



AUTODESK MAYA ADVANCED TRAINING

Objectives

This 2-day course is to teach the basic skills and governing concepts for 3D animation by using Autodesk Maya. After completing this course, trainee should be able to:

- Use keyframes, motion paths and the Graph Editor to create animations
- Use character rigging, skinning, and inverse kinematics to animate realistic movements
- Add influence objects, skin weights and hair to a character for a more realistic look
- Use dynamics to create fire, smoke, lightning, explosions, cloth and ocean effects
- Enable raytracing, motion blur, and fog effects for increased realism
- Render stills image and animations

Training Programme Day 1

Chapter	Topic	Duration	Time
Chapter 1	The Autodesk Maya Interface <ul style="list-style-type: none"> • Overview of the Maya interface • Files and Maya projects • Navigating in Maya • Configuring viewports 	1-Hour	09.00 AM- 10.00 AM
Chapter 2	Animating with Keyframes <ul style="list-style-type: none"> • The animation interface • Set Key • The Graph Editor • The Dope Sheet • Animating objects along spline paths • Ghosting animation • Animation playback using Playblast • Creating animation cycles 	3-Hour	10.00 AM- 01.00 PM

Chapter 11	Working with Characters <ul style="list-style-type: none"> • Skeleton and kinematics • Inverse Kinematics • Constraints • Set Driven Key • Skin a Character • Edit a Skin • Automatic Rigging • Add Hair and Fur 	3-Hour	02.00 PM-05.00 PM
-------------------	---	---------------	--------------------------

Training Programme Day 2

Chapter	Topic	Duration	Time
Chapter 12	Animating with Dynamics <ul style="list-style-type: none"> • Use Particles • Use Cloth • Use Fluid • Create Effect 	4-Hour	09.00 AM-01.00 PM
Chapter 13	Rendering Animation Scene <ul style="list-style-type: none"> • Configure the render process • Use Render view window • Create Final Render • Render with Arnold 	3-Hour	02.00 PM-05.00 PM