

Faculty Name

Starting Date GR ID

Ending Date B. Time

S T U D E N T N A M E

C O U R S E

MAYA GAME

CONTACT

S E L F

P A R E N T S

LEC.	TOPIC	P/A	DATE	DAY	FEEDBACK	STUDENT SIGN.	FACULTY SIGN.
1	INTRODUCTION OF MAYA			1	<div>A B</div> <div>C D</div>		
2	POLYGON PRIMITIVES, TYPES OF SELECTION (Q,W,E,R)			1	<div>A B</div> <div>C D</div>		
3	POLY MODELING, COPY,GROUP,LAYER			1	<div>A B</div> <div>C D</div>		
4	TYPES OF VISULISE (1,2,3,4,5,6,7), EDIT EDGE LOOP TOO			1	<div>A B</div> <div>C D</div>		
5	BALANCE OBJECT SMOOTHNESS			1	<div>A B</div> <div>C D</div>		
6	PROJECT 1 FURNITURE (SOFA, DINING TABLE, CHAIR ETC.), TYPES OF EXTRUDE (FACE , EDGE, VERTEX)			1	<div>A B</div> <div>C D</div>		
7	MESH BOOLEANS (UNION,DIFRENCE, INTERSECTION), COMBINE,SEPRATE, FILL HOLE, SMOOTH			1	<div>A B</div> <div>C D</div>		
8	EDIT MESH BEVEL, BRIDGE, DETACH, EXTRUDE, MERGE, MERGE TO CENTER (VERTEX), DELET EDGE/VERTEX (CTRL+DEL), EDIT EDGE FLOW			1	<div>A B</div> <div>C D</div>		
9	PROJECT 2 WORK WITH PHOTO			1	<div>A B</div> <div>C D</div>		
10	MASH TOOL INSERT EDGE LOOP, MULTI CUT, OFFSET EDGE LOOP, TARGET WELD			1	<div>A B</div> <div>C D</div>		
11	DEFORM BEND, FLARE, SINE, SQUASH, TWIST, WAVE			1	<div>A B</div> <div>C D</div>		
12	PROJECT 3 WORK WITH REAL OBJECT OF GUN, 2 MODEL OF GUN, 2 MODEL OF MECHANICAL VEHICLE (CRAIN AND JCB), 2 MODEL OF TRANSPORTATION VEHICLE (TRUCK AND BUS)			1	<div>A B</div> <div>C D</div>		

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13	PROJECT 4 WORK ON CARTOON CHARACTER				<div>A</div> <div>B</div>		
				1	<div>C</div> <div>D</div>		