



Maya Fundamentals

Duration: 30 hours / 5 full days

Our Autodesk Maya classes focus on 3D modeling, scripting, animation, character animation, dynamics (simulations), rendering, Paint effects, digital painting, and compositing. Our instructor-led classes provide you with the essential skills needed to successfully use Autodesk Maya 3D Animation and Visual Effects software.

Course Description

This module is a perfect start for those with little or no experience in this 3D package. Students will learn the basics of Autodesk 3ds max and be ready to further their studies with any book or tutorial downloaded from the web. The book "3ds max Essentials" and other learning material is included in the cost of the course.

This Course covers:

- Become familiar with the Autodesk Maya User Interface
- Work in 3D space Model with NURBS (Spline) and Polygons
- Set Keyframes and Motion Paths
- Apply Forward and Inverse Kinematics
- Set cameras and lights
- Create Shaders and Textures
- Discover rendering techniques
- Explore particles and Dynamics
- Begin to use MEL (Maya Embedded Language)