

Digital Media Academy 2010'
 Maya 2010: Texturing and Lighting
 Course Outline

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00 AM					
8:30 AM	Registration	Classroom Open			
9:00am	Welcome	Alpha Channels in Photoshop	Lighting Concepts	mental ray Quality	Render Layers
9:30am	Hypershade				
10:15am	Break				
10:30am	Blinn Shader	Worktime	Studio Lighting	Physical Daylight	Compositing in After Effects
11:00am	Procedural Maps			Exposure	
11:30am					
Noon	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:00pm	Worktime	Layered Shaders & Layered Maps		mr Sky Portal	Worktime
1:30pm					
2:00pm	mental ray Concepts & Shaders	Worktime	Worktime	Worktime	
2:30pm					
3:00pm	Break				
3:15pm	Reflection & Refraction	Sub-surface Scattering	Final Gather	Ambient Occlusion	Show and Celebration
4:00pm					
4:30pm	Worktime	Worktime	Worktime	Worktime	
5:00pm					