertainment versus product design	Identify the differences between the creative modeling process
Learning Objective	Use the Alias dynamic shape modeling tools
Learning Objective 3	Prepare Alias concept models for rapid prototyping
Learning Objective 4	Make use of polygonal modeling expertise in Alias
PowerTrack	Alias for Transportation and Industrial Designers

## About the Speaker

*Mike Jelinek is concept artist and design avanturist. Mike has worked at Autodesk as global automotive concept design expert and technical account manager. Previously he held various creative positions at design and styling departments of VW, Skoda, Citroen, GM Europe, Mercedes both as employee or freelancer.*

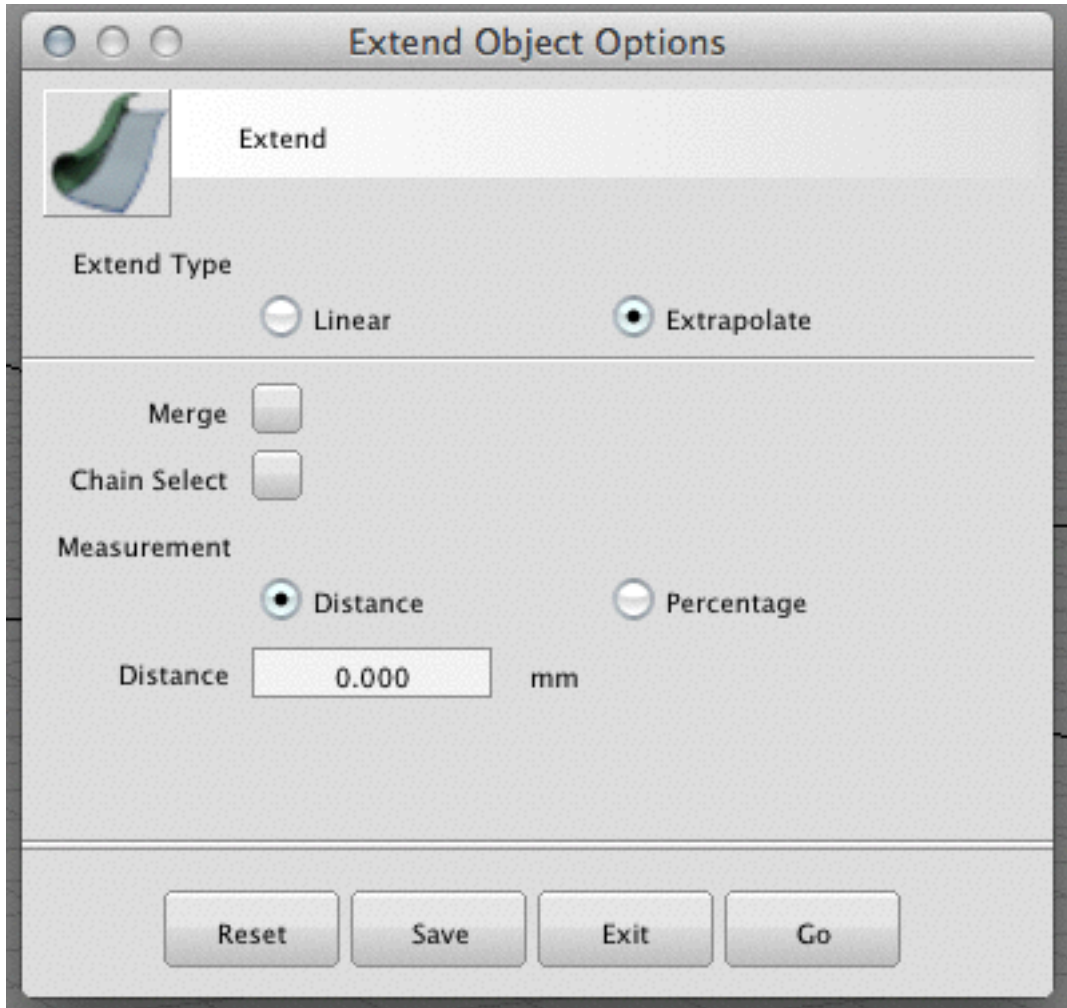
*Starting 2012, Mike runs his own design consulting company with customers around the world, mainly in Australia, France and Sweden. He keeps his focus on alternative transportation and creativity generally.*

