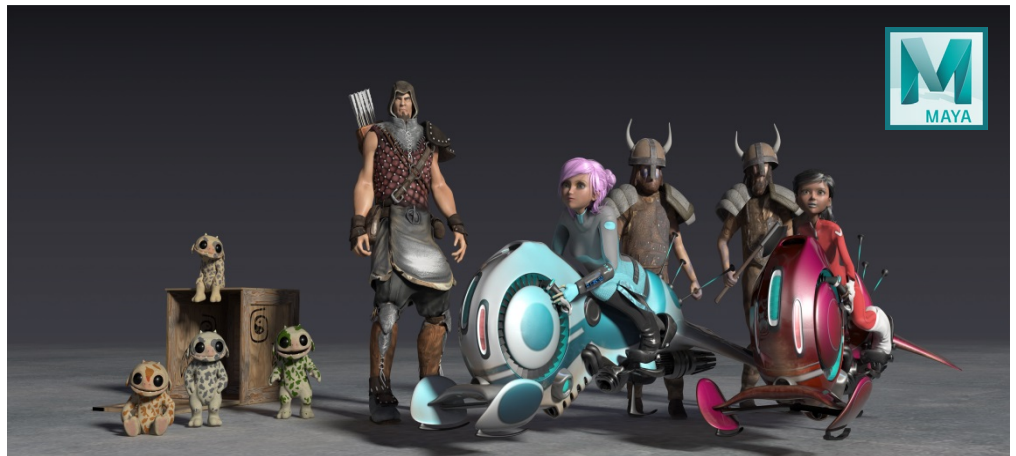


Maya Essentials

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.

In-class or live online

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

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

Armada is an Autodesk authorised Training Centre (ATC), and our *Maya Essentials* course is accredited by Autodesk.

Maya courses are hosted by Autodesk Certified Trainers (ACTs) vast experience using Maya professionally.

Maya Essentials training is arranged on request, i.e. one-to-one training or a 'closed course' for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect any existing knowledge you have and the work you're going to be doing.

Whilst attending training at our centres, delegates have the use of a computer running licensed Maya 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.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate

Delegates receive:

- Comprehensive Maya essentials training materials
- An e-certificate from Autodesk confirming attendance on an accredited Maya course.

After course support

Following Maya training, delegates are entitled to 30 days email support from their trainer to help with any post-course issues.

Maya professional certification

Armada is an authorised Autodesk Certification Centre (ACC) offering Autodesk professional certification exams which lead to 'Autodesk-certified professional in Maya' status.

Further information

For further details, see armada.co.uk/course/maya-training/. For a quote and details of our availability, please contact us.

Course syllabus

See over.

Course syllabus

Topics	Sub-topics
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

Topics	Sub-topics
Polygon modeling (continued)	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 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
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 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 cinema-graphic techniques