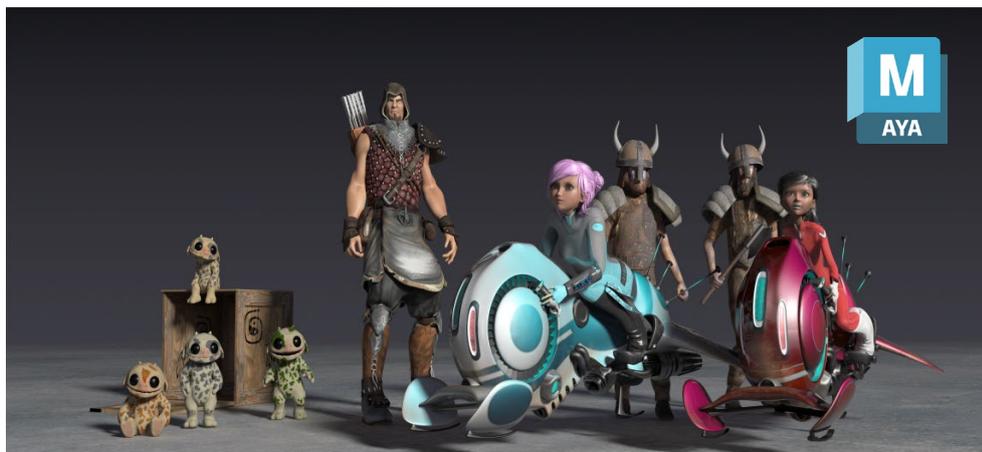


# Maya Essentials

## Training course outline

Maya is the industry standard animation software.

*Maya Essentials* training provides a thorough grounding in Maya for beginners. On completion, you will be able to use Maya to produce spectacular 3D animations.



### Course summary

This course teaches the fundamentals of 3D graphics including:

- Working in a production environment.
- Working with materials for texture.
- Creating animations.
- Staging a scene.
- Creating output for use in post-production.

### Duration

Three days.

### Who should attend?

Newcomers to Maya and novice Maya users.

### Prerequisites

No prior Maya knowledge is necessary.

### In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see [armada.co.uk/liveonline](http://armada.co.uk/liveonline).

### General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

### Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful completion of an accredited *Maya Essentials* course.

### Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

### After course support

Following training, you're entitled to 30 days' email support from your trainer.

### Further information

See [armada.co.uk/course/maya](http://armada.co.uk/course/maya).

### Course syllabus

See over.

# Course syllabus

Topics	Sub-topics
<b>Introduction to Maya</b>	Maya basics The process
<b>User interface</b>	Menus in Maya Modules and menu sets User interface elements The shelf Camera panels Layouts The Hotbox
<b>Working with files</b>	Files References Projects
<b>Working with objects</b>	Scene management editors Viewport selection Using the Outliner Scene hierarchy Nodes and attributes Using the Display Layer Editor
<b>Transformation</b>	Transformation Transformation tools Snapping Duplication Additional transformation Topics
<b>Polygon modeling</b>	Creating polygon objects Combine and separate Booleans Construction history Nonlinear deformers

Topics	Sub-topics
<b>Polygon modeling (continued)</b>	Polygon components Transforming components Adding components Removing components Polygon normals Polygon marking menus
<b>Materials and mapping</b>	The principles of a surface Introduction to the materials editor Different types of material Applying materials Using 2D maps Introduction to UVW mapping Editing UVW map coordinates Applying materials and maps Introduction to Mental Ray materials Applying and editing Mental Ray materials Applying Mental Ray materials
<b>Lighting</b>	Introduction to lighting
<b>Animation</b>	Learning general principles Working with key-frames Animating objects Working with the Track View Editor Animating an object with key-frames Understanding animation controllers Working with object hierarchies Camera theory Creating and editing cameras How to compose a scene in the camera view correctly Wiring storyboards and cinematic techniques