

## INTRODUCTION TO MAYA

### Maya Fundamentals

- Using the Maya Interface
- Understanding Projects and Scenes
- Transform Tool Basics
- Pivot Points
- Grouping and Parenting
- Modelling with Primitives

### Curve Modelling & Procedural Texturing

- NURBS
- Polygons and Component Mode
- Curve Modelling
- Image Planes
- Construction History
- Introduction to Texturing with Procedural Textures
- The Renderview

### Polygon Modelling

- Understanding Maya
- Polygonal Components
- Polygonal Modelling
- Box Modelling
- Shell modelling

### Texturing

- Texture Mapping
- Creating and Editing UV's
- Colour, Bump and Specular Textures

### Lighting & Rendering

- Introduction to Lighting and Rendering
- Depth Map Shadows
- Cameras
- Batch Rendering an Animation
- Viewing an Image Sequence