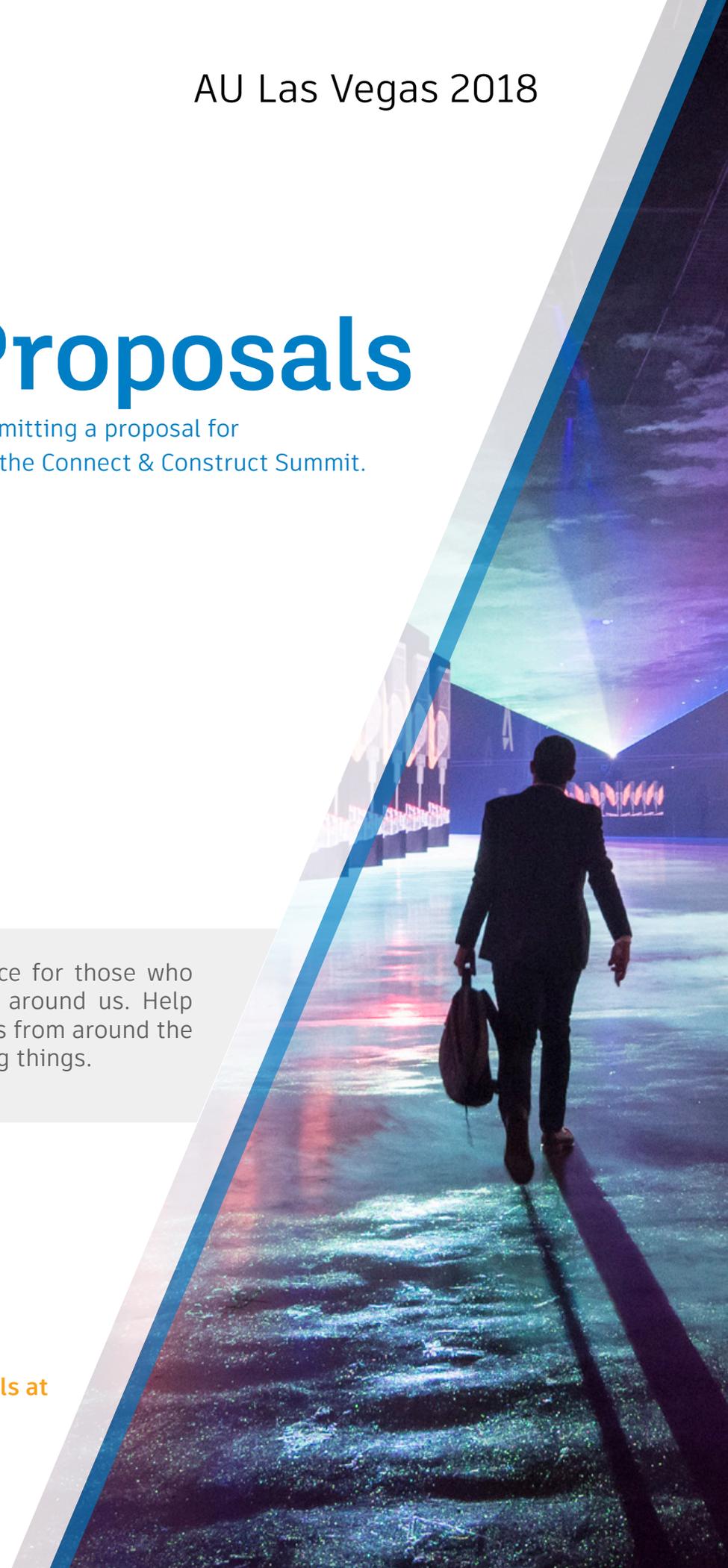


Call for Proposals

Your 2018 guide to submitting a proposal for
AU Las Vegas, Forge DevCon, and the Connect & Construct Summit.

Autodesk University is the conference for those who design, create, and make the world around us. Help your industry peers and professionals from around the world experience the future of making things.

Learn more and submit your proposals at
AutodeskUniversity.com.





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Autodesk University

Autodesk University (AU) is a learning community for today's design and engineering professionals. Whether you're contributing expertise and helping drive change in your industry, learning from your peers and adopting new practices, or connecting with like minds who are solving similar everyday challenges, you're part of something special. You are AU.

From preconferences like **Forge DevCon** and the **Connect & Construct Summit**, to AU's dynamic keynotes and interactive Exhibit Hall experiences, to thousands of conference sessions and online classes, AU showcases how Autodesk users are guiding design and engineering industries through today's challenges and opportunities.

