



G-TEC COMPUTER EDUCATION CENTRE

REGISTERED WITH COUNCIL FOR PRIVATE EDUCATION SINGAPORE

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3D ANIMATION

COURSE OVERVIEW



Maya combines powerful tools for the major areas in 3D content creation: modeling, animation, texturing, and rendering. Today's top video games are created in Maya: from characters, to models, levels, and more. After doing this course, the Student will learn the Maya Interface and understand the workflow of Maya. He /She will be able to create models, textures and lightning, he will have a fundamental expertise in 3D animation with Maya.

COURSE CONTENT

Introduction to 3d Software, Introduction to UI, Basic Modeling using primitives, Using Booleans, revolve, Loft, Importing Image planes, Using Channel Box, Renaming Objects, Handling Outliner, Modifying the objects, Sculpt Geometry tools.

Operating in: Mexico, Qatar, India, Dubai, Singapore, Kuwait, Srilanka, Iran