Part 1: Installation & Setup - INSTRUCTIONS FOR MICHAEL

**Follow these EXACT steps to complete Part 1**Time: 1.5-2 hours • Goal: 'I Can Do This!'

|  |  |  |
| --- | --- | --- |
| MICHAEL: Do These Steps Exactly | JESSE: Your Support Tasks | ✓ Check When Done |
| **STEP 1.1: INSTALL SOFTWARE & CREATE FIRST FILES**  **1. AutoCAD (20 minutes)**  → Go to autodesk.com/education  → Create student account  → Download AutoCAD 2024  → Install with defaults  → Launch AutoCAD  → Type: RECTANG [Enter]  → Click anywhere for corner  → Type: @10000,5000 [Enter]  → Type: ZOOM [Enter] E [Enter]  → Type: SAVEAS [Enter]  → Name: greenhouse\_base.dwg  **2. Substance Painter (15 min)**  → Go to substance3d.adobe.com  → Start free trial  → Download & install  → File → New → Select Cube → OK  → Shelf panel → Drag "Wood Pine" to cube  → Properties → Base Color → RGB: 139, 69, 19  → File → Save → wood\_test.spp  **3. Maya (15 min)**  → Download Maya 2024  → Install and launch  → Create → Polygon Primitives → Cube  → Channel Box: TranslateY: 1.0, ScaleX: 2.0  → Ctrl+S → basic\_setup.ma | Create folders: C:/DigitalGarden/ /CAD/ /Textures/ /Maya/ /Scripts/ /Renders/  Install: → VS Code → Python 3.11 → pip install maya | ☐ AutoCAD installed ☐ Rectangle created ☐ Substance working ☐ Wood material done ☐ Maya cube scaled ☐ Files saved |
| **STEP 1.2: PYTHON & ANIMATION**  **4. Python Script**  → Open VS Code  → Type exactly: print('Hello Digital Garden') import maya.cmds as cmds cube = cmds.polyCube(w=2, h=3, d=2) cmds.move(0, 5, 0, cube[0])  → Save as first\_script.py  → Maya → Script Editor → Load Script  → Ctrl+Enter to run  **5. Facial Animation**  → Create sphere → Name "head"  → Deform → Create Blend Shape  → Duplicate (Ctrl+D) → Scale Y: 1.3  → Shape Editor → Add Target  → Test slider 0-1  **6. Hair Simulation**  → Select head → nDynamics → nHair → Create Hair  → hairSystemShape1 → Clump Width: 0.1  → Hair Width: 0.005, Length: 0.3  → Play to see movement | Maya setup: → Create maya.env → Add Python path  Help debug scripts Document errors | ☐ Python script runs ☐ Cube at Y=5 ☐ Blend shapes work ☐ Hair simulating ☐ Parameters set |
| **STEP 1.3: SIMULATION & MOCAP**  **7. Cloth Simulation**  → Create → Plane (5x5, 20 subdivisions)  → TranslateY: 5  → nDynamics → nCloth → Create nCloth  → nucleus1 → Wind Speed: 5  → Play - watch it fall!  **8. Crowds**  → Create cube → Edit → Duplicate Special  → Number: 9, Translate X: 3.0  → Apply - get 10 cubes  **9. Motion Capture**  → Go to mixamo.com  → Download "Breathing Idle" for Maya  → Maya → Import idle.fbx  → See animation! | Git setup: cd C:/DigitalGarden git init  Create .gitignore Help with downloads | ☐ Cloth falls ☐ 10 cubes made ☐ Mixamo working ☐ FBX imported |
| **STEP 1.4: ADVANCED TOOLS**  **10. Houdini**  → Download Houdini Apprentice  → Network → Tab → geo [Enter]  → Double-click geo1  → Tab → sphere → mountain → scatter  → Connect them → Points: 500  **11. V-Ray**  → Maya → Render Settings → V-Ray  → Create → V-Ray Rect Light  → Scale: 10, Intensity: 30  → Render Current Frame  **12. Nuke**  → Download Nuke Non-commercial  → Tab → constant → colorCorrect  → Connect → Gain: 1.5 → View  **13. Unity**  → Unity Hub → New → 3D Core → "DigitalGarden"  → Import idle.fbx → Drag to scene → Play! | Document versions Create batch file Help with licenses Final checks | ☐ Houdini nodes ☐ V-Ray renders ☐ Nuke comps ☐ Unity plays ☐ ALL DONE! |