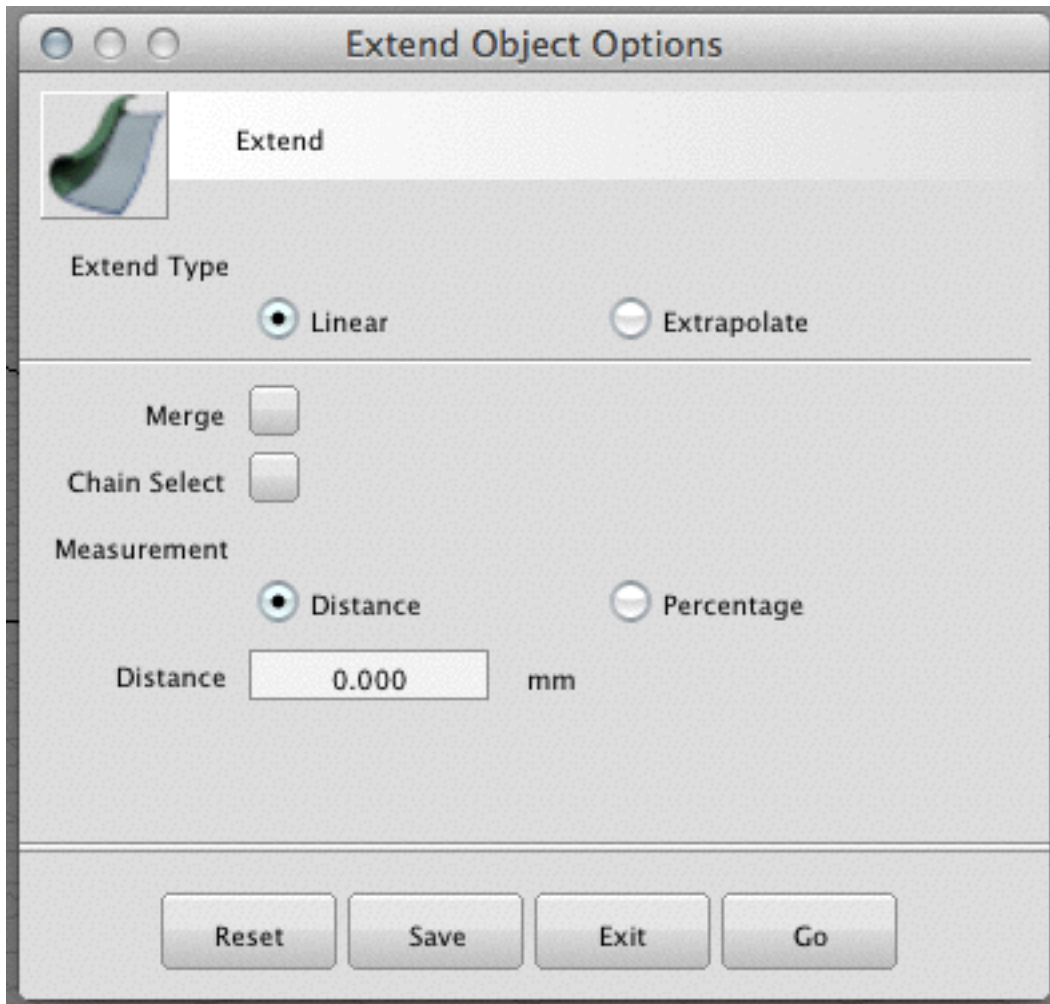
*Among the others, his work was published at Core77, Wired magazine or Yanko Design.*

*For more information visit Mike's blog here: [www.horseville.net](http://www.horseville.net) or visit the Machines of adventure fan page here: <https://www.facebook.com/MachinesOfAdventure>*

