



MAYA TRAINING COURSE - INTRODUCTION

This introductory Maya course teaches the foundational skills needed for working in this powerful animation, modeling, simulation and rendering program. Learn shading, lighting, modeling, texture editing, and rendering to work efficiently and design creatively.

WHAT YOU'LL LEARN IN THIS MAYA COURSE

- Understanding the user interface
- Lighting
- Shading
- Materials
- Modeling
- Texture Editor
- Cameras
- Rigging
- Rendering

AUDIENCE FOR THIS TRAINING COURSE

This Maya course is designed for professionals who need to create high quality 3D projects, including those working in architecture, video, industrial design, product design, game design, 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 Maya training course can be offered 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

Introduction to Maya Class

American Graphics Institute

Course Topics:

- Understand Autodesk Maya interface, workspace, preferences and settings
- Learn to navigate within Maya including quick keys and essential interface navigation skills
- Gain foundational skills with basic polygon editing tools
- Find out how to use Maya's editing modes to create and modify Polygon Models
- Learn Maya's Curve tools and Generating Surfaces
- Discover importing curves from other applications for architecture renderings and logo animations
- Learn Maya workflow
- Understand Maya for modeling hard surface objects with angular edges and bevels
- Learn UV Unwrapping and texturing techniques for cubic and hard surface objects
- Gain an introduction to spherical and cylindrical hard surface modeling in Maya
- Use UV Unwrapping spherical and cylindrical objects for texturing
- Learn to create photo realistic models in Maya
- Find out how to use Maya to create Surfaces, Lattices and Deformers
- Gain an introduction to Rigging in Maya
- Find out about using MEL, Joints, and Painting Skin Weights in Maya
- Learn to plan Animation sequences using X-Sheets
- Gain an introduction to Animation in Maya, the Graph Editor, and the Dope Sheet editor
- Essential Maya Animation tools
- Learn to use Maya for animating on a Path, Animating using Constraints, Animating using Rigs
- Discover Maya animation principles including: Appeal, Overlap, Anticipation, Exaggeration, and Staging
- Find out about essential Materials, Surfaces, Textures and the HyperShade Editor in Maya
- Learn to use Maya's Substance Materials and presets
- Bump vs Normal vs Displacement workflows in Autodesk Maya
- Learn to use Lighting, 1pt, 2pt, 3+pt, interior, exterior, and Image Based Lighting models
- Get an introduction to Arnold Render Engine
- Learn Rendering & Render Pipeline setup for Still Images and Animation based projects
- Find out how to create a render pipeline
- Learn to output from Maya to After Effects for editing

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

For more information, call American Graphics Institute at 781-376-6044.