STUDIO SESSIONS

BILLY BLUE
COLLEGE OF **DESIGN**®

Jumping into Maya & 3D Animation

Lecturer:	Leo Martyn
Price:	2 days ($550) 4 days ($1340)
Duration:	Two or four days @ 6 hours per day (NB: It is optional to attend this workshop for the first two days, or all 4 days)
Time:	10am-4:30pm (half hour lunch break)
Dates:	2-days: 15-16 December (& 19-20 December for 4 day course), 2016
	2-days: 16-17 January (and 23-24 January for 4 day course), 2017
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 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: Designing and animating a simple character on stage	• Making a polygon game asset • Exploring the stage scene • Modelling a humanoid form with the Box Extrusion method • Texturing & shading overview • Texturing characters and 3d painting and sculpting
DAY 3: Skeletons	• Checking the character is completed • Creating and binding a skeleton • Character animation and walk cycles • Testing and critiquing animation
DAY 4: Refining and completing	• Completing animation • Lighting and texturing a scene • Paint Effects (if time) • Cameras and 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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