

MAYA SYLLABUS

DAY	CHAPTER	TOPICS	HOURS
Day 1	Introduction to Autodesk Maya 2011	<ul style="list-style-type: none"> • Starting Autodesk Maya 2011 • Autodesk Maya 2011 screen components 	1
Day 2	Create a new scene Open a new scene Save the current scene	<ul style="list-style-type: none"> • Selection mode group • Select by hierarchy and combinations 	1
Day 3	Selection mask group Set the object selection mask	<ul style="list-style-type: none"> • Select handle objects • Select joint objects • Select curve objects • Select surface objects 	1
Day 4	Input and output connections group	<ul style="list-style-type: none"> • Inputs to the selected object • Output from the selected object 	1
Day 5	Render controls group Display render settings window	<ul style="list-style-type: none"> • Open render view • Render the current frame 	1
Day 6	Input box group Sidebar buttons group Working with channel box and layer editor	<ul style="list-style-type: none"> • Absolute transform • Relative transform • Rename • Select by name 	1
Day 7	Working with channel box and layer editor	<ul style="list-style-type: none"> • Transform node shapes node, input node 	1
Day 8	Tool box	<ul style="list-style-type: none"> • Select tool • Lasso tool • Paint selection tool • Move tool 	1
Day 9	Time slider and range slider	<ul style="list-style-type: none"> • Auto key frame toggle 	1
Day 10	Help line Panel menu	<ul style="list-style-type: none"> • View • Sharing • Lighting • Show • Renderer 	1
Day 11	Select camera Camera attributes Book marks	<ul style="list-style-type: none"> • Image plan • 2d pan and zoom • Grid 	1
Day 12	Working with the graph editor	<ul style="list-style-type: none"> • Graph editor • Animation editor 	1
Day 13	Transform tools in maya	<ul style="list-style-type: none"> • Use the transform tools in maya • Use the manipulator in maya • Use marking menus in maya 	1

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Day 14	Duplicate special tool Geometry type	<ul style="list-style-type: none"> • Marking menus 	1
Day 15	Polygon primitives	<ul style="list-style-type: none"> • Creating a prism • Creating a pramid • Creating a pipe 	1
Day 16	Editing the polygon surface	<ul style="list-style-type: none"> • Duplicate face • Bevel • Cut faces tool • Split polygon tool 	1
Day 17	Shading and texturing	<ul style="list-style-type: none"> • Working in the hypershade window 	1
Day 18	Uv texture material	<ul style="list-style-type: none"> • Mapping techniques • Planner mapping 	1
Day 19	Modeling	<ul style="list-style-type: none"> • Nurbs modeling 	1
Day 20	Converting to nurbs to polygons	<ul style="list-style-type: none"> • Converting nurbs to sub divisions 	1
Day 21	Lighting	<ul style="list-style-type: none"> • Introduction to light 	1
Day 22	Glow and halo effects	<ul style="list-style-type: none"> • Active • Lens flare • Flow type 	1
Day 23	Light linking	<ul style="list-style-type: none"> • Camera and aim 	1
Day 24	Animation	<ul style="list-style-type: none"> • Introduction to animation • Animation types 	1
Day 25	Commonly used term in animation	<ul style="list-style-type: none"> • Frame rate • Range • Setting keys 	1
Day 26	Animation menus	<ul style="list-style-type: none"> • Edit menu • Animate menu • The window menu 	1
Day 27	Graph editor	<ul style="list-style-type: none"> • Insert keys tool • Add keys tool 	1
Day 28	Animation layer	<ul style="list-style-type: none"> • Creating an animation layer 	1
Day 29	Adding and removing attributes in animation layers	<ul style="list-style-type: none"> • Animation layer modes 	1
Day 30	Animation 2	<ul style="list-style-type: none"> • Skeletons 	1
Day 31	Parent child relationship in animation	<ul style="list-style-type: none"> • Deformers • Blend shape deformer 	1
Day 32	Soft modification deformer	<ul style="list-style-type: none"> • Nonlinear deformers • Sculpt deformers • Jiggle deformers 	1
Day 33	Applying constraints	<ul style="list-style-type: none"> • point constraints • aim constraints 	1