## TOOLS AND THEIR SETTINGS USED DURING THE LIVE DEMONSTRATION

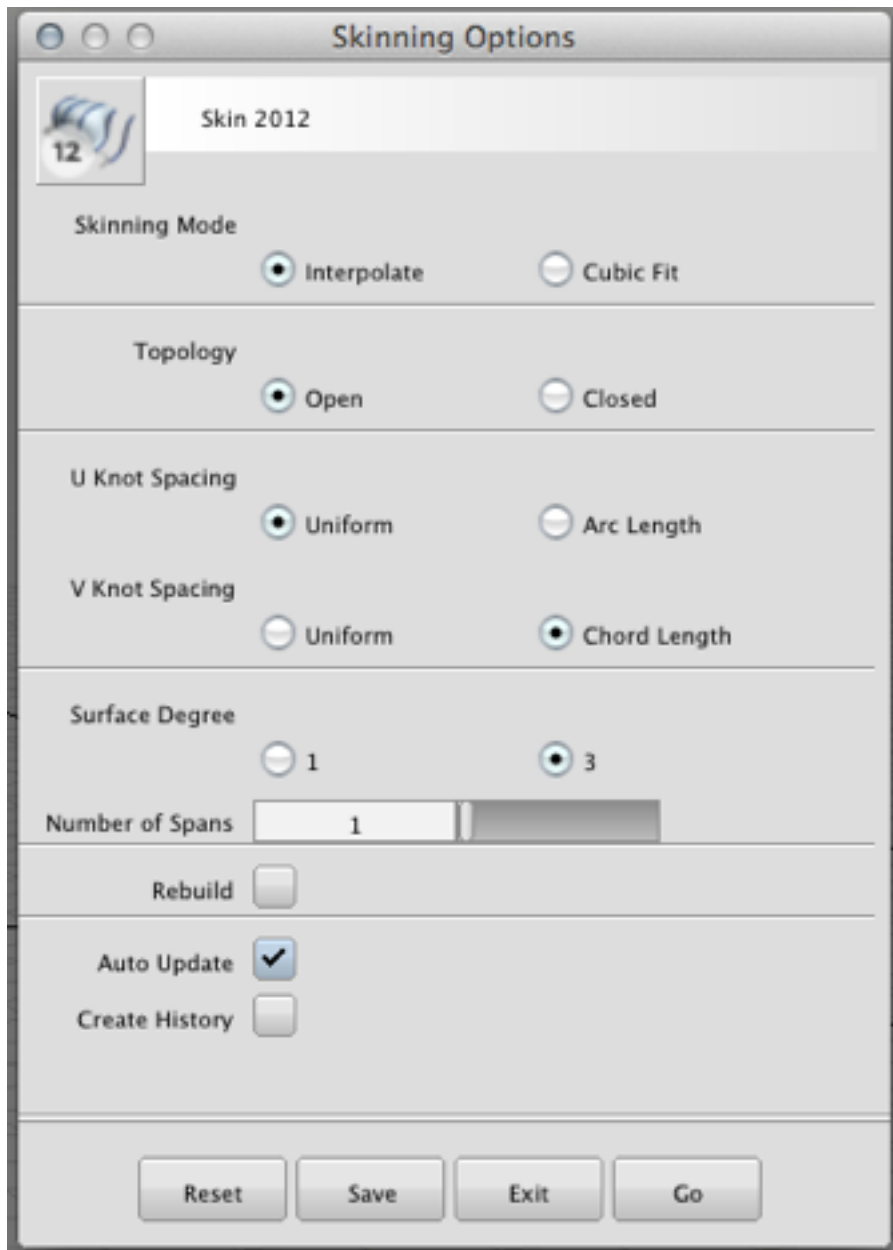
Extend with MERGE OFF and Extrapolate ON: Creates new continuous surface from the selected edge



