

COURSE OUTLINE

RIGGING AND ANIMATION IN MAYA

Autodesk Maya is 3D computer graphics software, It is used to create interactive 3D applications, including video games, animated film, TV series, or visual effects. Maya 3D animation software delivers a comprehensive creative feature set with tools for animation, modeling, simulation, rendering, matchmoving, and compositing on a highly extensible production platform. For visual effects, game development, post production, or other 3D animation projects.

In this course, we will cover Animation, Refining Polygonal Models, Creating Materials, Applying Textures and Rendering using Maya. Few practical Maya 3D based projects at the end of the course will ensure that you can apply Maya on your 3D and animation projects.

Course Details



Duration

5 Days

Monday - Friday

9.00 am - 5.00 pm



Location

Plaza Glomac, Kelana Jaya,
Selangor



Educ8 Technology



Prerequisite

Participants of Maya Training should have basic knowledge of software navigation and feel comfortable using the Microsoft Windows desktop environment.



Target Group

This course is directed at architects, engineers, scientists, interior and product designers, as well as any other beginner or professional who wants to achieve a photorealistic render, animation, VR and simulation at a professional level.

Course Objectives

After completing this course, participants are expected to be able to:

- Develop a comprehensive understanding of Maya's interface, tools, and workflow, allowing them to navigate seamlessly and manage projects efficiently.
- Equipped with polygon modeling techniques to create both basic and complex 3D models with precision.
- Expertise in texturing, applying materials, and incorporating images to enhance the visual appeal of their 3D models. They will create captivating surfaces with colors, textures, and reflectivity.
- Learn essential lighting techniques to illuminate their scenes effectively. They will set up cameras and produce high-quality still images and dynamic animations with Maya's powerful rendering capabilities.

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Course Outline

Topic 1: Introduction To Autodesk Maya

- Overview of the Maya interface
- Working with files and Maya projects
- Navigating viewports
- Reviewing the Viewport menus
- Configuring safe frames and grids
- Selecting objects
- Using the Move tool
- Rotating and scaling
- Manipulating pivots
- Understanding the Channel Box
- Working with the Attribute Editor
- Using the Hotbox
- Working with marking menus
- Customizing the interface

Topic 2: Polygonal Modelling Techniques

- Creating polygonal objects
- Working with polygonal components
- Selecting polygonal components
- Working with Soft Select
- Using the Extrude tool
- Extruding along curves
- Using the Polygon Bevel tool
- Smooth and subdivision surfaces
- Blocking out a character body

Topic 3: NURBS Modelling Techniques

- Introducing NURBS modelling
- NURBS primitives
- Using the NURBS curve tools
- Creating Bézier curves
- Creating text
- Manipulating NURBS curves
- Refining NURBS curves
- Offsetting NURBS curves
- Editing NURBS surfaces
- Refining NURBS surfaces
- Using NURBS Revolve
- Using NURBS Loft
- Using NURBS Extrude
- Using NURBS Planar
- Stitching NURBS surfaces

Topic 4: Organizing Maya Scenes

- Working with the Outliner
- Grouping objects
- Creating hierarchies
- Understanding the Hypergraph
- Working with Hypergraph connections
- Hiding and showing objects
- Creating layers

Topic 5: Creating Materials

- Overview of renderers
- Understand the basics of materials
- Creating and applying maps
- Using bitmaps as texture
- Working with the Hypershade window
- Working with mental ray materials
- Using the Ramp Shader
- Using the 3D Paint tool

Topic 6: Applying Textures

- Texture-mapping NURBS surfaces
- Texture-mapping polygonal surfaces
- Applying UV mapping
- Using the UVW Editor

Topic 7: Basic Deformations and Rigging

- Deforming a mesh using the Skin tool
- Creating IK handles
- Creating blend shapes
- Rigging nonlinear deformers
- Finalizing the character

Topic 8: Animating in Maya

- Working with the Timeline
- Creating and adjusting keys (keyframes)
- Editing keys
- Modifying keys in the Graph Editor
- Modifying keys in the Dope Sheet
- Creating breakdown keys
- Animating objects along paths
- Animation playback using Playblast
- Animating with constraints

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