



## AUTODESK MAYA ESSENTIAL TRAINING

### Objectives

This 3-day course is to teach the basic skills and governing concepts for 3D modelling by using Autodesk Maya. After completing this course, trainee should be able to:

- Create models using curves, NURBS, Polygons and more
- Assign materials and textures to make realistic-looking models
- Use lights, cameras, and depth of field to render captivating scenes
- Render stills image

### Training Programme Day 1

Chapter	Topic	Duration	Time
<b>Chapter 1</b>	<b>Introduction to Autodesk Maya</b> <ul style="list-style-type: none"> <li>• Understanding the Maya interface</li> <li>• Setting up files and Maya projects</li> <li>• Configuring viewports</li> <li>• Customizing the interface</li> <li>• Navigating the Maya workspace</li> <li>• Using the hotbox and marking menus</li> <li>• Selecting objects</li> <li>• Using the Move tool</li> <li>• Rotating and scaling objects</li> <li>• Working with pivots</li> <li>• Understanding the Channel Box</li> <li>• The Attribute Editor</li> </ul>	<b>2-Hour</b>	<b>09.00 AM- 11.00 AM</b>
<b>Chapter 2</b>	<b>Autodesk Maya Scenes</b> <ul style="list-style-type: none"> <li>• Organizing Maya Scenes</li> <li>• Working with the Outliner</li> <li>• Dealing with hierarchies</li> <li>• Object groups</li> <li>• Exploring Hypergraph</li> <li>• Hiding and showing objects</li> <li>• Working with layers</li> </ul>	<b>2-Hour</b>	<b>11.00 AM- 01.00 PM</b>

<b>Chapter 3</b>	<b>Working with Polygons</b> <ul style="list-style-type: none"> <li>• Creating Polygonal Models</li> <li>• Differences between NURBS and polys</li> <li>• Selecting polygonal components</li> <li>• Using Soft Select and reflection</li> <li>• Sculpting with the Sculpt tool</li> <li>• The Combine and Separate commands</li> <li>• Working with subdivision surfaces</li> </ul>	<b>3-Hour</b>	<b>02.00 PM-05.00 PM</b>
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Training Programme Day 2

<b>Chapter</b>	<b>Topic</b>	<b>Duration</b>	<b>Time</b>
<b>Chapter 4</b>	<b>Working with Meshes</b> <ul style="list-style-type: none"> <li>• Working with edge loops</li> <li>• Using Edge Flow for smooth geometry</li> <li>• Reorienting geometry using Spin Edge</li> <li>• Drawing detail with the Connect tool</li> <li>• Mirroring geometry</li> <li>• Modeling with nonlinear deformers</li> <li>• Modeling with lattices</li> </ul>	<b>2-Hour</b>	<b>09.00 AM-11.00 AM</b>
<b>Chapter 5</b>	<b>NURBS-based Modelling</b> <ul style="list-style-type: none"> <li>• An Introduction to NURBS modeling and editing</li> <li>• Using NURBS primitives</li> <li>• The NURBS curve tools</li> <li>• Using NURBS Revolve</li> </ul>	<b>2-Hour</b>	<b>11.00 AM-01.00 PM</b>
<b>Chapter 6</b>	<b>Using Materials</b> <ul style="list-style-type: none"> <li>• Creating Materials</li> <li>• Overview of Maya renderers</li> <li>• The basics of materials</li> <li>• Creating and applying maps</li> <li>• Using bitmaps as texture</li> <li>• Working with the Hypershade window</li> <li>• Using the Ramp material</li> <li>• Displacement and bump maps</li> <li>• Arnold material</li> </ul>	<b>3-Hour</b>	<b>02.00 PM-05.00 PM</b>

Training Programme Day 3

Chapter	Topic	Duration	Time
Chapter 7	<b>Using Textures</b> <ul style="list-style-type: none"> <li>• Applying Textures</li> <li>• Texture mapping</li> <li>• Projecting textures on surfaces</li> <li>• Applying multiple materials</li> <li>• UV mapping</li> <li>• The UV Texture Editor</li> </ul>	2-Hour	09.00 AM- 11.00 AM
Chapter 8	<b>Working with Lights</b> <ul style="list-style-type: none"> <li>• Basic lighting concepts</li> <li>• Maya lights</li> <li>• Adding shadows</li> <li>• Set Driven Key</li> <li>• Physical sun and sky</li> <li>• Lighting effects</li> <li>• Lighting the decorative box</li> </ul>	2-Hour	11.00 AM- 01.00 PM
Chapter 9	<b>Working with Cameras</b> <ul style="list-style-type: none"> <li>• Camera basics</li> <li>• Depth of field</li> <li>• Motion Blur</li> </ul>	1-Hour	02.00 PM- 03.00 PM
Chapter 13	<b>Rendering your Scene</b> <ul style="list-style-type: none"> <li>• Configure the render process</li> <li>• Use Render view window</li> <li>• Create Final Render</li> </ul>	2-Hour	03.00 PM - 05.00 PM