AUTODESK MAYA 2018

COURSE CODE: MOOCCAP-A09   **DURATION: 19 Weeks**

Course Prerequisites:

You should have Adobe Premiere Pro installed on your computer to follow along.

Course Outcomes:

1. Learn how to edit a making model
2. How to speed up maya so it doesn't run slow while modeling or rendering.
3. How to add import object and texture and light your maya project
4. Adding mapping and texture in modeling
5. How to characters modeling in easily way

Course Description:

I am here to help you learn Autodesk Maya 2018 and to show you the tools you need to become a successful 3d modeling and animation.

Maya is the industry standard used by professional designers to create stunning, high class 3d modelling, animation and, after completing this course you can make different types of models or characters

COURSE DETAILS

MODULE 1: (Introduction to Course & Getting Started)
  TOPIC 1: (Introduction)
        Lecture 1.1: Welcome to Our Course
        Lecture 1.2: Introduction
        Lecture 1.3: How to interface the maya
  TOPIC 2: (Getting Started)
        Lecture 2.1: Starting some menu bar, Menu set Editor, Magnet tools, curve/
                surface, poly modeling, some shortcuts key

MODULE 2: (Edge and vertex)
  TOPIC 1: (Introduction of Edge and vertex)
        Lecture 1.1: Starting some edge and vertex, Face and vertex face, object mode,
                UV, muti, Channel editor (display screen)

MODULE 3: (Snap tool and Aline tool   and some other command)
  TOPIC 1: (Introduction of Snap tool and Aline tool   and some other command)
        Lecture 1.1: Change interactive creation
        Lecture 1.2: Snap tool
        Lecture 1.3: Aline tool

MODULE 4: (Modeling coffee mug, cup)
  TOPIC 1: (Modeling coffee mug, cup)
        Lecture 1.1: Coffee cup modeling

MODULE 5: (**Dining table**)
    TOPIC 1: (Introduction of Dining table)
        Lecture 1.1: Table modeling

MODULE 6: (**Chair**)
    TOPIC 1: (Introduction of Chair)
        Lecture 1.1: Chair modeling

MODULE 7: (**Basic texture and render**)
    TOPIC 1: (Introduction of Basic texture and render)
        Lecture 1.1: Basic texture and render

MODULE 8: (**UV editor and mapping**)
    TOPIC 1: (Introduction of UV editor and mapping)
        Lecture 1.1: UV editor interface, Mapping   on surface

MODULE 9: (**Mapping in different Shapes**)
    TOPIC 1: (Introduction of Mapping in different Shapes)
        Lecture 1.1: Mapping

MODULE 10: (**Mapping in different Shapes and command**)
    TOPIC 1: (Introduction of Mapping in different Shapes and command)
        Lecture 1.1: Mapping

MODULE 11: (**Deform tool bar**)
    TOPIC 1: (Introduction of Deform tool bar
        Lecture 1.1: Bend, Flare, shine, Squash, twist, wave

MODULE 12: (**Calico character modeling**)
    TOPIC 1: (Introduction of Calico character modeling)
        Lecture 1.1: Started Basic leg

MODULE 13: (**Calico character modeling**)
    TOPIC 1: (Introduction of Calico character modeling)
        Lecture 1.1: Started Basic Chest   and arms

MODULE 14: (**Character modeling**)
    TOPIC 1: (Introduction of character modeling)
        Lecture 1.1: Started Basic Chest

MODULE 15: (**Character modeling**)
    TOPIC 1: (Introduction of character modeling)
        Lecture 1.1: Started Basic legs

MODULE 16: (**Character modeling**)
    TOPIC 1: (Introduction of Started Basic hand and fingers)
        Lecture 1.1: Started Basic hand and fingers

MODULE 17: (**Character modeling)**
  TOPIC 1: (Introduction of character modeling)
    Lecture 1.1: Started Basic arms and hand fix

MODULE 18: (**Character modeling)**
  TOPIC 1: (Introduction of character modeling)
    Lecture 1.1: Started Basic head

MODULE 19: (**Lighting)**
  TOPIC 1: (Introduction of Lighting)
    Lecture 1.1: All types