



AUTODESK/AUTOCAD TRAINING

Autodesk Maya Certification Cost

Master 3D animation and modeling using Autodesk Maya. Prepare for certification, gaining expertise and clarity on program costs.

DURATION

Flexible

LEVEL

Intermediate

FORMAT

Instructor-Led

- Globally Recognized Certification

- Expert-Led Hands-On Training

- Flexible Scheduling

Computer Pride | 1st Floor, ICEA Building, Kenyatta Avenue, Nairobi | www.computer-pride.co.ke

COURSE OVERVIEW

The Autodesk Maya Certification course at Computer Pride offers a comprehensive journey into the world of professional 3D computer graphics, positioning you at the forefront of the animation, gaming, and visual effects industries. This intermediate-level program is meticulously designed to equip aspiring and current digital artists with advanced proficiency in Autodesk Maya, the industry-standard software for 3D modeling, animation, rendering, and simulation. You will delve deep into Maya's powerful toolset, mastering techniques for creating intricate 3D models, developing lifelike character rigs, crafting dynamic animations, and producing stunning rendered visuals and special effects. This certification is crucial for anyone looking to transform creative visions into professional-grade digital content. By focusing on practical, project-based learning, this course ensures you not only understand the theoretical underpinnings but also gain hands-on experience applying core technologies such as NURBS and polygonal modeling, advanced UV mapping, sophisticated texturing and shading, character rigging fundamentals, keyframe and procedural animation, and high-fidelity rendering with Arnold. Achieving Autodesk Maya certification significantly enhances your professional credibility and marketability in a highly competitive global and local digital creative landscape. It validates your expertise to potential employers, signaling that you possess the advanced skills required to contribute effectively to demanding production pipelines in film studios, game development companies, architectural visualization firms, and design agencies. This certification is your key to unlocking exciting career opportunities and building a robust portfolio that showcases your mastery of 3D artistry.

Level	Intermediate
Vendor	Autodesk/AutoCAD

COURSE CURRICULUM

01 Module 1: Advanced Maya Interface & Scene Management

- Customizing Maya UI for Workflow Efficiency
- Efficient Scene Organization and Outliner Management
- Referencing and Importing External Assets
- Understanding Maya's Node-Based Architecture
- Project Setup and Pipeline Best Practices

02 Module 2: Sophisticated Polygonal & NURBS Modeling

- Advanced Subdivision Surface Modeling Techniques
- Hard Surface Modeling for Props and Environments
- Organic Modeling for Characters and Creatures
- NURBS Modeling for Precision and CAD Integration
- Sculpting Workflows within Maya and ZBrush Integration

03 Module 3: Texturing, UV Mapping & Shading Networks

- Advanced UV Layout Strategies for Complex Models
- Texture Painting Workflow (Substance Painter/Mari Integration)
- Creating PBR Materials (Physically Based Rendering)
- Building Complex Shading Networks with Hypershade
- Procedural Texturing and Displacement Mapping

04 Module 4: Character Rigging Fundamentals

- Introduction to Joint Systems and Kinematics
- Creating Control Rigs (IK/FK Switching)
- Weight Painting and Skinning for Deformations

- Blend Shapes for Facial Animation
- Set Driven Keys for Complex Rigging Interactions

05 Module 5: Animation Principles & Workflow

- Keyframe Animation Techniques (Graph Editor Mastery)
- Understanding Animation Principles (Squash & Stretch, Anticipation)
- Walk Cycles and Run Cycles
- Camera Animation and Staging
- Introduction to MASH for Motion Graphics & Procedural Animation

06 Module 6: Lighting, Rendering & Basic Visual Effects

- Principles of 3-Point Lighting and Scene Illumination
- Global Illumination and HDR Lighting
- Mastering Arnold Renderer Settings and AOVs
- Creating Realistic Materials (Glass, Metal, Fabric)
- Introduction to Bifrost for Liquid and Particle Simulations

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **Intermediate 3D Modeler for Gaming Studios**
- > **Junior Character Rigger/Animator in Animation Houses**
- > **Entry-Level VFX Artist for Film Production**

FREQUENTLY ASKED QUESTIONS

Q: What prior experience with 3D software is recommended before enrolling in the Autodesk Maya Certification course?

While this course is designed for intermediate users, a foundational understanding of 3D concepts and basic navigation within any 3D software environment is highly beneficial. Familiarity with polygonal modeling basics and a general understanding of digital art principles will allow you to get the most out of the advanced topics covered in this certification. Absolute beginners are advised to consider an introductory 3D course first.

Q: How does this Autodesk Maya certification directly enhance my portfolio for securing roles in Kenya's burgeoning animation or game development industry?

This certification significantly elevates your portfolio by validating your expertise in industry-standard Maya workflows, which are highly sought after by local and international studios. The project-based modules ensure you develop a diverse range of high-quality assets, from complex character models and detailed environments to polished animations and rendered scenes. This directly demonstrates your capability to handle production-level tasks, making your portfolio more attractive to Kenyan employers in animation, game development, and architectural visualization seeking certified professionals.

Q: Beyond foundational modeling, what advanced techniques will I master to create industry-ready 3D assets for film or gaming?

This course moves beyond basic modeling to focus on production-ready assets. You will master advanced polygonal

modeling techniques for complex organic and hard-surface models, sophisticated UV mapping for optimal texture resolution, and comprehensive PBR material creation. Furthermore, you will learn fundamental character rigging for animation readiness and delve into advanced rendering settings with Arnold, ensuring your creations are visually stunning and meet industry standards for film, broadcast, and interactive media.

ABOUT COMPUTER PRIDE



East Africa's Premier IT Training Center

With over 15 years of excellence, Computer Pride delivers globally recognized certification programs from leading technology vendors. Located on Kenyatta Avenue in Nairobi's CBD, our state-of-the-art facilities and expert instructors have empowered thousands of professionals across East Africa.

15+

Years of Excellence

10,000+

Professionals Trained

50+

Vendor Certifications

READY TO ENROL?

Take the next step in your technology career.

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