



Autodesk® Maya® Essential

This course is designed as an essential course for anyone who wish to learn on creating 3d digital model, applying textures and materials and creating simple lighting setup for output to rendering still images and animations under a close supervision from a qualified Autodesk approved instructor.

Upon finishing the course, you will understand the general workflow of creating digital assets and using those data to create a variety of multimedia outputs. you will also understand the use of Maya as a tools to creating digital assets.

Course Outline

Day 1 Introduction to user interface, understanding creation Workflow, Views and Navigation, Dependency Graph, Modeling Type

Day 2 Creating model using polygon modeling technique

Day 3 Creating model using subdivision surface modeling technique

Day 4 Understanding rendering technique, basic lighting setup, texturing using UV Map and projection, and camera setup, angle and movement

Day 5 Understanding animation techniques, keyframe interpolation with Graph Editor, path animation, and deformers

Day 6 Creating effects using Maya Paint Effects feature and simple particle effects

