



BILLY BLUE
COLLEGE OF DESIGN



Course	Maya 3-D Modelling Basic
Lecturer	Ray Kristianto
Duration	Three days 10.00am – 4.00pm
Dates	Saturday: May 1, 8, 15
Fee	\$715
Venue	Billy Blue College of Design, 171 Pacific Highway, North Sydney

Course Outline

This course will provide the fundamental knowledge of building next-gen characters and 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 Curve functions (Rebuild, Reverse, Cut Curve, Align, Add Points, etc.)
- Introduction to NURBS modelling



- Introduction to Sculpt Geometry
- Using Soft Selection in Maya 2009
- 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 upon

Prerequisites

Good computer and Internet skills with PC or Mac.

Lecturer's Biography

Ray Kristianto is a recent graduate of Billy Blue College of Design with a high level of skills and experience in the Maya 3D package. Ray recently won the 3D category of the Sydney Cut and Paste Tournament and will be travelling to New York to compete in the next round. He is an experienced tutor in computer graphics fundamentals.

View some of Ray's work at: <http://vimeo.com/5383810>