

Maya for Games training course

Course description

Autodesk Maya software is the tool of choice for those in the film, television, game development, and design industries who desire a high-level of control over their 3D content workflows and pipelines. This course has been designed for individuals looking to gain the key skills to start a career as an artist or an animator within the computer games industry. Covering the fundamental skills and governing concepts essential for professionals creating successful 3D models this is an intensive course for people who need to learn how to get the most from Maya.

Course duration: 5 days
Courseware provided: xxx

Objectives

The primary objectives of this course are:

- To show how to build characters, vehicles and environments for games.
- To show how to use more advanced tools for specific placement of 2D images onto 3D models.
- To teach how to set up characters for animation.

Who should attend

XXX.

Prerequisites

It is advised that those wishing to take this course should be familiar with the basics of Maya or should have attended a Maya Essentials course.

Course outline

Introduction to Video Games

- Creating basic geometry
- Basic UV mapping
- Creating colour maps using Photoshop
- Creating secondary maps - bump, normal, specular

Building Environments

- Working with reference images
- Creating the structure with details
- Texture model
- Light mapping with texture baking

Vehicles

- Image planes
- Blocking out the vehicle
- Refining the model
- Unwrap UVs
- Texture model

Characters

- Getting the right reference material
- Image planes
- Creating limbs
- Stitching body parts

Rig and Animate

- Introduction to bones
- IK and FK theory
- Rigging a character
- Creating non-linear animation
- Using animation layers

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.

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