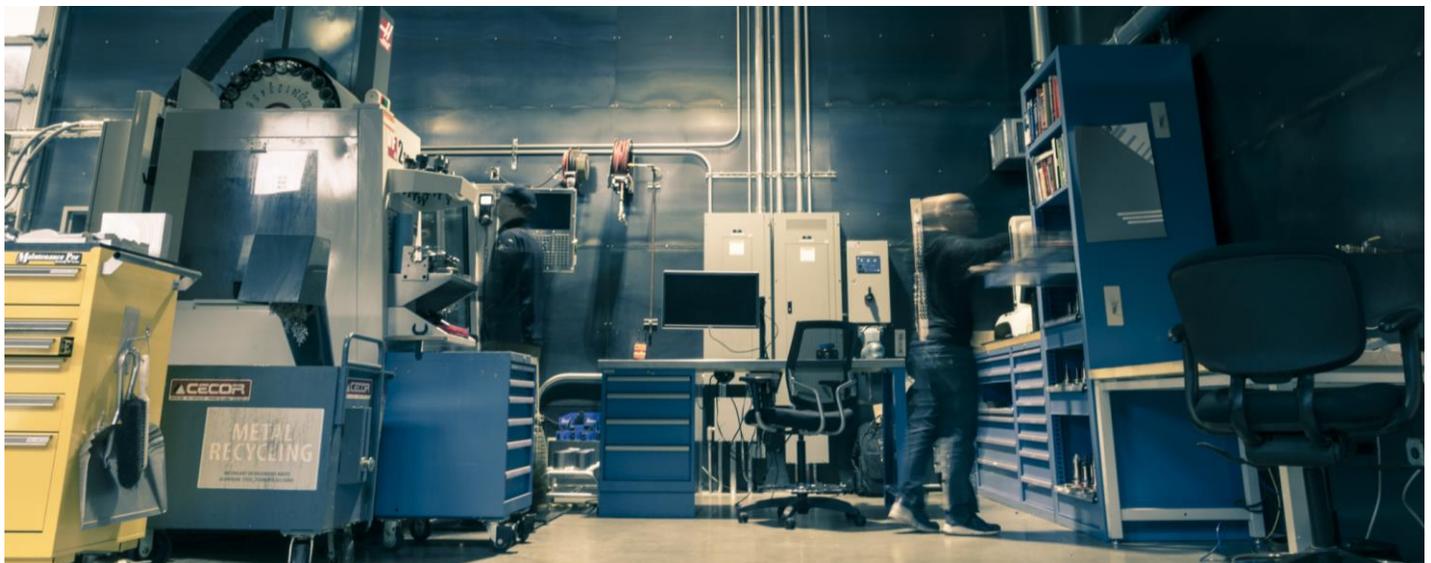
AU is about you and the future of making things.

A community of experts

As a learning community, AU is organized around the idea that getting better at our jobs demands support, collaboration, and knowledge sharing at every turn. So most AU classes are designed and led by industry professionals for industry professionals.

As a speaker at AU or any of our preconferences, you'll share case studies and offer insights on the future of your industry. You'll showcase your innovative workflows, solutions, and practices. And you'll help create rich learning opportunities for designers, engineers, and creative professionals from around the world.

Your expertise will benefit your friends and peers who attend AU Las Vegas, as well as many others around the globe who turn to AU for online learning throughout the year. **The contributions of AU's speaker community are accessible for free on the Autodesk University website, an increasingly important resource for those who make anything.**



CLASS PROPOSALS ACCEPTED MAY 14, 2018 – JUNE 11, 2018
SPEAKERS NOTIFIED IN JULY 2018

Submitting a proposal

Whether you're interested in speaking at AU, Forge DevCon, or other preconference events, the first step to becoming a speaker is submitting a proposal for a class you'd like to teach. This is your chance to share how your work is advancing, how new workflows are improving your design and engineering practice, or how you're approaching and using technology in new ways. What should others in your industry know and how should their efforts evolve to keep pace with today's changes? Whatever you design, make, or build, we want to hear what you're doing to drive innovation in your field.

There are many factors to consider when you submit a proposal, especially if you've never done so. Consider the following information to help you craft a proposal with the best possible chance of acceptance.

Class formats

Class formats include Industry Talks, Instructional Demos, Panels, Roundtables, and Hands-on Labs. Some formats focus on big ideas while others focus on concrete workflows. The various formats also support different learning styles. The learning resources that supplement these formats are later adapted for online learning on the AU website, accessible year-round.

CLASS FORMAT	DESCRIPTION AND CLASS LENGTH
Industry Talks	Much like a lecture, AU industry talks enable speakers to share thought leadership or present industry insights, case studies, and other innovative experiences in engineering, design, manufacturing, business management, and more. <i>Speakers are not expected to provide in-depth product demonstrations or walk-throughs.</i> Industry talks are 60 minutes.
Instructional Demos	Instructional demos offer detailed presentations and instruction relying on in-product workflows. AU speakers share processes, tips and tricks, and other ways they're maximizing their Autodesk product knowledge. Instructional demos are 60 or 90 minutes.
Panels	AU speakers who lead panels are expected to facilitate a conversation among experts that showcases different viewpoints and insights on an industry topic. Panels are 60 minutes.
Roundtables	AU roundtables are intended to help solve a challenge or answer a question shared by industry peers. AU roundtable speakers should foster a collaborative experience based on one or more prompts for examination and shared discovery. Roundtables are 90 minutes; class size is limited.
Hands-on Labs	Hands-on labs provide direct software instruction with individuals gaining firsthand experience with the material or application. Labs are 90 minutes. Up to 3 lab assistants can support the AU speaker.

Any of these class formats, tailored to our priority tracks (see below), might highlight the following:

Industry practices and workflows

Many AU classes distill collaboration across design and engineering domains and how diverse professionals are using a range of skills and tools to foster efficiency, innovation, and more—whether that’s digital design to construction, end-to-end manufacturing, simulation and design analysis, animation and visualization across industries, and so much more.

Business management solutions

Business management and leadership perspectives are important for informing and improving industry practices. Popular topics explore the adoption and implementation of new technologies, concept-to-completion cycles, and information management in today’s cloud computing environments.

