Course: Autodesk Maya

Duration: 70 Hrs (Changeable) | Fees: Individual / Batch

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Overview of Maya

✳ Understanding the Maya interface

✳ Setting up files and Maya projects

✳ Configuring viewports

✳ Customizing the interface

✳ Navigating the Maya workspace

✳ Using the hotbox and marking menus

✳ Selecting objects

✳ Using the Move tool

✳ Rotating and scaling objects

✳ Working with pivots

✳ Understanding the Channel Box

✳ The Attribute Editor

Maya Scenes

✳ Organizing Maya Scenes

✳ Working with the Outliner

✳ Dealing with hierarchies

✳ Object groups

✳ Exploring Hypergraph

✳ Hiding and showing objects

✳ Working with layers

✳ Working with selection masks

Working with Polygons

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* Creating Polygonal Models

* Differences between NURBS and polys

* Selecting polygonal components

* Using Soft Select and reflection

* Sculpting with the Sculpt tool

* The Combine and Separate commands

* Working with subdivision surfaces

Working with Meshes

* Working with edge loops

* Using Edge Flow for smooth geometry

* Reorienting geometry using Spin Edge

* Drawing detail with the Connect tool

* Mirroring geometry

* Modeling with nonlinear deformers

* Modeling with lattices

NURBS-based Modelling

* Refining NURBS Models

* Extracting NURBS curves from surfaces

* Open/ Close curves and surfaces

* Creating curves on a surface

* Projecting curves on surfaces

* Trimming NURBS surfaces

✴ Using fillets to connect surfaces

✴ Converting NURBS to polygons

Using Materials

✴ Creating Materials

✴ Overview of Maya renderers

✴ The basics of materials

✴ Creating and applying maps

✴ Using bitmaps as texture

✴ Working with the Hype shade window

✴ Using the Ramp material

✴ Displacement and bump maps

✴ Mental ray materials

Using Textures

✴ Applying Textures

✴ Texture mapping

✴ Projecting textures on surfaces

✴ Applying multiple materials

✴ UV mapping

✴ The UV Texture Editor

Rendering your Scene

✴ Render Settings

✴ Lights and lighting types

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✳ Rendering shadows

✳ Camera basics

✳ Depth of field

✳ Motion Blur

✳ Reflections and refractions

✳ Matching lights and shadows to images

✳ Batch rendering

Animating in Maya

✳ The animation interface

✳ Set Key

✳ The Graph Editor

✳ The Dope Sheet

✳ Animating objects along spline paths

✳ Ghosting animation

✳ Animation playback using Playblast

✳ Creating animation cycles

(Click on Course for more details)

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- Thank You -

N.B:This syllabus is not final and can be customized as per requirements / updates.

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