

Introduction to Autodesk Maya 2018

Part Time Saturday Course Outline

22 September – 10 November 2018

Level – Beginner (non-accredited course)

Autodesk Maya is the leading 3D application software used in the film, broadcast, architectural, design and gaming industries to mention a few. Its distinct toolset and performance in regard to modeling, texturing, lighting, rendering, animation and special effects has made it the industry standard globally.



Alumni student Jarrod Hasenjager created the above image in Autodesk Maya

The Introduction to Autodesk Maya Part Time course is designed for new digital artists eager to break into the core features in Autodesk Maya. This course offers learners an opportunity to grasp the workings of 3d creation, manipulation, animation and rendering.

At The Animation School we understand how to guide learners into becoming digital artists as we have been doing for 18 years. All classes are conveniently offered at our new Craighall Park campus on Saturdays from 09:30 to 15:30. Spaces are limited! Register Today!

Part Time Course Details

- The Introduction to Autodesk Maya Part Time course will take place at The Animation School in Craighall Park, Johannesburg.
- Course Level – Beginner (Scholars from grade 8 to 12 are invited to register)
- Certificate of Completion will be provided.

Class Dates and Times

- Classes for 8 consecutive weekends, commencing on Saturday, 22 September to 10 November 2018.
- Classes are held Saturdays from 09:30 to 15:30

Prerequisites for Part Time Courses

- An interest in learning digital modeling and animation (Scholars from grade 8 to 12 are invited to register)
- Computer literate in either Apple Mac or Windows PC (Autodesk Maya works on both systems)
- 5 additional hours of self-development per week
- Students are required to bring along their own lunch.

Equipment and Software Required to Join

- Access to a home computer (PC or Mac)
- Autodesk Maya Installed on home computer (available for free to download on www.autodesk.com)
- Internet Access at home

Introduction to Autodesk Maya Course Topics

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| <ul style="list-style-type: none"> ○ Introduction to Maya Interface ○ Setting up a Project ○ Moving, Transforming & Scaling Geometry ○ Attribute Editor & Channel Box ○ Introduction to Digital Modeling ○ Primitive Shapes: NURBS and Polygons ○ Using Image Planes for Modeling ○ Modeling Geometry ○ Texture Materials Window Overview ○ Mapping Materials to Geometry ○ Understanding UVs and Unwrapping ○ Using Real Life Texture Images ○ Introduction to Rigging | <ul style="list-style-type: none"> ○ Grouping & Parenting Geometry ○ Introduction to Animation ○ Learning the Animation Timeline ○ Setting Key Frames ○ Understanding the Graph Editor ○ Attaching Objects to a Motion Path ○ Introduction to the Camera ○ Introduction to Dynamics ○ Introduction to Lights ○ Introduction to Lighting and Rendering ○ Lighting a Scene ○ Rendering an Animation Sequence in Maya |
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Part Time Tuition Costs

Option 1	Payable in full on registration	R 6,500.00
Option 2	Payment Plan (2 Payments of R 3,250.00) 1 st Payment on Registration before 22 September 2018 (R 3,250.00) 2 nd Payment no later than 31 October 2018 (R 3,250.00) Total: R 6,500.00	R 6,500.00

How do I apply?

- Download registration form on our website
- Complete the registration form, sign it and make the necessary payment
- Email the completed registration together with proof of payment to lorraine@uca.co.za
- Confirmation will be sent via email
- **Start Date: Saturday, 22 September 2018 at 09:30**



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