Learning for a range of experience levels from beginner to advanced

Many members of the AU community have extensive experience with Autodesk products and are looking for in-depth classes that teach new and efficient ways to use those products. Others are just starting out or adopting new Autodesk products into their design and engineering workflows. AU supports people at every level of expertise.

Proposal elements

Whether you seek to build on existing knowledge and practice or highlight an approach that is entirely innovative, your proposal should demonstrate how your work is important for peers in your industry. AU is a learning community for people exploring comprehensive solutions to the challenges they face day-to-day.

When submitting your proposal, you will be asked to include the following information.

Class title

Your class title doesn’t need to be catchy. It needs to be descriptive. Attendees should understand what your class covers based on the title alone. If the class focuses on Autodesk products, include the product name(s) in the title.

Class description

Describe the material you'll cover and the benefits to attendees. Class descriptions should reference the individual products being taught, if any. Class descriptions should also note any knowledge and skills—or even the AU classes available online—that serve as prerequisites. If helpful, use your class description to provide context for your proposed class format, such as the challenge you’re hoping to address in an AU roundtable.

Track

Which 2018 priority track does your proposal most align with? Select only one. See below for more information on priority tracks.

Relevant topics

What relevant topic(s) does your class explore?

Class format

Is your class an Instructional Demo, an Industry Talk, a Hands-on Lab, a Panel, or a Roundtable?

Class length

Class lengths are set for most formats (see the 'AU class formats' section). Industry talks can be 60 or 90 minutes.

Learning objectives

A learning objective is an outcome statement that captures the knowledge or skills at the heart of your instruction—knowledge or skills that learners will gain from your AU class. Well-defined learning objectives help prospective attendees understand the content of your class. And they help you develop useful training materials and deliver your expertise in a way that ensures real benefit to AU and your audience of learners.

Learning objectives should:

- Complete the phrase, "At the conclusion of this class, attendees will be able to..."
- Relate to specific tasks, skills, and knowledge that attendees will engage, gain, or strengthen.
- Be action-oriented and brief (no more than 125 characters each, including spaces).

A note about AIA Learning Units (LUs) and Health, Safety, and Wellness (HSW) requirements for licensed architects: Proposing a class that will meet AIA requirements for continuing education can improve your proposal's chances for selection. Writing learning objectives that align to these important requirements, especially HSW, is critical.

Roundtable subject

If you're proposing a roundtable session, what is the question or prompt you'll use to encourage collaboration and shared discussion? For example: How can collaboration be improved in additive manufacturing environments? How might BIM impact transportation infrastructure projects?

Class focus

Will your class help learners get started with new software or go beyond the basics? Will your class explore industry practices and project workflows? Will it present an industry case study or demonstrate your innovation and thought leadership?

Knowledge application

How is your expertise applied? Will attendees apply the learning objectives in the context of business management, project execution, project management, or technology management?

Class summary

Your class summary should be succinct and precise. It will display in search results on the AU website and on search engines like Google. For example: "Learn how Fusion 360 can help you test fit and motion, perform simulations, and make photorealistic renderings and animations."

Additional proposal elements

Other proposal elements help describe your audience in greater detail. The goal is to ensure that attendees find the classes they need most, and that your class attendees are engaged with you and your expertise. Additional proposal elements include: **audience occupation, audience definition, audience description, level of expertise, prerequisite knowledge or skills, and relevant industries.**

Speaker bio

Include a bio that helps showcase your expertise. And remember that your bio will be public in Autodesk communities like the Autodesk Knowledge Network, AU, and other Autodesk forums. Your bio is also linked to your Autodesk Account. Tell community members who you are and how your experience has shaped your

perspective or your industry. Include things like your current position and work history, along with any professional awards, publications, and academic qualifications.

AU 2018 priority tracks

AU 2018 priority tracks are the broader themes we want to explore this year. Let them inspire but not limit your thinking. Our focus is on the most important trends and technologies shaping the ways we design and make. Proposals that address these areas stand the best chance of acceptance.

Connecting Design and Preconstruction in AEC

After a design gets the green light, you need to make it happen in the real world. How are you collecting and analyzing preconstruction data to reduce costs and accelerate completion? How are you using AutoCAD, the AEC Collection, BIM 360, and the Forge platform to improve efficiency and outcomes? How can you help other construction professionals improve decision making? Share your breakthroughs and processes for reducing risk, quantifying benefits, and making sure that all stakeholders have the information they need when they need it.

Digital Construction and Project Management

When data stays at the center of the construction process, new efficiencies and opportunities emerge. How are you sharing documents? How are you using cloud technologies to speed and improve construction? How can you help design and construction professionals improve collaboration and project lifecycle management? How are you using BIM 360 to simplify execution and handover? In what ways are you using 2D drawings and 3D models? How are you integrating with other site execution apps? How are you improving quality and increasing safety on your projects? Share your work, your processes, and your perspectives.

Accelerating Industrialized Construction

Construction has a lot to learn from manufacturing in terms of how to systematize processes, gain productivity, and reduce costs. How are you making the construction process more modular and component-based? What parts of the construction process can be handled off-site and what are the benefits you've gained? How are you using AutoCAD, Advance Steel, and other structural applications to reduce rework and solve challenges?

