

Digital Media Academy 2010'  
 Maya 2010: Animation and Visual Effects  
 Course Outline

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM					
8:30 AM	Registration	Classroom Open			
9:00am	Welcome	Layered Animation Walk Cycle	Parent Constraint	Particle Systems	Fluids
9:30am	Hierarchies				
10:15am	Break				
10:30am	Rigging Concepts	Worktime	Worktime	Worktime	Worktime
11:00am					Rendering
11:30am					
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm	Character Sets Pose-To-Pose Freeform Move	Graph Editor	LUNCH	nCloth	Worktime
1:30pm					
2:00pm	Worktime	Worktime	Rigid Body Dynamics	Worktime	
2:30pm					
3:00pm	Break				
3:15pm	Principles of Animation	Bake Simulation	Worktime	Paint Effects	Show and Celebration
4:00pm					
4:30pm	Worktime	Worktime	Worktime	Worktime	
5:00pm					