



3D Animation Course Module

This Course Covers The Following Topics:

- Introduction to the Maya user interface
- Navigating around 3D space
- Sculpting environments
- Texturing
- Working with lights
- Animation
- Polygon modeling
- Working with cameras
- Creating visual effects like fire and electricity
- Rendering and exporting animated movies

Course Content Will Divide In Two Sections:

1.Auto Desk Maya

1.Modeling

- 1.1 Organic
- 1.2 Non-Organic

2.Texturing (Photo shop)

3.Rigging

4.Animation

5.Particles (Dynamic)

6.Scripting

7.Lightning

2.Auto Desk Mudbox

1.Sculpting