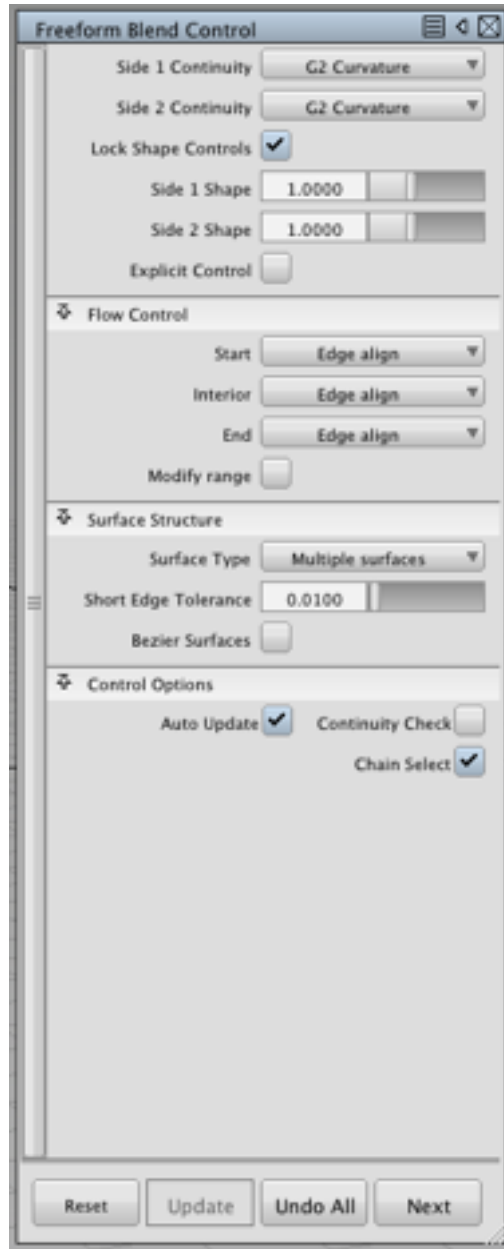


Extend with MERGE OFF and Extrapolate OFF: Creates straight non-continuous surface from the selected edge - similar to polygon modeling extrude edge behavior

