E-Learning by VG Academy – Course Overview

VGSTUDIO MAX Basic Training – Geometry

Thank you for your interest in our e-learning course! This document provides you with more detailed information on the course procedure as well as the timeline. Should you still have any questions regarding the course overview, please do not hesitate to contact us!



Training content is released every Monday. Once it has been released, you can work on it throughout the entire duration of the e-learning course. The approximate workload is 1-2 working days per week. This is based on the video run time and the individual review time. Participation in the live sessions is not included.

set up

- Starts one week prior to the start of the e-learning course
- Install software and request training license
- Download training material

week 1

- Admission to learning platform on Monday of Week 1
- Introduction to the learning platform and the training procedure
- Welcome from your trainers
- Main topics: Introduction to VGSTUDIO MAX, Surface Determination, and Basics
- Approx. video run time: 4.5 hours

week 2

week 3

- Main topics: Wall Thickness Analysis, Nominal/Actual Comparison, and Introduction to GD&T
- Approx. video run time: 4.5 hours
- live session #1 at the end of Week 2



- 45-minute live session for Q&A
 - Please submit your questions prior to the live session so that your trainers have time to prepare
- Main topics: GD&T, Reporting, Mesh Conversion, Automation, and Animation
- Additional time for reworking the entire content
- Approx. video run time: 3.5 hours
- live session #2 at the end of Week 3



- 45-minute live session for Q&A
- Please submit your questions prior to the live session so that your trainers have time to prepare

VG Academy Contact Details

© 03.2021 Volume Graphics GmbH, VG-325-EN-v02_N