Stronger Design with Connected BIM

Share your experiences and successes with Connected BIM. How did you make the move from 2D to BIM? How are you using computational design to create better buildings? How can you help other architects and engineers understand what Connected BIM is and what it can offer? How are you using the AEC Collection, BIM 360 Docs, and the Forge platform to get better results? How have you improved efficiency and stakeholder engagement? How have you accelerated the approval process? How are you using simulation, immersive visualization, and reality capture?

Improving AEC Project Delivery

The journey from original design to finished structure can be fraught, to say the least. What innovations have helped you achieve better project delivery? How are you sharing data? How are you using immersive technologies to improve design review? How are you reducing rework and improving efficiency? What's helping you deliver on time and on budget?

Connecting Construction and Operations

The benefits of BIM continue long after the building is built. How are you extending the value of your data into operations and management? What are you doing to make handovers more seamless? What work can you showcase for contractors and owners/operators to demonstrate the value of BIM?

End-to-End Design and Manufacturing

Traditionally design and fabrication were separate and distinct, but today they are becoming part of a single, continuous process. How have you successfully used a connected process from concept to fabrication? In what ways are you connecting the design possibilities of Inventor, the simulation powers of Nastran, and the production capabilities of TruNest? Alternatively, how are you using Fusion 360 to not only design things, but test them against conditions in the real world before they're ever prototyped? How are you using Fusion Production to combine planning, job tracking, and machine monitoring? How are you getting line-of-sight across an extended supply network, and using that knowledge to steer design decisions? How are you using generative design to optimize structures or create entirely new ones? And what's the cloud done for you lately?

Generative Design to Intelligent Automation

Advances in computing power and software development are opening new possibilities for the use of artificial intelligence in both AEC and manufacturing. Tell us how you're going beyond optimization and using generative design technologies to create designs a human might never think of. How are you adapting generative design for traditional processes like casting, in addition to new processes like additive manufacturing? How are you using automation and robots to augment and improve capabilities, processes, and outcomes?

Push Button Manufacturing

As manufacturing becomes more agile and flexible, the dream of push button manufacturing is becoming real. How are you using generative technologies and machine learning to get from idea to product? How are you connecting design and production? How is connected data enabling you to build your business?

Enhanced Workflows for Media & Entertainment

Powerful digital tools like 3ds Max and Maya are enabling professionals to take computer graphics to new levels, while tools like Shotgun allow you to manage production pipelines more efficiently than ever before. What groundbreaking VFX work can you share? What have you pioneered in your processes? What case studies in CG workflow management would help other professionals achieve greater efficiencies and predictability? How are you managing complexity and how are you achieving superior results at scale?

Maximizing the VFX Production Pipeline

Computer graphics is an art, but it's also a business. How are you getting the most from your tools? How are you increasing profits while delivering groundbreaking work? What steps are you taking to deliver projects on time and on budget, even as the scope and complexity increase?

Data at the Center with Forge

How are you using the Forge platform to customize your construction or manufacturing workflows? Are you customizing for Fusion or BIM 360, reducing complexity and gaining operational efficiency? How are you using interoperability? What process did you follow for integration and what can others learn from it? How are you using data to improve design and construction? What can you do with models that no one else can? How are you using design data in new ways to gain insights and competitive advantage? Share your experiences, from your missteps to your breakthroughs, your trip-ups to your triumphs.

Exploring the Forge Partner Ecosystem

Part of the power of Forge is the growing network of partners using it to deliver important services. What applications are you building for customers and for yourselves? What can Autodesk partners and your peers learn from your process? How are you combining Forge with other cloud technologies to create innovative solutions? How are you enabling others to use data in new ways?

Comprehensive Design with AutoCAD

Specialized toolsets for architecture, electrical, mechanical, plant design, and more are now included when you subscribe to AutoCAD. How is the new, unified AutoCAD changing how you work? Now that you can access every toolset, how are you working more intelligently, and what can you do that you couldn't do before? How do the industry-specific features and functionality help to speed your workflows? How are you using the mobile and web apps access? How are you using 2D and 3D rendering to engage clients and grow your practice?

General Industry Learning

From supertall skyscrapers to undersea tunnels, tell us how you're designing and building in new ways. How are you using data to deliver more benefits? What improvements are you achieving in safety, efficiency, and delivery through new technologies? How are you bringing immersive technologies such as VR and AR into your AEC practice? How are you making AI, generative technologies, and machine learning work for you? How are you making architecture and construction more like manufacturing?

Share how you're changing the process of making products. How are you gaining efficiency and reducing costs? How are you bringing the power of customization to mass production? How are you using AI to improve your outcomes? How are you reinventing older fabrication technologies? What process have you perfected that others are only just beginning to explore?

AU topics

In addition to the 2018 priority tracks and general industry learning, consider the following topics of interest as you create your proposal. **Some topics are described in greater detail below.**

3D Printing	Internet of Things (IoT)
Additive Manufacturing	Land Development and Urban Planning
Animation and VFX	Machine Learning
Architecture Services	MEP and Structural Fabrication
Augmented Reality	Product Design
AutoCAD and General Design	Product Lifecycle Management
Building Construction	Project Delivery
Building Information Modeling (BIM)	Reality Capture
Building Operations	Simulation
Business Management	Software Development
CAD Management and IT	Software Licensing and Deployment
Cloud Collaboration	Software Training
Data Management	Structural Engineering
Generative Design	Subtractive Manufacturing
Geospatial	Transportation
Hybrid Manufacturing	Utilities, Energy and Natural Resources
Hydrology and Storm Water Management	Virtual Reality
Industrial Design	Visualization

Architecture Services

From residential to commercial architecture, AU classes might examine the wide range of 2D and 3D software and service solutions that optimize and connect teams in the building industry. We welcome class proposals for all skill levels, from beginners who want to learn the basics of design to intermediate and advanced users who want to understand more about Building Information Modeling (BIM).

