

5MCAIMC13D ANIMATION USING MAYA

Total No. of Hours: 25

Hours/Week: 02

Course Objective: To understand the basics of 3D Animation, Techniques of animating on Object, Polygons, NURBS and Rendering in Maya

Learning Outcome: Students can efficiently work with 3D animation tool – Maya and create stunning 3D Projects.

Unit I	Introduction to Maya - Installation and Exploring the User Interface of Maya Working with Scene, Projects and Objects: Working with Projects and Scenes – Viewing the workspace – working with Objects – grouping, ungrouping and duplicating objects. Polygon modeling: Components of a Polygon Mesh – creating Polygon Mesh – Modifying Polygon Mesh NURBS Modeling: NURBS curve – creating NURBS curve – Editing NURBS curve – Creating NURBS surface – Editing NURBS surface.	10 hrs
Unit II	Animating Objects: Types of Animation – Using Animation Controls – Animating Objects using Key frame – Adding Sound – Previewing Animation	10 hrs
Unit III	Adding Special Effects: Shader types – Shader attributes – Lights – Adding shadow. Rendering Scenes: Types of Rendering – setting Window – Camera – Adding Depth field – Software Rendering - Rendering Nodes	5 hrs

REFERENCE BOOKS

- [1] Kognet Solutions ,”*Maya 20018 in simple steps*”, Dreamtech Press, 9th Edition
- [2] Dariush Derakhshani, “*Introducing Autodesk Maya 2013*”, Autodesk Official Training guide, SYBEX
- [3] Patrica Beckman and Phil Young, “3d Animation with Maya 7”
- [4] Paul Naas, “*Maya 2014 Essentials*”, Autodesk Press

Scheme of Evaluation

Criteria	Marks
Scene creation with special effects	15
Animating the scene	10
Viva	10
Total	35