

# Maya Intermediate Course



## **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 ploy 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

## **Deformations**

1. Twist
2. Lattice
3. Flare
4. Bend

## **Shapes**

1. Lines
2. Pen tools

## **Surfaces**

1. Revolve
2. Loft
3. Planer
4. Text in Maya
5. Bevel and Bevel Plus
6. Sculpt geometry

## **Animations**

1. Setting up basic key frame
2. Animating vertices
3. Time line
4. Clusters
5. Path animations
6. Skeleton and bones
7. IK handle tool
8. Skinning

## **Dynamics**

1. Effects
2. Fire
3. Lighting
4. Soft and rigid bodies
5. Gravity
6. Particles
7. Emitters
8. Clouds
9. Collisions

## **Fur**

1. Fur basic
2. Fur color corrections
3. Changing fur shapes

## **Paint effects**

1. Paint effects
2. Paint Modifier
3. Brush animations

## **Texturing**

1. Diffuse and bump map
2. Reflections and transparency
3. Nodes setting
4. Shaders
5. Toon Shaders
6. Background color and picture
7. Glow textures

## **Rendering**

1. Rendering images
2. Render Animations
3. Playblast
4. Render and Batch render
5. Resolution film and resolution Gates

## **Lights**

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

## **Camera**

1. Free and Aim Cameras
2. Camera effects
3. Camera Path animation

## **Fluid Effects**

1. 2D containers
2. 3D containers
3. Collision effects
4. Color correction in fluids

## **Ncloth**

1. NCloth basic
2. Gravity
3. Nucleus
4. Plane effects
5. Air and wind