Building Construction

AU classes in building construction should focus on the software, services, and strategies that enable and support the construction phases for building (vertical) and infrastructure (horizontal/heavy) projects, with an emphasis on the use of BIM. Topics should include processes and/or workflows using the Autodesk portfolio of construction offerings. All phases of the construction process are considered, including but not limited to:

- Construction document management
- Design to construction handoff
- Preconstruction and virtual design and construction
- LEAN construction practices
- Field layout
- Field execution/field management
- Commissioning and handover

Building Operations

This topic focuses on the needs of building owners and operators across the building lifecycle and the role that BIM plays in helping them design, construct, operate, and manage their facilities more effectively. We're seeking proposals that show how design teams can design with the operations phase in mind, how contractors can better support the handover process, and how facilities teams can use rich BIM asset data to better operate and maintain their building assets and portfolios. Specific topics may include: designing for operations and maintenance, construction for handover, planning for renovation and retrofits, developing a preventive maintenance program, achieving energy management objectives, and using IoT for predictive maintenance and improving building asset performance.

We love classes that include BIM 360 Ops, Revit, BIM 360 Field, BIM 360 Glue, and other technologies that support the specific themes noted above.

CAD Management and IT

This topic covers software, hardware, information technology (IT), management, economics, intellectual property, and user training. The topic's focus is on examining all the steps that are required to plan, implement, and maintain CAD and IT ecosystems for optimal user and company productivity. We seek proposals that can help working CAD managers develop their skills, get more done with less effort, and make their firms more efficient by using smart deployment and management of CAD and IT tools. Classes in this topic will use examples from all types of disciplines, company sizes, and work topologies.

Industrial Design

Style and design are at the forefront of providing competitive differentiation. Market leaders recognize the important role design and styling play in ensuring the success of a product in today's marketplace. From the design of automotive vehicles to high-end consumer goods, style plays a critical role in defining a company's brand. We invite proposals for beginner to advanced classes focused on the use and application of Autodesk Alias products. Classes should focus on technical workflows and best practices for advanced design and visualization concepts for automotive and product design.

Internet of Things (IoT)

The Internet of Things (IoT) is a growing network of physical devices embedded with electronics, software, and sensors that are connected to the Internet and to each other. And Autodesk software like Fusion Connect, in combination with other products in Autodesk's product design and manufacturing collection, are helping shape a new era for products and technology. We're interested in classes that showcase a future of making things where any built object or product can be embedded with sensors that can feed information back into the design process. Classes might also demonstrate how the IoT combined with the cloud is enabling manufacturers to capture, analyze, control, and manage data from remote products and assets. Specifically, AU classes on this topic might:

- Demonstrate how Autodesk's IoT technology is leading the way for connected products.
- Illustrate the lifecycle or journey of connected products.
- Teach methods for building a business case for connected offerings.
- Demonstrate how leading companies are creating connected offerings.

Land Development and Urban Planning

On the topic of land development and urban planning, we're interested in classes that highlight workflows for landscape architects, surveyors, and industry leaders in commercial site design and the design of residential subdivisions. We also invite classes that focus on site selection practices, including workflows involving InfraWorks. Other classes might focus on workflows for landscape architecture, such as those between

InfraWorks and Autodesk Vehicle Tracking, as well as how—and why—software workflows can improve surveyor practices.

MEP and Structural Fabrication

This topic focuses on fabrication and prefabrication software, services, workflows, and strategies important to mechanical, electrical, and plumbing (MEP) contractors, structural engineers, and steel and concrete rebar detailers/fabricators. For MEP contractors, we're looking for proposals on topics that illustrate the use of Autodesk Revit, and Fabrication CADmep, Fabrication ESTmep, and Fabrication CAMduct software products. We're interested in proposals showing best practices for real-world Revit design to fabrication workflows, MEP estimation, and detail MEP systems for fabrication to MEP contractors. For structural firms, we welcome proposals that illustrate steel, concrete rebar, and precast workflows using Autodesk software such as Advance Steel and/or Autodesk Revit. We also welcome highlights of technology partner solutions that are integrated on top of both Autodesk Revit and Advance Steel. Classes should focus on best practices, implementation strategies, and workflows using Autodesk structural fabrication products.

Product Design

Product design classes should provide expert instruction to help product designers sharpen their tools and be more creative. We're looking for Inventor classes covering tips and tricks, best practices for managing large assembly performance, automation and APIs, and specific areas like sheet metal, T&P, and frame design. We're also interested in classes showing ways to effectively work with design data across multiple platforms and how to use the right tool at the right time for maximum productivity. Tell us about your experience with Inventor interoperability, delivery of product design data inside Revit models, and introducing Inventor users to additional products in the design and manufacturing collection. Show product designers how desktop, mobile, and cloud platform design tools are evolving by demonstrating useful cloud services for Inventor and other software tools, plus new ways to document designs and communicate design intent.

