

MAYA AND PHOTOSHOP ONE DAY COURSE



(10 hours) One to One

real animation works (Ltd)
Turn your Imagination Into reality

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Training provided by
certified professionals

Introduction

1. User interface
2. Menu and shelf making
3. Manipulators and Time lines
4. Attribute editor

Modeling

1. Surfaces
2. Control vertex
3. Surface points
4. Isoparms
5. Polygons
6. Extrude
7. Vertices
8. Edge and bridge
9. Split play tool
10. Combining
11. Smooth
12. Mirror Geometry
13. Merge vertices
14. Edge Loops
15. Subdiv Modeling
16. Poly modeling in Subdiv
17. Vertices in Subdivs

Shapes

1. Lines
2. Pen tools

Surfaces

1. Revolve
2. Loft
3. Planer
4. Text in Maya

Animations

1. Setting up basic key frame

Texturing

1. Diffuse and bump map
2. Reflections and transparency

Rendering

1. Rendering images
2. Render Animations

Lights

1. Basic and advance lights
2. Shadows
3. Light special effects

Camera

1. Free and Aim Cameras

Introduction to Photoshop

Opening and saving and managing multiple files
Interface Overview
Image Formats
Interface

Navigation of windows in Photoshop

Zooming in images
Panning around
Scroll Images
Rotating images

Resolution and Image Size

Image size and Resolution
Resolution Standards
Selection and editing
Selection methods
Marquee tools
Lasso Tools
Magic wand tool
Moving your selection
Crop tool

Text

Creating text
Font type and styles
Font size

Scale and Rotate

Transforming Objects
Rotating using Freeform
Scaling using Freeform
Saving
Saving PSD
Saving a JPEG

MAYA