

NEWS

For Immediate Release

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3DTi Alumni Work on Independent Greek Movie

Talk about an out of this world experience! Three 3DTi alumni were selected to work with the 3DMirage team on a special project for an upcoming Greek feature film. The film's director Spyros Vrettos needed assistance with a seven-minute sequence and called on 3DMirage for support on the task. The team recruited three past 3DTi students for the project: Joe Carvalko (Milford, CT), Rob Kerek (Rohnert Park, CA), and Andy Richard (Ajax, ON, Canada). The 3DTi alums were faced with the challenge of a tight budget and an even tighter deadline, but successfully completed the project with glowing results.

The task for the 3 students was to create a computer-generated sequence for the live-action film, depicting the building of a Greek spaceship for a mission into space. It was their responsibility to depict the adventures and mishaps of the flight crew as they blast off into space on a quest to distribute gifts to a group of visiting aliens. "All the shots are now slowly being edited in the movie," Vrettos commented. "They added the sound, the music and the actors speaking. And [the characters] came alive! It was a very thrilling moment!"

Vrettos also remarked on his working relationship with the 3DMirage team. "Being on the other side of the Atlantic, in Greece, I developed a feeling of close proximity with the members of the company, as if I was just in another office in the same building as [theirs]. I felt very secure that my instructions were well-addressed and worked out."



The film is slated for a December release, and Vrettos is planning on including the finished product in several upcoming film festivals. "I was impressed with the level of knowledge of [3DTi's] students," he said. "In fact, I developed an interest to study 3D animation at the school in the near future in order to solve simple visual needs. I hope to support the idea of a more ambitious collaboration between 3DMirage and myself with new film projects."

About 3DTraining Institute (3DTi):

3D Training Institute (3DTi) is the industry's leading provider of short-term, production-based training programs. 3DTi offers specialized training in Autodesk's 3DS Max, Maya, Revit and AutoCAD software, which are used in a wide variety of applications such as Entertainment (movies, television, video games), Visualization (architecture, engineering, medicine, legal, defense) and Design (corporate, print, websites).

The core program offered by 3DTi is the popular 12-week 3D Project Based Course, which is conducted online in a simulated production environment to teach our students not only the software but also the dynamics of working on real-world client projects.

3DTi's unique "Learn-Practice-Work™" (LPW) training method is one of the fastest ways for intermediate level users to improve their existing skills as well as for beginners to start working in this field in a very cost effective manner. For more information visit www.3dtraining.com.