

Workshop Schedule

First Day:

- Session 1: Introduction to Animation.
- Session 2: Introduction to Maya.
- Session 3: Modeling in Maya.

Second Day:

- Session 1: Project 1- 3D Human Character.
- Session 2: Project 2- Forward Bouncing Ball.

Workshop Modules

Introduction

- What is Animation?
- Types of Animation
- Computer Animation Production Process
- Pre - Production
- Production
- Post – Production

Latest trends in 3D world

- Latest camera's used by the best filmmakers.
- 2D Movie to 3D Movie Conversion (Stereoscopy)
- Old B/W movies to Color

Displaying Some Shots, Animation Movies and Maya.

Maya Basics Essentials

- New project
- Panels and view
- Hot box
- 1234567 and 8 shortcuts
- Channels box and layers
- Display layers
- Attribute editor
- Q W E R T Y shortcut
- Camera key F and A with 4 views
- Outline
- Hyper graph
- Grouping And parenting
- Shelves
- Marking Menus

Maya Modeling

- Simple object and their manipulation.
- Complex object and different techniques.

Animation

- Joints (Bone)
- Attaching bones to skin for Movement
- Motion Path Key

- Cycle Animation
- Playblast
- Dynamics (Fire, Particles, Light Beam)

Rendering

- Hypershade
- How To Apply Materials, Bump, Lighting (Look Through Light)
- Back Render

Project 1: Handling Slight Complex 3D object (Forward Bouncing Ball)

Project 2: Handling Simple 3D object (Bouncing Ball)