



## Autodesk Maya Basic :

Get extensive, hands-on, and intermediate to advanced coverage of Autodesk Maya 2015, the top-selling 3D software on the market. If you already know Maya basics, this course takes you to the next level. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this course provides professional-level Maya instruction.

Course duration : 24 hrs .

## OUTLINE

### **Working in Autodesk Maya**

- o Creating and Editing Maya Nodes
- o Creating Maya Projects
- o Organizing Complex Node Structures with Assets
- o File References

### **Virtual Filmmaking with Autodesk Maya Cameras**

- o Determining the Image Size and Film Speed of the Camera
- o Creating and Animating Cameras
- o Creating Custom Camera Rigs
- o Applying Depth of Field and Motion Blur
- o Using Orthographic and Stereo Cameras
- o Using the Camera Sequencer
- o Modeling

