Jumping into Maya & 3D Animation

Lecturer: Leo Martyn

Price: 2 days ($550) 5 days ($1340). A 10% student discount is available with appropriate ID.

Duration: Two or five days @ 5 hours per day (NB: It is optional to attend this workshop for just the first two days or all five).

Time: 10am-4:30pm (half hour lunch break)

Dates: 4-8 January or 11-15 January 2016

Course outline: 3D opens the doorway to an exciting, yet challenging new dimension of being creative with space. Have you ever wondered where to begin and how all those movies and games are created? If so, this is the summer workshop for you.

Working in the college labs at Billy Blue, we’ll get really familiar with the industry leading and Academy Award winning Maya 3D software from Autodesk and learn how to drive it. Explored will be modelling, animating, texturing and lighting approaches while working on live exercises designed to teach you and give you the foundations to take away to keep going. We’ll also explore how things in movies and games are made and what future career paths you could strive for.

Who should attend: Anyone wanting to understand 3D design and animation, particularly those still at school or school leavers who are seeking a dynamic and interesting career path.

Prerequisites: Basic computer/internet skills with PC or Mac.

Lecturer’s biography: Leo Martyn is a Sydney-based freelance digital media artist and lecturer who has worked with professional 3D software since 1996 and Maya for nearly 20 years in six countries with clients worldwide. He originally trained in the visual arts with film and video and now also produces and hosts websites and educational curriculum.
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COURSE CONTENT

DAY 1: What is 3D?  
• Introduction to 3D in games, broadcast and visual effects  
• Getting familiar with Maya  
• Modelling objects with primitive shapes  
• Introducing polygon modelling

DAY 2: Make a scene!  
• Making a polygon game asset  
• Adding textures and lights to an existing scene environment  
• Using Maya’s Paint Effects  
• Animating a bouncing ball  
• Rendering out tests

DAY 3: Designing and animating a simple character on stage  
• Exploring the stage scene  
• Modelling a humanoid form with the Box Extrusion method  
• Texturing characters and the basics of UV Mapping

DAY 4: Skeletons  
• Creating and binding a skeleton  
• Character animation and walk cycles  
• Testing and critiquing animation

DAY 5: Refining and completing  
• Modelling an asset for the stage scene  
• Lighting and texturing the stage  
• Rendering the animation  
• Careers and completion

Course outcomes  
At the end of this course you will have a foundational knowledge of Maya software and being creative in the extra third dimension through an understanding of:  
• Polygon modelling  
• Working with Maya projects and existing 3D scene files  
• Animating objects and characters  
• Texturing and shading 3D assets  
• Lighting scenes and characters

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