Professional Certificate in Animation (Maya/Blender)

01 - INTRODUCTION TO 3D WITH AUTODESK MAYA

- Introduction to Maya.
- What is Maya?
- Interface and first steps with 3D tools.

02 - MODELING

- Introduction to modeling.
- Polygonal modeling of hard surfaces.
- Modeling nurbs surfaces.
- Polygonal modeling of organic surfaces.
- Retopologizing high density surfaces.
- Texts in 3D and SVG vector.

03 - DIGITAL SCULPTING

- Digital sculpting with zBrush.
- Introduction to sculpting with zBrush.
- Organic sculpting with zBrush.

04 - LIGHTING

- Introduction to lighting and its artistic aspects.
- Lighting with Arnold.
- Studio / product lighting.
- Outdoor lighting.

05 - TEXTURED

- Introduction to texturing.
- What are UVs? What are they for?
- Types and techniques of texturing.
- Organic texturing with Maya.
- Texturing techniques with Substance Painter.

06 - CREATION OF MATERIALS

- What are the materials?
- Creation of basic materials.
- Special utilities for creating materials.
- Creation of complex materials with Arnold.

07 - RENDER

- Application of lighting techniques.
- Creating materials together for image completion.
- Render for AOVs tax passes.
- Composition of images with Photoshop.

08 - ANIMATION

- Introduction to animation and animation methods.
- Practical exercises.
- Traces and special deformers.
- Introduction to character animation.

09 - RIGGING

- Initiation to the creation of setups for animation.
- Geometry setups.

10 - DYNAMICS

- Initiation to the dynamic systems of Maya.
- Rigid and breakable bodies.
- Nucleus Systems with Nparticles.
- NCloth tissue deformation systems.
- Maya fluids for simulations of explosions and gases.
- Procedural modeling with Mash.

11 - NHAIR HAIR SYSTEM

- Introduction to the NHair hair system.
- Creation of long hair.

12 - FINAL PROJECT

- Create an Animation Project with the skills you have mastered.