Autodesk Maya Modeling

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 both the interface and modeling 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

Exploring Maya Interface
Autodesk Maya Screen Components I
Autodesk Maya Screen Components II
Shelf
Tool Box
Time Slider and Range Slider
Panel Toolbar II
Channel Box / Layer Editor
Attribute Editor, Hotbox and Other

Polygon Modeling
Polygon Primitives I
Polygon Primitives II
Polygon Primitives III
Polygon Editing Tools
Editing the Polygon Components
Editing the Polygon Components
Using Mesh Tools

NURBS Curves and Surfaces
NURBS Primitives
NURBS Primitives II
NURBS Primitives III
Tools for Creating NURBS Curves II

NURBS Modeling
Working with NURBS Tools
Working with NURBS Tools II
Converting Objects

UV Mapping
UV Mapping
UV Mapping II
UV Layout Group
UV Layout Group II
UV Layout Group III

Shading and Texturing
Working in the Hypershade Window
Hypershade Tab Toolbar
Exploring the Shaders
Shader Attributes

Lighting
Types of Lights
Types of Lights II
Glow and Halo Effects
Physical Sun and Sky Effects

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

Prerequisites

You don't need any previous experience with Autodesk Maya to take this course.

Audience

Anyone interested in 3D animation.