



AUTODESK/AUTOCAD TRAINING

Autodesk Maya

Master advanced 3D animation and modeling with Autodesk Maya to create stunning visuals for games and film.

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

Dive into the immersive world of 3D content creation with the intermediate Autodesk Maya course from Computer Pride. This comprehensive program is meticulously designed to equip aspiring and current digital artists with advanced skills in 3D modeling, texturing, rigging, animation, and rendering using the industry-standard Autodesk Maya software. You'll master Maya's powerful toolset, enabling you to bring complex ideas to life, from crafting detailed characters and environments to orchestrating dynamic animated sequences and stunning visual effects. This course emphasizes hands-on practical application, moving beyond basic functionalities to tackle real-world production challenges. You will learn to navigate Maya's sophisticated interface, utilize advanced polygonal modeling techniques, develop robust character rigs, implement realistic textures and shaders, and produce high-quality renders using Arnold. The professional benefits of this course are immense; by becoming proficient in Autodesk Maya, you will significantly enhance your creative portfolio, open doors to specialized roles within the booming animation, gaming, and VFX industries, and position yourself as a valuable asset in any digital production pipeline.

Level	Intermediate
Vendor	Autodesk/AutoCAD

COURSE CURRICULUM

01 Module 1: Maya Interface & Project Workflow

- Navigating the Maya UI and workspaces
- Scene and project management best practices
- Object transformations and hierarchical structures
- Selection methods and component modes
- Basic primitives and organizational tools

02 Module 2: Advanced Polygon Modeling & UV Mapping

- NURBS vs. Polygon modeling principles
- Advanced polygon tools: Extrude, Bevel, Bridge, Multi-Cut
- Modeling organic and hard-surface objects
- Understanding UV coordinates and layout techniques
- Unfolding and optimizing UV maps

03 Module 3: Texturing, Shading & Lighting Fundamentals

- Introduction to materials and shaders (Lambert, Blinn, Phong)
- Working with the Hypershade editor
- Applying and projecting textures
- Basic lighting types and setups (spot, point, directional)
- Introduction to Arnold Renderer and basic scene lighting

04 Module 4: Character Rigging & Deformers

- Introduction to skeletal systems and joints
- Creating and orienting joint chains
- Skinning techniques: smooth binding and paint weights
- Forward Kinematics (FK) and Inverse Kinematics (IK)
- Creating basic control systems and deformers (blend shapes, clusters)

05 Module 5: Animation Principles & Techniques

- Keyframe animation workflow and the Graph Editor

- Understanding timing, spacing, and arcs
- Applying animation principles (squash & stretch, anticipation)
- Path animation and motion graphics techniques
- Camera animation and basic scene staging

06 Module 6: Rendering, Compositing & Effects

- Advanced Arnold Renderer settings
- Render Layers and AOV passes
- Basic compositing workflows for rendered images
- Introduction to Maya's dynamics (nCloth, nParticle)
- Outputting final rendered sequences

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **3D Modeler for Game Development Studios**
- > **Character Rigger & Technical Animator in Film Production**
- > **VFX Artist specializing in 3D Compositing for Broadcast Media**

FREQUENTLY ASKED QUESTIONS

Q: What foundational skills should I possess before enrolling in this intermediate Autodesk Maya course?

To maximize your learning in this intermediate Autodesk Maya course, it is highly recommended that you have a basic understanding of 3D concepts, including navigation within a 3D environment, familiarity with fundamental modeling tools, and an elementary grasp of how keyframe animation works. While not strictly mandatory, prior exposure to any 3D software or basic graphic design principles will be beneficial, as this course builds upon these foundational understandings to delve into more complex techniques.

Q: How will this course help me build a professional portfolio specifically showcasing my Maya skills to potential employers?

This Autodesk Maya course is designed with portfolio development in mind. Throughout the modules, you will engage in practical projects that culminate in render-ready assets, animated sequences, and rigged characters. You'll complete exercises such as modeling a detailed prop, animating a short character action, and setting up a professional scene render. These tangible deliverables are perfect for inclusion in your digital portfolio, demonstrating your proficiency in Maya's core functionalities to recruiters in animation studios, game companies, or visualization firms.

Q: Beyond just operating Maya, what creative problem-solving and artistic skills will I develop that are highly valued in the industry?

This course goes beyond mere tool operation to cultivate critical creative and artistic problem-solving skills. You'll learn to analyze and break down complex models for efficient polygon topology, troubleshoot rigging issues for smoother animation, optimize UV layouts for texture efficiency, and strategically light scenes to evoke specific moods. You'll also develop a keen eye for animation timing and spacing, understanding how to apply artistic principles to bring characters and objects to life, skills highly sought after by art directors and lead animators.

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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