

## **Alias|Wavefront Maya course (SIGGRAPH Singapore)**

Venue: NTU (Centre for Graphics and Imaging Technology)

Instructor: Kenneth Ching

Hardware: SGI Visual Workstation, Intergraph Computer Systems /w Maya software (v4.x NT)

### **Schedule for the Maya Basics Modules (2002 & 2003)**

The Maya courses have been scheduled to 2 days per module over the weekend with a fee of S\$500. And one module is scheduled 4 times in a month so that participants have the choice to choose a date where they can sign up for the course module. The duration for each day is from 10am to 5pm with 1 hour lunch break.

1) Maya Fundamentals - Maya fundamentals gives participants an overall understanding of Maya workflow and pipeline. Tutorials are given to quickly get up to speed with Maya's user-interface and basic tools.

2) Maya Hard Surface & Organic Modeling – An introduction to nurbs modeling. Participants will be able to use various efficient methods to model objects and characters in 3D space.

3) Maya Animation & Character Animation – Get into Maya's powerful animation and character animation tools. Understand timing, key framing, and simple character animation. Character & bones setup. Inverse kinematics.

4) Maya Rendering & Paint Effects – Tap into Maya's powerful shading network, Interactive Photorealistic Rendering, Paint Effects & 3D paint.

<b>Maya Basics Modules</b>	<b>Schedule A</b>	<b>Schedule B</b>	<b>Schedule C</b>	<b>Schedule D</b>
<b>Maya Fundamentals</b>	5 & 6 Nov	9 & 10 Nov	16 & 17 Nov	23 & 24 Nov
<b>Maya Hard Surface &amp; Organic Modeling</b>	30 & 31 Nov	7 & 8 Dec	14 & 15 Dec	21 & 22 Dec
<b>Maya Animation &amp; Character Animation</b>	28 & 29 Dec	4 & 5 Jan	11 & 12 Jan	18 & 19 Jan
<b>Maya Rendering &amp; Paint Effects</b>	25 & 26 Jan	1 & 2 Feb	8 & 9 Feb	16 & 17 Feb