



## **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