Autodesk Maya Animation

Overview



Course Length: 24 hours (can be taken via flexible schedule in-center or remotely)

Description: Autodesk Maya is a 3D software which enables you to create realistic 3D models and visual

effects with much ease. Used to create interactive 3D applications, Maya is a comprehensive toolset that allows you to realize your creative vision. In this course, you will learn the major

functions of Animation in Maya.

To get the most out of this course, we strongly recommend you review every topic within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-

world, Let Me Try examples.

Course Objectives/Topics

Animation

Animation Types Animation Controls Creating Animations Animation Menus

Animation Menus IV Animation Layers Animation Layers II

Animation Menus II

Rigging, Constraints, &

Deformers

Bones, Joints, and Deformers

Deformer Tools Applying Constraints Adding Constraint to Animation Layers

Skinning an Object and Muscle

Deformer Set Driven Key **Paint Effects**

Working with the Visor Window Working with the Paint Effects

Window

Working with the Paint Effects

Window II

Rendering

Renderers II

Particle System

Creating Particles
Creating Emitters

Particles

Creating Effects

Introduction to nParticles

Creating nParticles
Creating nParticles II

Fluids

Classification of Fluid Effects Working with Fluid Containers Fluid Components and Effects

nHair

nHair

Simulating nHair

Fur

Creating Fur with Maya Creating Fur with Maya II

Bullet Physics

Bullet Objects Bullet Objects II

Practical practice and Projects

Put what you learned to use. Put it all together with a final project of your choosing.

Prerequisites

Autodesk Maya Modeling.

Audience

Anyone interested in 3D animation.