

Autodesk Maya Foundation training course

Course Description

Autodesk Maya Foundation teaches the mechanics of Maya for creating 3D graphics for print or animation.

Course duration: 3 days
Courseware provided: Yes.

Objectives

To teach the fundamentals of 3D graphics in Maya including working in a production environment, 3D modeling, working with materials for texture, creating animations, staging a scene and understanding cinematography, and knowing how to create output for use in post production.

Who Should Attend

New users of Autodesk Maya.

We also offer a tailored version of this course to suit more experienced Maya users. This training can be arranged for just you and your group.

Course Outline

Introduction to Maya

- Maya Basics
- The Process

User Interface

- Menus in Maya
- Modules and Menu Sets
- User Interface Elements
- The Shelf
- Camera Panels
- Layouts
- The Hotbox

Working with Files

- Files
- References
- Projects

Working with Objects

- Scene Management Editors
- Viewport Selection
- Using the Outliner
- Scene Hierarchy
- Nodes and Attributes
- Using the Display Layer Editor

Transformation

- Transformation
- Transformation Tools
- Snapping
- Duplication
- Additional Transformation
- Topics

Polygon Modeling

- Creating Polygon Objects
- Combine and Separate
- Booleans
- Construction History
- Nonlinear Deformers
- Polygon Components
- Transforming Components
- Adding Components
- Removing Components
- Polygon Normals
- Polygon Marking Menus

Materials and Mapping

- The principles of a surface
- Introduction to the materials editor
- Different types of material
- Applying materials
- Making materials by hand (lab)
- Using 2D maps
- Introduction to UVW Mapping
- Editing UVW map coordinates
- Applying materials & maps to the building concept lab (lab)
- Introduction to Mental Ray materials
- Applying and editing Mental Ray materials
- Applying Mental Ray materials to the building concept and comparing them to standard materials (lab)

Lighting

- Introduction to lighting

Animation

- Learning General Principles
- Working with Key-frames
- Animating Objects
- Working with the Track View Editor
- Animating an object with key-frames (lab)
- Understanding Animation Controllers
- Working with Object Hierarchies
- Animating Biped (lab)
- Camera Theory
- Creating & editing cameras
- How to compose a scene in the camera view correctly
- Wiring storyboards and cinema-graphic techniques

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

