

# AUTODESK MAYA



## e-Learning Course

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**ZETLAN TECHNOLOGIES**

# COURSE MODULES

## Beginner

### Module 1: Introduction to Autodesk Maya

- Overview of 3D modeling and animation
- Understanding the Maya interface
- Navigating the viewport (Zoom, Pan, Rotate)
- Using the Outliner and Channel Box
- Setting up projects and saving files

### Module 2: Basic Modeling Techniques

- Understanding 3D objects (polygons, NURBS, and subdivisions)
- Creating and modifying basic shapes (cube, sphere, cylinder, etc.)
- Transform tools (Move, Rotate, Scale)
- Editing geometry using the Modeling Toolkit
- Introduction to Extrude, Bevel, and Bridge
- Working with the Multi-Cut and Insert Edge Loop tools

### Module 3: Working with Materials & Textures

- Introduction to materials and shaders
- Using the Hypershade editor
- Applying basic textures (color, transparency, bump maps)
- Assigning materials to objects
- Understanding UV mapping and UV editing basics

## **Module 4: Lighting and Rendering**

- Introduction to Maya's lighting system
- Creating point, directional, and area lights
- Understanding shadows and reflections
- Basics of Arnold Renderer
- Setting up a basic render and exporting images

## **Module 5: Introduction to Animation**

- Basics of keyframe animation
- Using the Graph Editor
- Animating simple objects (bouncing ball exercise)
- Understanding the timeline and playback settings
- Using constraints and parenting for animation

## **Module 6: Rigging Basics**

- Understanding the concept of rigging
- Introduction to joints and skeletons
- Applying basic skinning and weight painting
- Simple IK (Inverse Kinematics) setup

## **Module 7: Dynamics & Effects (Optional for Beginners)**

- Introduction to nParticles (fire, smoke, water)
- Basic rigid and soft body dynamics
- Simple cloth and hair simulation