Product Lifecycle Management (PLM)

PLM classes showcase the tools to manage the lifecycle of products in design and manufacturing environments. Topics include bill of materials (BOM), change management, file management, and more. Show attendees how to manage processes and files, and how to extend and connect to other enterprise solutions within a company. In addition, we're interested in: BOM and CAD file management; workflow and lifecycle management; quality, supply chain, and cost management; integrations to enterprise business systems made easy; and the future of CAD and workflow management.

Reality Capture

This topic focuses on the use of reality capture technologies (such as laser scanning, drones, and handheld devices) and Autodesk software including ReCap Pro on construction sites for building renovation and factory retrofit, as well as for infrastructure design, construction, and inspection. We're looking for classes that examine the impact of reality capture technologies on overall project performance including cost, timing, and safety, and classes exploring new trends in reality capture technologies.

Simulation

This topic focuses on using simulation technology as an integral part of the design process to ensure that a design is not only desirable but can be manufactured and will perform as expected, minimizing surprises and reducing the time to market. We're looking for structural engineers, CFD specialists, and Moldflow experts and designers who are using simulation products. If you have expertise in these areas and want to demonstrate what you can do with Autodesk simulation tools, or if you have a success story to share, we want to hear from you.

Software Development

Software development covers a broad range of development topics about Autodesk products, especially those that focus on Forge, as well as Visual LISP, VB.NET, C#, and C++, and other more general programming concepts. Classes may be targeted to any proficiency level—from the entry-level customizer to advanced programmer. Software development classes with broad appeal usually attract more attendees than classes that focus on a single, esoteric feature.

Proposals for classes related to Autodesk Forge or Autodesk product APIs will also be considered for inclusion in Forge DevCon. Forge DevCon at Autodesk University brings together over 1,500 software developers, engineers, business owners, and information officers interested in creating web and mobile applications that use Autodesk Forge. Forge DevCon at AU will be held Monday, November 12.

Have you found creative ways to integrate and use Autodesk Forge in your real-life projects and products? Have you developed processes that improve company workflows and efficiency? Do you have ideas about where your industry is headed? Are you an expert in a web technology that complements Forge? If so, then you're a candidate to be a speaker at Forge DevCon. We're interested in classes that impact diverse industries, from AEC through manufacturing, and include how-tos, sessions for those just getting started, case studies, and perspectives on future applications.

Structural Engineering

Structural engineering focuses on topics that are important to structural engineers and designers as well as BIM and CAD managers who want to learn more about Autodesk software for BIM. We welcome proposals that focus on:

- How to get started with BIM, including examples of implementation strategies.
- How to solve structural workflow challenges using Autodesk Revit, Robot Structural Analysis Professional, and Structural Bridge Design software, as well as Structural Analysis for Revit, cloud services, and complementary third-party software solutions.
- How to use best practices for coordination with BIM between architectural firms, structural engineering firms, MEP engineering firms, and contractors using Collaboration for Revit and BIM 360.
- How to use Dynamo to generate complex structural models in Revit and introduce structural optimization techniques in the analysis process.

We seek topics that are suitable for both intermediate and advanced users. This audience highly values classes with live product demonstrations that focus on advanced modeling and design.

Transportation

Transportation classes at AU focus on a broad set of needs within civil infrastructure, including roads and highways, airports, railways, ports, and bridges. We also invite classes that are specific to surveyors and their industry practice. We're particularly interested in classes that highlight product workflows, for instance:

- How InfraWorks, AutoCAD Civil 3D, and Vehicle Tracking software workflows can improve road and highway design; or
- How airport and rail design can be aided by workflows involving InfraWorks, Revit, AutoCAD Civil 3D, Navisworks, and Vehicle Tracking.

Utilities, Energy, and Natural Resources

This topic focuses on the use of BIM in the design, construction, operations, and maintenance of utility, mining, and natural resource extraction and processing plants. We welcome proposals that showcase workflows, best practices, and success stories about using Autodesk collections and products, including

AutoCAD, Revit, InfraWorks, AutoCAD P&ID, AutoCAD Plant 3D, and the BIM 360 portfolio, among others. Additionally, we're interested in topics that cover the use of reality capture (such as using point clouds for brownfield projects), and using collaboration tools such as Vault and A360 for multi-office projects. We also welcome proposals that showcase use cases of Advance Steel in the design and fabrication of process and power plants.

Visualization

The role of visualization in architecture and across the industry spectrum has never been more important, or more in demand. Share your case studies, techniques, and practical solutions to enduring problems like visualizing a project before anything exists, and communicating abstract visions. We're seeking storytellers to translate their real-world expertise into classroom learning for attendees of all skill levels. If you're pushing the boundaries in virtual or augmented reality in design contexts, we want to hear from you. We're also interested in exploring interactive visualization techniques, innovative workflows that combine 3D and game-engine tools, and high-end rendering and compositing techniques that showcase your artistry.

Selection criteria and process

AU selects classes based on the following:

- The overall strength of the class proposal; its relevance to our priority tracks and to today's industry trends and best practices.
- Whether the proposal builds on existing knowledge and practice shared by AU experts or creates pathways for future learning.
- A speaker's communication skills and technical expertise, as well as the depth of their relevant background and experience.
- Speaker survey results from previous AU conferences, if available.
- Community feedback.

Throughout AU's Call for Proposals (CFP) process, the extended AU community is invited to review the anonymous submissions of the speaker community online. No identifying information will be included. Following the close of the AU CFP process, online community members will be able to highlight proposals that resonate with their interests and professional learning ambitions. This community feedback will supplement other factors that contribute to class selection.