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Day 34	Geometry constraints	<ul style="list-style-type: none"> • normal constraints 	1
Day 35	Adding constraints to animation layers	<ul style="list-style-type: none"> • mocap examples • skinning an object 	1
Day 36	Introduction To Polygonal Modeling	<ul style="list-style-type: none"> • Basic Polygonal Modeling 	1
Day 37	Polygon Components	<ul style="list-style-type: none"> • select vertex/face components 	1
Day 38	Transforming Polygonal Components	<ul style="list-style-type: none"> • Moving Components Using Move Component 	1
Day 39	Creating primitive objects	<ul style="list-style-type: none"> • Moving Objects in the 3D Space 	1
Day 40	Layouts, Saved Layouts	<ul style="list-style-type: none"> • Channel Box and Manipulators 	1
Day 41	Spline Modelling	<ul style="list-style-type: none"> • About Nurbs 	1
Day 42	Attaching and closing Surfaces	<ul style="list-style-type: none"> • Duplicating curves 	1
Day 43	Procedural Modeling	<ul style="list-style-type: none"> • Create complex objects scenes using scripts as an alternative to GUI – based tools 	1
Day 44	Rendering Overview	<ul style="list-style-type: none"> • How Maya renders 	1
Day 45	Shading Groups	<ul style="list-style-type: none"> • Materials 	1
Day 46	Maya architecture	<ul style="list-style-type: none"> • Nodes and Attributes 	1
Day 47	Interactive Photo realistic Rendering	<ul style="list-style-type: none"> • Type of lights – usage of each, techniques for each 	1
Day 48	New linking to Objects (and sets) workflow	<ul style="list-style-type: none"> • Reason for light linking – matching live footage lighting 	1
Day 49	Light Fog	<ul style="list-style-type: none"> • Intensity Curves 	1
Day 50	Depth map	<ul style="list-style-type: none"> • Reuse / Share depth maps 	1
Day 51	Shadow Techniques (For realism and Optimization	<ul style="list-style-type: none"> • Adding hard or soft shadows to a scene 	1
Day 52	Occlusion – as applies to light glow	<ul style="list-style-type: none"> • Auto – exposure – as applies to Shader Glow 	1
Day 53	Powerful Keyframing Tools	<ul style="list-style-type: none"> • Keyframing 	1
Day 54	Animation playblast for rapid review of complex scenes	<ul style="list-style-type: none"> • Path Animation 	1
Day 55	Edit path or other animation parameters during playback	<ul style="list-style-type: none"> • Set Driven Key 	1
Day 56	Dope sheet	<ul style="list-style-type: none"> • Rapid and intuitive global editing of keyframe timing 	1
Day 57	Quickly edit an Object's attributes, one or more fields at a time	<ul style="list-style-type: none"> • Graph Editor 	1
Day 58	Generalized Constraints	<ul style="list-style-type: none"> • Comprehensive assortment of constraints 	1
Day 59	INTRODUCING MAYA PAINT EFFECTS	<ul style="list-style-type: none"> • How The Paint Effects Tool Works 	1
Day 60	About strokes	<ul style="list-style-type: none"> • Types of strokes 	1

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Day 61	How paint is applied to strokes	<ul style="list-style-type: none"> • Before You Begin 	1
Day 62	Saving preset brushes to shelves	<ul style="list-style-type: none"> • Open the Visor (Window > General Editors > Visor) 	1
Day 63	To save a single brush to a shelf, middle-click the brush icon and drag it to the shelf	<ul style="list-style-type: none"> • To save all brushes in a folder to a shelf, middle-click the open folder icon and drag it to the shelf 	1
Day 64	Defining Paint Effects hotkeys	<ul style="list-style-type: none"> • Modify Paint Effects Brush Scale 	1
Day 65	Switch the Opposite option for the selected surface	<ul style="list-style-type: none"> • Switch between the Paint Effects panel and the modeling view 	1
Day 66	Blend brush preset shading (BrushPresetBlendShading)	<ul style="list-style-type: none"> • Blend brush preset shape 	1
Day 67	An Overview Of 2d Painting	<ul style="list-style-type: none"> • To display the Paint Effects canvas 	1
Day 68	Setting canvas globals	<ul style="list-style-type: none"> • Expand Canvas, then modify the global settings 	1
Day 69	To paint brush strokes on the canvas	<ul style="list-style-type: none"> • Erasing paint from the canvas 	1
Day 70	To pixel paint on the canvas	<ul style="list-style-type: none"> • To set the default clear color of the canvas 	1
Day 71	Zooming And Tracking	<ul style="list-style-type: none"> • Creating New Images 	1
Day 72	Creating Seamless Repeating Textures	<ul style="list-style-type: none"> • Create a new file texture. For details, see Using Maya: Rendering 	1
Day 73	Rolling the canvas	<ul style="list-style-type: none"> • Modifying Textures Applied To Surfaces 	1
Day 74	Painting On Existing Images And Textures	<ul style="list-style-type: none"> • To display image files with the file formats supported by Maya: On UNIX, select image (IRIX) beside Read as. On Windows, select image (all formats) beside Files of type 	1
Day 75	Saving after every stroke	<ul style="list-style-type: none"> • An Overview Of Painting In 3d 	1