



MAYA TRAINING COURSE - ADVANCED

This advanced Maya course teaches skills to make more realistic textures, models, and animations while improving efficiency. hard surface modeling, technical modeling, organic modeling, and set modeling. Learn to build advanced indoor and outdoor lighting rigs using light utilities and shaders along with advanced texture networks

WHAT YOU'LL LEARN IN THIS ADVANCED MAYA COURSE

- Hard surface modeling
- Technical modeling
- Organic modeling
- Set modeling
- Advanced lighting rigs
- Light utilities and shaders
- Advanced texture networks
- Rendering pipelines
- Advanced rendering techniques and processes
- Integration with Photoshop and After Effects

AUDIENCE FOR THIS TRAINING COURSE

This Maya course is designed for professionals who already work in Maya and need to create more realistic, higher quality models. Participants are often in the fields of architecture, video, industrial design, product design, game design, animation, and interior design.

TRAINING COURSE DURATION

This Maya class is four days in length. Public courses times run from 10:00 am until 5:00 p.m. on all days of the class. Private courses can set a start time and schedule to meet their needs.

TRAINING COURSE CURRICULUM

This training course uses lesson files and content from professional projects relating to work across multiple design fields, architecture, and video. Course participants are provided with curriculum to reference during and after the class.

ENROLLING IN THIS MAYA COURSE

You can register for this training class on [Maya classes section](#) of AGI website or by calling 781-376-6044.

LOCATIONS FOR THIS TRAINING COURSE

You can attend this Maya class with a live instructor online, or at our training centers located in Boston, Philadelphia, or New York City. On-site training at your location is also available.

GOALS AND OBJECTIVES FOR THIS TRAINING COURSE

The objective of this course is to provide skills needed to successfully and efficiently work independently using Maya for professional projects.

PRIVATE AND CUSTOMIZED TRAINING COURSE OPTIONS

This advanced Maya course is available as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss training course customization

Advanced Maya Training Class

American Graphics Institute

Course Topics:

- Learn to assemble source materials and align image planes in Photoshop
- Discover realistic object modeling techniques for use in commercials, sets, and props
- Find out how to model surfaces with corners and bevels
- Learn to model curved surfaces
- Discover advanced UV Unwrapping techniques
- Explore advanced Maya workflow
- Learn new 3D Type capabilities
- Gain an understanding of complex model workflows
- Learn NURBS modeling techniques and organic models
- Find out about advanced shading networks
- Learn to use the HyperShade editor
- Understand the different applications of layered texture and shader
- Find out how to create realistic materials and shaders including wood, metals, and glass
- Learn to use both 2D and 3D materials
- Find out how to create both wrapping and tie textures
- Discover how to manage multi UV sets to create advanced textures
- Gain a solid understanding of render layers
- Master both the Maya and Arnold render engines
- Learn to use Arnold shaders
- Gain an understanding of Arnold ambient occlusion and global illumination
- Learn HDRI and Final Gather for IBL Environment textures
- Gain an understanding of multiple lighting models
- Learn to use Viewport 2.0 and Arnold
- Find out about the MASH toolset
- Learn motion graphic tools
- Discover advanced animation workflows
- Find out about dynamic simulations
- Gain an introduction to nCloth
- Learn advanced rendering and render setup
- Find out how to create a render pipeline
- Learn real time fine tuning of shadows, reflections, specular highlights, and lighting passes
- Discover how to create depth of field
- Master the process of outputting final composites for editing
- Explore compositing in After Effects

Course dates and information at [Maya training classes page](#).

For more information on Advanced Maya training, call American Graphics Institute at 781-376-6044.