What acceptance means

At AU, we maintain the highest possible standards among our expert community. Your colleagues who attend AU events and those who learn through AU online expect a dynamic, polished, and professional learning experience.

Subject mastery is essential. Experience with teaching or public speaking can be helpful. AU experts are among the top in their fields, presenting personal and professional innovations.

Before submitting a proposal, get acquainted with AU, especially our priority tracks for 2018. If you've attended an AU event or spent time at AU online, you should be familiar with our approach to learning. If you're new to AU, take time to learn, connect, and explore before you submit your proposal.

If your proposal is accepted, you'll be expected to meet the program's requirements, including the timely submission of class materials such as handouts, presentation decks, sample data files, and other important resources to aid learning and professional development. Class requirements may differ depending on the class format.

AU speakers can expect to partner with the AU team to create these unique learning and training experiences. First year speakers will be paired with an AU Speaker Mentor to support their preparation. Whenever possible, we support our expert community with editorial feedback on instructional materials, help promote speakers and their classes prior to the conference and online throughout the year, and work to increase engagement with Autodesk users worldwide.

Speaker compensation

AU speakers receive one complimentary pass to the conference; travel and lodging are not included. Only primary speakers receive the free conference pass; co-speakers do not.

The primary speaker is responsible for meeting AU event requirements, including submitting all class materials and completing all class tasks on time.

AU speakers with more than one accepted proposal receive a complimentary AU event pass for their first class and an honorarium for each additional class they lead (see below for details). Honorariums are not available to panel members or co-speakers.

In addition:

- Compensation may be forfeit if AU requirements are not met, including the timely submission of class materials and resources.
- Compensation does not include lodging or travel.
- Honorarium payments are distributed on-site from the Speaker Ready Room. Payments are made in the form of a Managed Spend Visa Card.

Autodesk University 2018 speaker compensation schedule

CLASS FORMAT	ROLE	FIRST CLASS	ADDITIONAL CLASSES
Industry Talk, Hands-on Lab, Panel, Roundtable, Instructional Demo	Primary speaker	AU 2018 Pass* (\$2,175 value)	\$400/class

**The AU 2018 Pass (travel and hotel not included) is not transferable.*

Note to U.S. and non-U.S. government officials and employees: Autodesk is prohibited from providing honorariums to U.S. and non-U.S. government officials and employees (in any branch of government and irrespective of title or office held), including, without limitation, individuals employed by or affiliated with state-owned enterprises and individuals who represent or act on behalf of a governmental entity.

Note to Autodesk employees: Autodesk employees do not receive cash honorariums regardless of how many classes they teach.

Speaker requirements

If your proposal is accepted, Autodesk University speakers are expected to:

- Accept the AU speaker agreement.
- Meet relevant deadlines, including the timely submission of class materials.
 - Material requirements differ based on class formats, and might include:
 - A class handout (PDF) describing the topic covered and/or the specific workflows and practices examined. AU templates are provided.
 - Sample data files (if any).
 - Presentation files.
- Supply your own laptop for your presentation (unless teaching a lab) and specify any special audiovisual or software requirements.
- Attend Speaker Orientation conference calls and webinars. First-time speakers will be paired with an AU Speaker Mentor to support their preparation.
- Ensure that your teaching material aligns with your accepted class proposal.
- Communicate all relevant AU information to your co-speakers and panelists.
- Answer questions about the class from registered attendees prior to AU.
- Hands-on lab leaders: assign up to 3 lab assistants. Connect with your lab assistants at least 2 weeks prior to AU to ensure they are prepared to assist with your lab. Work with the AU tech team to ensure your lab is configured to your needs.
- Submit a final presentation deck (PDF), if available, following the conference.

Marketing at AU

Please adhere to our philosophy that all classes must be noncommercial. The goal of the AU program is to support professional learning and knowledge sharing that advances industry practice.

Sample proposals

Title: Rebar Detailing and Revit Structure

Format: Instructional Demo

Skill Level: Beginner

Description: This class covers the use of Autodesk Revit Structure software as a reinforcement detailing platform. We will examine the various reinforcement tools available in Revit, including rebar extensions, area reinforcement, path reinforcement, 3D rebar, and assemblies. We will also touch on some best practices, work-arounds, shortcuts, limitations, and advantages. We will show you several examples of actual projects where Revit reinforcement has been used, and share the models themselves, methods employed for presenting quantities, and placement drawings.

Target Audience: Designers and BIM managers who are interested in using the reinforcement tools for construction documents or for creating shop drawings, and contractors who are interested in the advantages of rebar detailing in Revit

Learning Objectives: After completing this class, attendees will be able to:

- Describe best practices for getting started with rebar detailing in Revit.
- Use the base Revit reinforcement tools.
- Prepare shortcuts and work-arounds working with the Revit reinforcement tools.
- Recognize the various limitations of Revit reinforcement tools.

Title: Faster Families for Revit MEP

Format: Hands-on Lab

Skill Level: Intermediate

Description: It is time to learn how to get your content modeled quickly—and save money on your projects. This hands-on lab starts with creating your own family templates; we will provide great examples that you can take home with you. We will cover how to use the Shared Parameter Exporter and present guidelines for defining your own shared parameters. We will examine in detail how to edit object styles to use the improved materials, and we will wrap up by modifying fittings for duct and pipe to improve your designs. This extremely popular lab, which filled up quickly last year, can really help you get the most out of your Revit for MEP engineers.