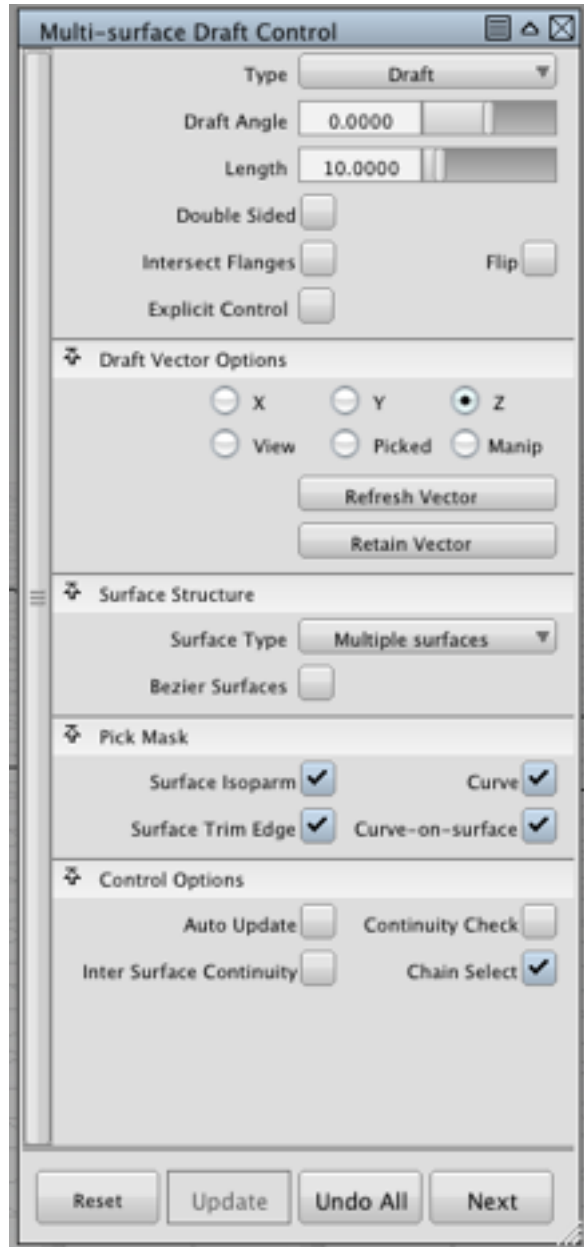
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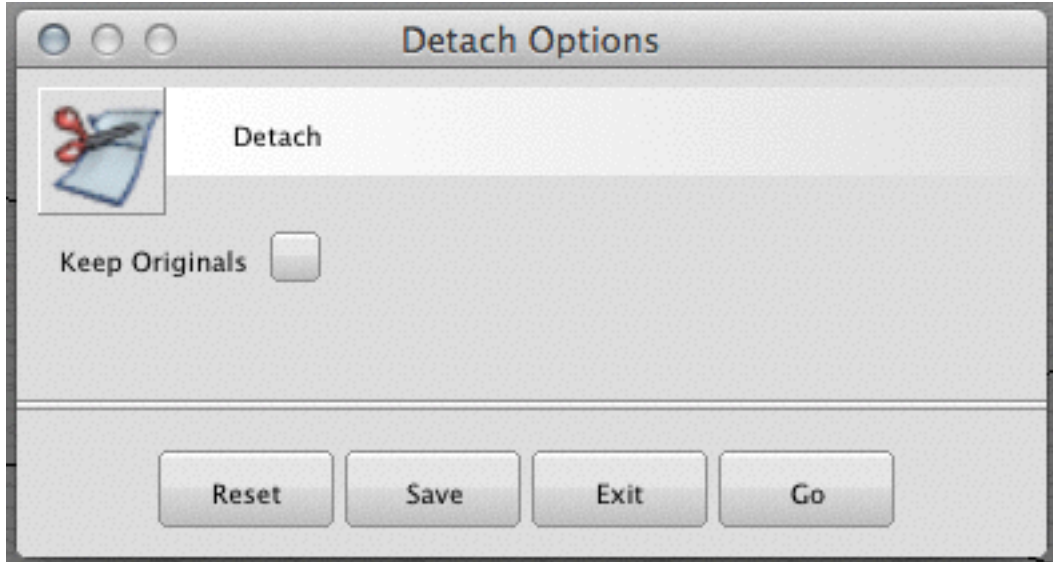
Old skin tool with history off: NURBS alternative to BRIDGE function of polygon modeling



