

Digital Media Academy 2010'
 Maya 2010: Character Modeling Rigging
 Course Outline

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|---------|-------------------------------|--------------------------------|-------------------------------|------------------------------------|-------------------------|
| 8:00 AM | | | | | |
| 8:30 AM | Registration | Classroom Open | | | |
| 9:00am | Welcome | Advanced Character Modeling | 3D Paint | Blend Shape | Parent Constraint |
| 9:30am | Character Design | | | | |
| 10:15am | Break | | | | |
| 10:30am | Worktime | Worktime | UV Unwrapping | Hierarchies | Smooth Skin |
| 11:00am | Image Planes | | Worktime | Joints | |
| 11:30am | | | | | |
| Noon | LUNCH | LUNCH | LUNCH | LUNCH | LUNCH |
| 1:00pm | Character Modeling | Facial Modeling | | Worktime | Skin Weights |
| 1:30pm | Edge Loops Sculpt Geometry | | | | Display Layers |
| 2:00pm | Worktime | Worktime | Worktime | Inverse Kinematics | Worktime |
| 2:30pm | | | | | |
| 3:00pm | Break | | | | |
| 3:15pm | Costume & Prop Modeling | Worktime | Texture Paint in Photoshop | Point Constraint Aim Constraint | Show and Celebration |
| 4:00pm | | | | | |
| 4:30pm | Worktime | | Worktime | Worktime | |
| 5:00pm | | | | | |