



<b>Course</b>	<b>Maya 3D Modelling Basic</b>
<b>Lecturer</b>	Ivan Kintanar
<b>Duration</b>	Three days 10.00am – 4.00pm
<b>Dates</b>	Tue 21, Wed 22, Thu 23 February
<b>Fee</b>	\$792
<b>Venue</b>	Billy Blue College of Design, 171 Pacific Highway, North Sydney

### **Course Outline**

This course will provide the fundamental knowledge of building next-gen assets for games, high resolution and low-resolution models, hard surface and organic modelling. After an overview of Maya's capabilities and potentials, you will have the opportunity to develop your own unique model by gaining a strong understanding of the basic Maya workflow and tools.

### **Who should attend**

You want to enter the 3D world, to learn Maya tips and tricks and be able to utilise the application's core potentials. This course is perfect whether you're already using other 3D packages, know a little bit about 3D, or are totally new to 3D and would like to get started.

### **Course Outcomes**

At the end of this course you will be able to:

- Navigate your way through a 3D computer workspace
- Design and construct virtual 3D objects
- Sculpt seemingly complex organic shapes
- Understand the core elements of a computer-generated 3D model
- Make informed decisions about conditional modelling processes
- Render simple 3D still-life shots
- Have a solid grounding for progressing into 3D texturing and animation



## Course Content

### Introduction to the basics of workflow

- Overview to the importance of modelling, CGI and its potentials
- Navigating around Autodesk Maya 2009
- Intro to the Maya modelling sub-menu
- Organizing files / folders
- Introduction to Polygon and its different aspects (Vertices, Facets, Edges, etc.)
- Creating simple objects through basic Mesh functions
- Translation, rotation and scaling of an object
- Using Freeze Transformation and Centre Pivot

### Introduction to basic modelling tools and methods

- Basic extrusions to begin modelling process
- Overview on workflow and hierarchy in modelling process (Poly count and resolutions)
- Polygon Facets, Vertex and Edge extrusions
- Adding resolution using Bevel
- Adding resolution using Edge Loop
- Adding resolution using Extrusions
- Using Mirror Geometry to build a symmetrical object
- Using Paint Selection Tool
- Freeze Transformation / Centre Pivot / Delete History
- Working with Shelves for a more efficient workflow
- Surface type conversion
- Introduction to NURBS curves modelling
- Introduction to NURBS surface functions (revolve, loft, planar, birail, etc.)
- Using Lattice and Wrap Deformers
- Modelling from Adobe Illustrator's Vector file
- Using Non-Linear Deformers to aid modelling process
- Using Motion Path and Motion Snapshot to aid modelling process
- Introduction to basic Curve functions
- Introduction to NURBS modelling



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- Introduction to Sculpt Geometry
- Using Soft Selection in Maya
- Snapping to Vertex, Point and Curve

#### **Developing unique models for each student**

- Developing a hard surface model concept sketch
- Developing an organic model concept sketch
- Adding a Reference Material to base modelling

#### **Prerequisites**

Very good computer and Internet skills with PC or Mac.

#### **Lecturer's Biography**

**Ivan Kintanar** has worked in the VFX and Post Production industry for over 10 years as a VFX Supervisor, Post Production Supervisor, Creature TD, CGI and VFX TD and Senior Compositor. He has over 30 Film and TV VFX credits and has been a key contributor in the development of 3d and vfx workflows and pipelines in his career. Recently he has worked for Team Bondi and been lecturing at Billy Blue College of Design.