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## AutoDesk MAYA: LEVEL 1

### OBJECTIVES

The DWIT Training – AutoDesk MAYA course is targeted for beginners who want to:

- To provide a solid understanding on the concept and usage of Autodesk Maya.
- To enable new users to understand the user interface and operate Autodesk Maya independently.
- Understand the production pipeline and workflows used in the industry.
- Create and manipulate 3D assets in the application Create appealing looks by using Autodesk Maya's surfacing tools Make use of Autodesk Maya's lighting tools to manipulate the mood of the environment.
- Bring 3D objects to life by using Maya's animation tools. AutoCAD for daily working process.
- Navigate throughout AutoCAD using major navigating tools. Understand the concept and techniques to draw.
- Create multiple designs using several of tools. Create layers to control the objects' visibility.
- Explain drawing using annotations. Plot or print the drawing by scale. To use constraint for certain design.

### TARGET GROUP

#### Prerequisites

- Working knowledge of Adobe® Photoshop® would be a bonus.

### TRAINING METHOD

The course is spread over 50 hours that consists of lecture and lab work. There will be approximately 15 hours of lectures and 35 hours of hands-on lab work.

- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incur some penalty from total points.



- Instructors may provide relevant lecture/lab notes to students as (and when) necessary in the form of printed handouts and or via emails.
- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.
- At the end of the course, students may have to give an exam (which will be optional), that will test their knowledge on the material covered during the course. This exam may be practical and/or theoretical and is mandatory for any student wishing to join a higher level.
- Students are graded on the basis of attendance, lab exercises and exam in the increasing order of importance.

## COURSE DURATION

- 50 hours
- Classes  
-Morning/Evening

## COURSE BREAKDOWN

### Theory

- **MAYA INTRODUCTION**
  - Introduction to the 3d environment
  - Understanding the 3d pipeline
  - The Autodesk Maya User Interface
- **3D MODELING**
  - Basics of 3d modeling tools
  - Inorganic Modeling ( Modeling everyday items)
  - Set modeling ( of students choosing )
  - Organic Modeling ( Character Body, hand and head)
  - 3D Modeling question and answer session
- **3D TEXTURING**
  - Introduction to materials and textures
  - The Uv space and texture Projection
  - Texturing inorganic objects
  - Texturing Organic Models



- 3D Texturing questions and answer session

#### **Labs**

- Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

#### **DISCLAIMER**

Please note that Deerwalk Institute of Technology reserves the right to change the course syllabus of DWIT Training – AutoDesk MAYA – Level 1 course at any time without prior notification.

## **AutoDesk MAYA:: LEVEL2**

### **OBJECTIVES**

The DWIT Training – AutoDesk MAYA course is targeted for beginners who want to:

- To provide a solid understanding on the concept and usage of Autodesk Maya.
- To enable new users to understand the user interface and operate Autodesk Maya independently.
- Understand the production pipeline and workflows used in the industry.
- Create and manipulate 3D assets in the application Create appealing looks by using Autodesk Maya's surfacing tools Make use of Autodesk Maya's lighting tools to manipulate the mood of the environment.
- Bring 3D objects to life by using Maya's animation tools. AutoCAD for daily working process.
- Navigate throughout AutoCAD using major navigating tools. Understand the concept and techniques to draw.
- Create multiple designs using several of tools. Create layers to control the objects' visibility.
- Explain drawing using annotations. Plot or print the drawing by scale. To use constraint for certain design.



## TARGET GROUP

### Prerequisites

- Working knowledge of Adobe® Photoshop® would be a bonus.

## TRAINING METHOD

The course is spread over 60 hours that consists of approximately 15 hours of lecture and 35 hours of hands-on lab work.

- Lab exercises are mandatory, have a fixed deadline, and are graded. The course puts heavy emphasis on lab exercises can only be learnt well by explicitly putting into practice the principles that have been taught (i.e. in simpler terms – by doing lots and lots of coding). Late submission (past the deadline) of exercises incur some penalty from total points.
- Instructors may provide relevant lecture/lab notes to students as (and when) necessary in the form of printed handouts and or via emails.
- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.
- At the end of the course, students may have to give an exam (which will be optional), that will test their knowledge on the material covered during the course. This exam may be practical and/or theoretical and is mandatory for any student wishing to join a higher level.
- Students are graded on the basis of attendance, lab exercises and exam in the increasing order of importance.

## COURSE DURATION

- 60 hours
- Classes
  - Morning/Evening



- **RIGGING**
  - Introduction to deformers in Maya
  - Constraints and joints
  - Skinning and Parenting
  - IK and FK systems
  - Rigging a Human body
  - Rigging question and answer sessions
- **ANIMATION**
  - Introduction to animation
  - 12 principles of animation
  - Keying frames in maya
  - Animating bouncing ball
  - Animating a pendulum
  - Animating a walk cycle
  - Animating a scene with dialogue
- **LIGHTNING AND RENDERING**
  - Introduction to lights
  - Camera Uses and Rendering

**Labs**

Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem solving techniques to the students.

**DISCLAIMER**

Please note that Deerwalk Institute of Technology reserves the right to change the course syllabus of DWIT Training – AutoDesk MAYA – Level 2 course at any time without prior notification.