



## Introduction

Autodesk Maya is the industry started 3D Animation software, understanding the concepts in this course will help you land a job in the game, film, tv, or music industry. In this course, you will learn how to animate your custom created character from scratch.

Learn everything necessary to learn character animation utilizing AutoDesk Maya taught by a professional with university level accredited instruction! We will cover the basics starting with Ball Bounce, Pendulum, and how to apply the 12 principles of animation to the human form. We will apply all fundamental aspects taught to create full in game polished animations of: Idle, Walk, Run, Jump, and More.

# What You Will Learn?

- 01 Getting Started With Maya & Understanding the interface.
- 02 Complete Fundamentals of animation principles
- 03 Animating with keyframes using Autodesk Maya
- 04 Understanding the importance of bouncing ball with weights
- 05 Understanding the importance of pendulum and forming arcs
- 06 Learn industry game standards animation: walk, run and jump
- 07 Learn the importance of moving hold in animation



## Requirements

Basic knowledge of Autodesk Maya software is a must.

The course utilizes Maya 2019, but these fundamentals can be used in many software dealing in animation like Autodesk Max, blender, etc.

## Who Should apply?

Anyone Interested in Character Animation

Anyone who wants to learn 3D Animation and how to animate with industry-standard workflows.

**Duration - 36 Hours**

# Course Content

## Module - 1

- Introduction of Maya Interface
- Uses of Autodesk Maya
- Commands: Combinations of mouse buttons with keyboard

## Module - 2

- Introduction to NURBS Curve and NURBS Surface
- Introduction to Polygon Modeling and Polygon modeling tools
- How to create a Chair and stool using move, rotate and Scale Commands
- Create a cartoon house exterior
- Introduction Of UV
- Unwarp house exterior
- Create House texture in Photoshop and connect in Autodesk Maya

## Module - 3

- Fundamentals of Rigging
- Constrains and Its Uses
- Driver and Driven keys
- Car Rigging
- Human Body Rigging – Bones and Joints

- Human Body Rigging – IK & FK and adding controllers
- Skinning (Part 1) – Basic
- Human Skinning (Part 2) - Advance

## Module - 4

- Introduction to Animation and 12 principles of animation
- Introduction to interface of maya for animation
- Camera animation
- Car chase sq.
- Basic ball animation
- Different bouncing ball
- Interaction between bouncing balls
- Pinball animation
- Pendulum arcs
- Various arcs animation
- Bouncing ball with pendulum
- Bouncing ball with pendulum jump
- Walk cycle half body
- Walk cycle full
- Run cycle
- Jump with Moving holds