



gravity sketch



CARDESIGN.ACADEMY Gravity Sketch 6 Week Intensive Training Course



Congratulations, and welcome to our Gravity Sketch 6 week intensive training program!

Gravity Sketch leverages virtual reality to enable real-time, human scale design in 3D. It has been a game changer for me as a designer, and I believe designing in VR will fundamentally transform the automotive design industry over the next few years. In this course you will learn to leverage the power of VR to transform your design process.

Our design Intensives offer the full experience of a college level design course, for groups of up to 10 students. Courses are structured around a specific design challenge, however you are free to focus on specific areas of skill and expertise you wish to develop. Students will progress through a series of exercises, culminating in a cohesive project thesis and presentation suitable for inclusion in their portfolio.

Included in the course:

- **Official Gravity Sketch certification**
- 30 minutes per week of private, one-on-one interaction with the instructor via Gravity Sketch Co-Creation.
- Weekly group critiques in the Gravity Sketch Collab virtual studio.
- Access to exclusive live demos
- Free access to our course library and video tutorials.

RECOMMENDED HARDWARE

- Minimum Required Hardware: Meta Quest 2 64gb. Headsets can be provided if needed.
- Recommended Hardware: Meta Quest 2 or Quest Pro, Meta Link cable, and Windows 11 PC that meets Meta compatibility requirements. More info at [Requirements to use Meta Quest Link | Meta Store](#)

To begin your course, please reach out to me at info@cardesign.academy, or call +1 949 709 9079. We'll schedule your weekly 1:1 session and set up your Gravity Sketch Collab account.

Thanks for joining CARDESIGN.ACADEMY, and best of luck!

Sincerely, Eric Stoddard

A stylized, handwritten signature in black ink, consisting of a series of loops and a long horizontal stroke.



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Course Schedule



Week 1: Onboarding & Basic Sketching

- Launching Gravity Sketch, Intro to Collab and File Management.
- Moving around the VR space, scaling up & down, navigating in human scale.
- Introduction to basic drawing using Ink Brush. Sketch warm up exercise over package model. Choice of interior or exterior.

Design Challenge: For session 2 bring a 2D side view sketch, inspirational images and thumbnail sketches.

- Option A: Passion for Driving
- Option B: Urban Mobility Solution
- Option C: Ultimate Adventure

Week 2: Sketching in 3D

- Importing 2D sketches and images from design challenge.
- Setting up a mannequin, rigged chassis and 2D side view sketch as a basic package.
- Free sketch exercise using Ink, Stroke & Volume. Cleaning up lines in edit mode. Planar sketching over 2D side view.

Week 3: Basic Surfacing

- Introduction to basic primitive shapes.
- Bridging curves with NURBS and Sub-D.
- Building Sub-D speed shapes from primitives.
- Building Sub-D surfaces from Ribbon Stroke

Week 4: Building your design in Sub-D

- Based on your rigged chassis, mannequin and 2D sketch, start building your exterior and/or interior model.
- Exporting OBJ, FBX or IGES to Alias. Export settings.
- Guided work session

Week 5: Model Progression & Group Review

- Progress your model as far as you can
- Guided work session, wrapping up with a group design review in Collab.

Week 6: FINAL PRESENTATION

