



Diploma in MAYA 3D Animation

**3D Animation | Character | Visualization
Conceptualization | Modeling
Character Effects | Rigging | Rendering**



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3D MAYA Professional**



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MAYA DIPLOMA Course Contents

Join Our Other Courses | 3D-Max | Graphic Design |
Character Animation | Video Editing | Visual Effects | Digital Art |

3D Animation | MAYA | Module

MAYA is a **high-end 3D software** that is used heavily throughout the **entertainment industry**. It allows 3D artists to create the elaborate computer-generated environments and **stunning digital characters** seen in today's **blockbuster films** and AAA game titles.

This Course is designed to build a strong foundation for working with the major areas of this extremely robust application. While various industries and studios use Maya for slightly different purposes, the core tools and work flows remain the same, and the collection of courses in this path are designed to help you build those core skills.

MAYA Training Course Topics

- Basic Modeling
- Model Detailing
- Model Finishing and Delivery
- Laying out Uvs
- Materials and Textures
- Rigging for Animation
- Animation in Maya
- Dynamics in Maya
- Lighting and Rendering



Detailing the Drone Body

- Modeling the Support Structure
- Building the Motors
- Detailing the Bottom of the Drone
- Modeling: Camera Assembly Base
- Materials, Textures, and Rendering

UV Mapping Workflows in Maya

Working with Shading Network Connections

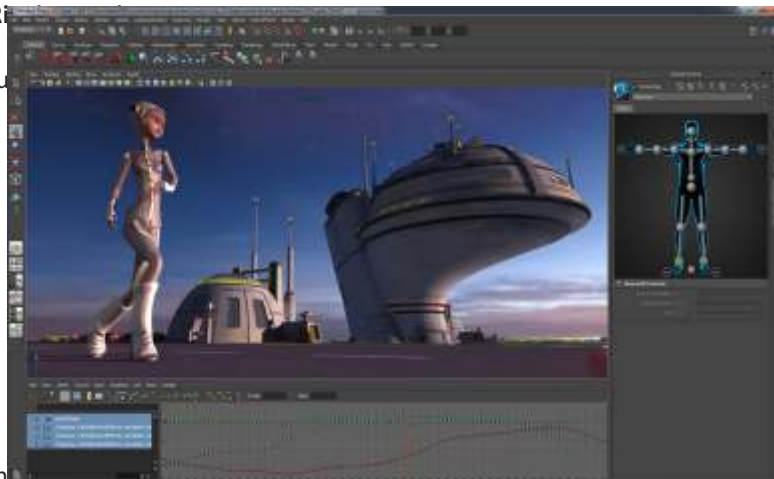
- Using Textures with Shading Networks
- Solving Unique Shading Problems

Rigging in Maya Latest Versions

- Course Overview
- Well Begun is Half Done: **Planning and Rigging**
- Creating the Spine and Controls
- Creating the Rig: Legs, Feet, and Shoulders
- Creating the Rig: Arms and Hands
- Skinning, Painting Weights
-

MAYA ANIMATION

- Playback Controls and Time Slider
- Animation Preferences
- Basic of Keyframes and Animation
- Understanding the Graph Editor
- Using the Time Editor
- Visualize Tools
- Create Animation That Follows a Path
- Learn MASH Animation Toolset
- Previewing Animations in Real-time



4.7/5 CUSTOMER REVIEWS

FREE Trial Class

Advanced | 3D MAYA | Module



Advanced 3D MAYA Course Contents

In this section, you'll have the opportunity to explore the more advanced concepts of creating dynamic particle simulations and realistic lighting effects for your Maya scenes.

Maya Particle



Introduction to nParticles

- Working with Point Particles
- Working with Ball Particles
- Working with Cloud Particles
- Working with Liquid Particles
- Creating an Energy Blast Effect Using Maya nParticles
- Creating an Energy Blast Effect Using Maya nParticles

Male Model, Female Model, Transformer, Animal with Anatomy

Arnold for Maya

- Arnold Basics
- Using a Linear Workflow
- Lighting Basics
- Using Specialized Lights
- Using Arnold Materials
- Texturing
- Rendering Effects
- Render Output



What you will learn in Advanced MAYA Level

- Advanced Maya Interface
- Maya's Modelling Tools
- Animation Work flows
- UV Mapping
- Rigging Characters and Objects
- Hard-surface Modelling
- Dynamics
- Lighting and Rendering
- Shading Networks



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Autodesk MUDBOX - Course Contents next page

Pre-Requisite to Learn MAYA - Knowledge of Photoshop is a Must.

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3D ANIMATION
MAYA
MODELING
RIGGING
TEXTURING

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| 3D MAYA | MUDBOX |



AUTODESK MUDBOX Course Contents

Learn everything you need to get the most out **Autodesk Mudbox**, including its **sculpting, texture painting, and concept visualization tools**. Whether you're just starting out with Mudbox or are a seasoned industry veteran, this course delivers an in-depth overview of Mudbox's powerful sculpting and painting features, while examining techniques for free-form model creation and map extraction.

Autodesk MUD BOX Course Contents :-

Our Course also covers retopology, posing, and rendering and exporting, providing a complete learning experience on Mudbox workflows typical in feature film, game, and character design projects.

Topics include:

- Getting around Mudbox
- Creating primitives
- Importing models
- Working with layers
- Sculpting
- Painting with stamps and stencils
- Retopologizing models
- Extracting detail maps
- Texture painting
- Posing
- Rendering and exporting



Diploma in MudBox



Pre-Requisite to Learn MAYA - **Knowledge of Photoshop is a Must.**

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2. We are NOT a franchisee.

We don't need to pay franchisee fees to anyone.

So, We don't have to include franchisee fee cost in your fees !!!



3. No unnecessary theory classes.

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