Entry Requirements

It is highly recommended but not required that students be familiar with some kind of digital graphic interface, such as Photoshop, or be otherwise digitally literate. The learning curve for all 3D software is very steep, and is particularly alienating in the first weeks of usage. If you are already computer savvy in a general way, this will soften the entry!

Students must expect to dedicate 4-6 hours per week in the beginning to homework...learning Maya is a bit like learning a foreign language or a musical instrument. It requires physical practice on a daily basis. It is not a program that is easily learned or "winged" at the last minute.

With this in mind, even a digital novice, if willing to spend the time required in the first weeks of class, can produce an interesting animation by the end of the semester, particularly because it's the form and the content that count.

Art can be made with Maya even using the most rudimentary tools. In fact, it is better to work one's way through the tools, and make visually sophisticated work at every phase of mastery. This will cultivate not only a sense of ease and familiarity with the software, but an ability to think laterally—meaning creatively—with it, which is what is particularly required at the most advanced levels of technical mastery.

      —Claudia Hart, Intro to Experimental 3D, SAIC 2016