



AUTODESK®
MAYA®

Maya Training

CORPITS
Corporate IT Solutions
A Division of CSE Group

Contacts
Mobile: +91-8-3000-3000-0
Phone: +91-44-4333-1000
Email: support@corpits.com
Web: www.corpits.com

Corporate Address
#633/1, P.H. Road,
Near Ampa Skywalk,
Aminjikarai,
Chennai - 600 029.

Maya

1. Introduction to Maya

- Maya Basics
- The Process

2. User Interface

- Menus in Maya
- Modules and Menu Sets
- User Interface Elements
- The Shelf
- Camera Panels
- Layouts
- The Hotbox

3. Working with Files

- Files
- References
- Projects

4. Working with Objects

- Scene Management Editors
- Viewport Selection
- Using the Outliner
- Scene Hierarchy
- Nodes and Attributes
- Using the Display Layer Editor

5. Transformation

- Transformation
- Transformation Tools
- Snapping
- Duplication
- Additional Transformation
- Topics

6. Polygon Modeling

- Creating Polygon Objects
- Combine and Separate
- Booleans
- Construction History
- Nonlinear Deformers
- Polygon Components
- Transforming Components
- Adding Components
- Removing Components
- Polygon Normals
- Polygon Marking Menus

7. Materials and Mapping

- The principles of a surface
- The materials editor
- Different types of material
- Applying materials
- Making materials by hand (lab)
- Using 2D maps
- Introduction to UVW Mapping
- Editing UVW map coordinates
- Applying materials & maps to the building concept lab (lab)
- Introduction to Mental Ray materials
- Applying and editing Mental Ray materials
- Applying Mental Ray materials to the building concept and comparing them to standard materials (lab)

Maya

8. Lighting

- Introduction to lighting

9. Animation

- Learning General Principles
- Working with Key-frames
- Animating Objects
- Working with the Track View Editor
- Animating an object with key-frames (lab)
- Understanding Animation Controllers
- Working with Object Hierarchies
- Animating Bipeds (lab)
- Camera Theory
- Creating & editing cameras
- How to compose a scene in the camera view correctly
- Wiring storyboards and cinema-graphic techniques