AUTODESK MAYA ESSENTIAL TRAINING

Objectives

The objective of this course is to teach users the commands and tools for Autodesk Maya. After completing this course users will be able to:

- ✓ To provide a solid understanding on the concept and usage of Autodesk Maya.
- ✓ To enable new users to understand the user interface and operate Autodesk Maya independently.
- ✓ Understand the production pipeline and workflows used in the industry.
- ✓ Create and manipulate 3D assets in the application
- ✓ Create appealing looks by using Autodesk Maya's surfacing tools
- ✓ Make use of Autodesk Maya's lighting tools to manipulate the mood of the environment.
- ✓ Bring 3D objects to life by using Maya's animation tools. AutoCAD for daily working process.
- ✓ Navigate throughout AutoCAD using major navigating tools.
- ✓ Understand the concept and techniques to draw.
- ✓ Create multiple designs using several of tools.
- ✓ Create layers to control the objects' visibility.
- ✓ Explain drawing using annotations.
- ✓ Plot or print the drawing by scale.
- ✓ To use constraint for certain design.

Pre-requisites

It is recommended that you have:

- A working knowledge of Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10.
- Working knowledge of Adobe® Photoshop® would be a bonus.

TRAINING PROGRAMME DAY 1

Chapter 1: Introduction the Maya interface

- The stages of production
- The production workflow
- Basic film concepts

Chapter 2: Getting started with Maya
- Creating a project
- File saving
- Outliner
- Hierarchy and Maya Object structure
- Exercise: The solar system

Chapter 3: Maya's interface

- Navigating in Maya
- Maya's layout
- Shelves
- Hotbox
- Transformation tools

Chapter 4: Polygonal Modeling

- Plan your model
- Creating polygon objects
- Polygon Basics
- Poly Editing tools
- Modeling complex objects

TRAINING PROGRAMME DAY 2

Chapter 5: Modeling with NURBS

- Drawing Curves
- Surfaces
- Editing Nurbs surfaces
- Modeling with deformers
- Booleans

Chapter 6: Practical Modeling

- Beginning the Wagon project
- Modeling the wagon
- Building a decorative box

Chapter 7: Maya Shading and texturing

- Introduction to materials
- Basic materials
- Hypershade
- Understanding maps
- Working with materials

Chapter 8: UV Mapping

- Introduction to UV coordinates
- UV Texture Editor
- Unwrap UVW

TRAINING PROGRAMME DAY 3

Chapter 9: Mental ray materials

- Creating a glass shader
- Working with Mental Ray materials
- Mental ray materials presets

Chapter 10: Introduction to animation

- Keyframe animation
- Graph Editor
- Animation Layers

Chapter 11: Rigging

- Skeleton and kinematics
- Inverse Kinematics
- Constraints
- Set Driven Key

TRAINING PROGRAMME DAY 4

Chapter 12: Lighting

- Basic lighting concepts
- Maya lights
- Adding shadows
- Mental ray physical sun and sky
- Lighting effects
- Lighting the decorative box

Chapter 13: Animation

- Rendering Setup
- Cameras
- Indirect Illumination
- Batch Rendering