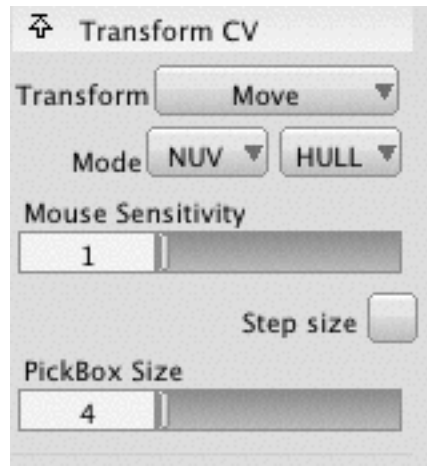
Default settings for freeform blend control.



Default MULTI-SURFACE DRAFT settings

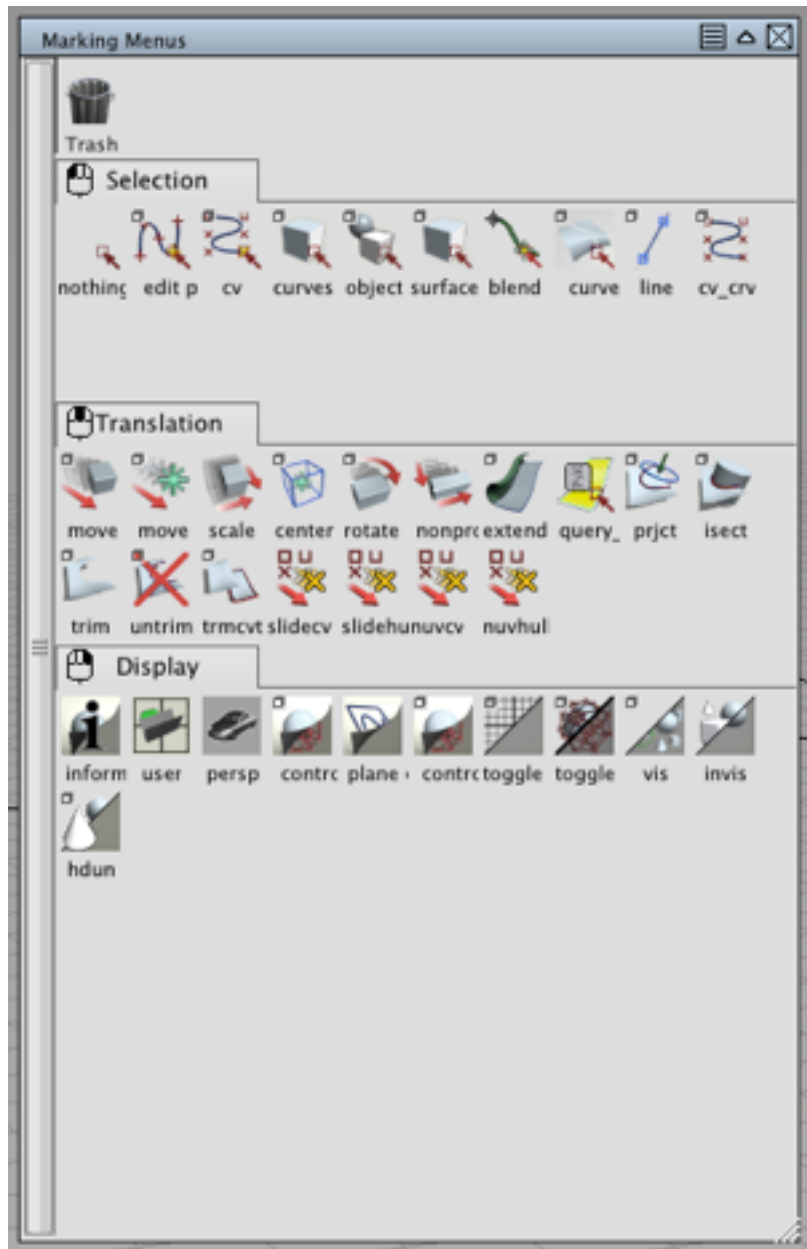


Default DETACH tool - analogy to SPLIT function of polygon modeling.



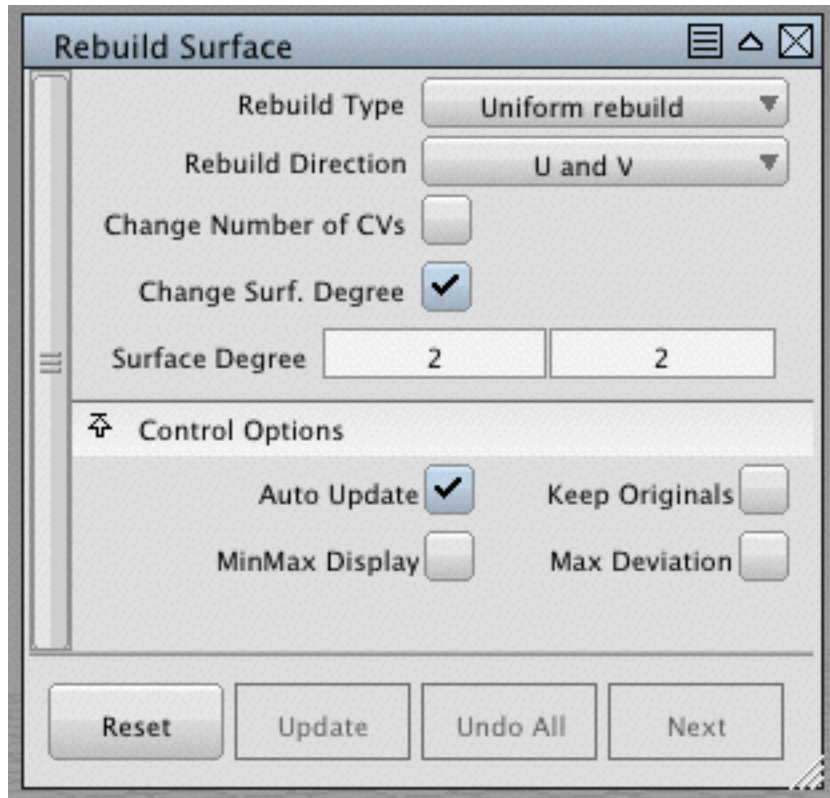
The MOVE CV tool is instanced four times with these settings: CV slide, HULL slide, CV NUN, HULL NUV

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Marking menu as it optimized for polygon modeling-like workflow including four settings of CV MOVE tool





Rebuild surface tool is used to change the degree from initial 1x1