Target Audience: BIM managers, MEP engineers and designers, content developers, and IT managers

Learning Objectives: After completing this class, attendees will be able to:

- Maximize materials for families and object styles.
- Customize pipe and duct fittings.
- Set up a family template and work with manufacturer content.
- Import multiple parameters at once with Shared Parameter Exporter.

Title: Animation of Inventor Assemblies Using 3ds Max Design

Format: Hands-on Lab

Skill Level: Intermediate

Description: Autodesk Inventor software is a great tool for building complex mechanical assemblies and Autodesk 3ds Max Design software is a great tool for generating visually-stunning rendered animations. This class fuses the 2 programs and covers topics that are related to using 3ds Max to animate Inventor assemblies. Learn how to import an Inventor assembly that is going to be used for animation in 3ds Max. Learn strategies for building a hierarchy based on the animation requirements for the imported models. This class will step through the process of creating key-frame animation of specific moveable parts. Finally, you will learn about the tools that are available for editing key frames and tweaking the overall look and timing of the animation. To complete the process, you will learn how to configure and render an image sequence for final output using mental ray.

Target Audience: Autodesk Inventor and 3ds Max users who are interested in learning how to create animations of their Inventor designs

Learning Objectives: After completing this class, attendees will be able to:

- Animate using key-frame animation and edit keys to control the animation timing.
- Render an animated sequence using the mental ray renderer.
- Import an Inventor model from within 3ds Max Design.
- Create a hierarchical structure with integrated inverse kinematics that are suitable for animating.

Title: Annotation Scaling in AutoCAD: Bringing the Technology Home

Format: Instructional Demo

Skill Level: Advanced

Description: Learn how to implement annotation scaling in your organization. Whether you would like to start with baby steps or go full bore, you will learn all levels of migrating these tools into your daily workflow. Learn about annotation scaling and how it works with hatching, text, line type scale, dimensions, and all of the other options. See how you can “bring this technology home,” improve your productivity, and reducing unnecessary hours spent on annotations. This class is designed to assist you in building a new workflow for annotation in your organization.

Target Audience: Users of AutoCAD software or vertical products based on AutoCAD, such as AutoCAD Civil 3D, AutoCAD Architecture, and AutoCAD Mechanical software, who are advanced-level end users and CAD managers.

Learning Objectives: After completing this class, attendees will be able to:

- Explain annotation scaling.
- Integrate annotation scaling into their current workflow.
- Use annotation commands, tools, and styles.
- Reduce the time spent annotating drawings.

Sample speaker bios

Desirée Mackey, Martin/Martin

Desirée (Dezi) Mackey has been in the architecture, engineering, and construction industry for more than 15 years. After obtaining her bachelor's and master's degrees from the University of California, Davis, and the Massachusetts Institute of Technology, she perpetuated her nerdy tendencies with Revit. She started her career in California with a construction company, she continued with a structural engineering firm, and now she is a practicing structural engineer and Building Information Modeling (BIM) manager at Martin/Martin in Denver, Colorado. Dezi is a regular speaker at many conferences. She is the co-founder of the Rocky Mountain Building Information Society, the chair of the Structural Engineers Association of Colorado's BIM Committee, a member of the RTC North America Committee, and she has served as an Autodesk User Group International (AUGI) board member, treasurer, and vice president. Finally, as if that's not enough Revit in her life, she's married to "The Revit Geek" and acts as a partner in his BIM consulting firm, BD Mackey Consulting.

Steven Schain, Spectralight Images LLC

Steven graduated from the R.I.T. film/animation program in 1989 and from A-B Tech's Entrepreneurship program in 2011. He started Spectralight Images in 1989 to deliver 3D training and animation. In 1995, as vice president of Computer Animators Plus, he began teaching 3D animation at Seminole Community College. With his love of art, he open Gallery 611 in 1997, and formed the Orlando Visual Artists League (OVAL) in 2000, serving as president until 2004. In 1998 he became a Kinetix/Discreet/Autodesk training specialist, and has contributed to Autodesk certified training material for 9 releases of Autodesk 3ds Max. He was a co-developer of the Autodesk Certified Instructor Program, and Autodesk 3ds Max fundamental standards (MEIS). Steven currently develops 3ds Max and Autodesk Maya training courseware for CAD Learning's online learning programs for 4D Technologies. Today Spectralight Images LLC provides 3ds Max and Maya training, and unique, glasses-free 3D advertising services.

David Butts, Gannett Fleming

David is a BIM specialist for Gannett Fleming, a multidiscipline engineering firm based in Camp Hill, Pennsylvania. He provides BIM implementation and training for the firm's engineering design software, including Autodesk Revit, Autodesk Navisworks, AutoCAD MEP, AutoCAD P&ID and more. He has 27 years of experience in both the design and Autodesk VAR channel, spending 13 years working as an instructor and consultant for the Autodesk building design product line. David also worked as a training manager while in the channel, and was a member of the Autodesk ATC Advisory Board for 2009–2010. He is a Revit Architecture Certified Professional, and also earned the MEP Implementation Certified Expert title. David has spoken at AU for several years, and was named a Top Speaker at AU 2011. As an author, he also contributes to the 4D Technology CADLearning training programs and has written several training manuals on Autodesk Revit MEP.