

Digital Media Academy 2010'
Maya 2010: Introduction
Course Outline

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM					
8:30 AM	Registration	Review, Q&A	Review, Q&A	Review, Q&A	Review, Q&A
9:00am	Welcome Maya Concepts	Bouncing Ball	Edge Smoothing	Sofa Image Planes	Spaceship
9:30am	Primitive Modeling	Squash Deformer	Planar UVs	Polygon Modeling	UV Layout
10:15am	Break				
10:30am		Worktime	Worktime	Worktime	
11:00am	Production Pipeline Project Setup		Architecture	Seamless Maps in Photoshop	Motion Path
11:30am	Layout & Camera	Rendering	Ceiling Plan		
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm					
1:30pm	Bouncing Ball Materials & Lighting	Quicktime Compression		Worktime	Laser Beam Aim Constraint Shader Glow
2:00pm	Animation Keyframing	NURBS Concepts Revolve	Extrude Surface	Sofa UV Unwrapping	Worktime
2:30pm					
3:00pm	Break				
3:15pm					
4:00pm	Graph Editor	Polygon Concepts Polygon Modeling TV Monitor	Booleans Doors / Windows Import Scene	Subdivision Surface Modeling Spaceship	Show and Celebration
4:30pm					
5:00pm	Worktime	Worktime	Worktime	Worktime	