APLICATION SPECIALIST

GEOFF
ALDER

SKILLS

- AutoCAD
- 3ds max
- Revit
- V-Ray renderer
- Twinmotion
- Unreal Engine
- Lumion renderer

KEY ORGANISATIONS

- W H Smith
- John Lewis
- Laing O Rourke
- Redrow Homes
- Wessex Water Authority
- Morgan Lovell
- University of Hertfordshire

ABOUT

Geoff has been training and developing training material for Autodesk products for over thirty years.

Geoff first started in 1987 when AutoCAD was at version 2.6. At that time, he was a building crafts lecturer in a technical college. He started to use AutoCAD as an aid to teach building theory and practice for the carpentry and joinery crafts department, and then developed training on AutoCAD for all the technical departments.

Geoff has trained on Autodesk products in Media and Entertainment and AEC all over the world substantially in southern Africa for nine years, and in China for five years.

His training has focused on 3D development within Autodesk software; this has led to visualisation as the primary sector for support and training. 3DS max and AutoCAD have been the core training software, with Rendering being a major area of training over the years. Geoff has also trained and developed rendering workflows for interior designers with V-Ray and Twinmotion. Visualisation and spatial development has allowed him to research and develop workflows towards Virtual Reality and Augmented Reality for the Architectural, Engineering and Construction sectors.

Geoff recently completed the most recent Autodesk certified Instructor exam together with the Autodesk professional exam.

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Having the right tools for the job is a saying never more as apt as when we look at 3D software available to us now. A structured training programme is essential to modern designers, engineers and architects. Learning is an assimilation of knowledge. Understanding where the tool is used is as important as what the tool does.