



# **Course: Autodesk Maya**

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

Since 2007, Nestsoft TechnoMaster has been providing training, internships, and services in IT technologies, both online and offline, with the expertise of over 250 industry experts. We have delivered internships, training, and seminars to more than 50,000 students, resulting in numerous success stories. We offer 100% placement support through JobsNEAR.in

### **Our Courses/Internship**

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- Data Science
- Software Testing (All)
- Wordpress, Woocommerce
- Digital Marketing, SEO
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- Flutter, Android, IOS
- Asp.net MVC
- Web Design, Javascript
- Angular JS, React JS
- CCNA, MCSA, CCNP
- AWS, GCP, Azure
- Odoo, SalesForce, Sap
- Microsoft Excel
- Ethical Hacking



Syllabus on the Next Page ..



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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

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- \* 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

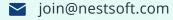
- \* Render Settings
- \* Lights and lighting types

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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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