

B. Voc. in Animation & VFX

1. 3D Modeling In Maya

Module 1:

Interface, Primitive and Transform Tools, Components, common tools and menus

Module 2:

Extrude tools, basic 3d Modeling, Nurbs Components, Nurbs Modeling, Creating and editing Curves, Revolve, Loft

Module 3:

Polygon components, Extrude/ Smooth, Delete / Add Faces, Split Faces, Loops, Merge Vertices, Combine/ Separate, Display Option, Props Modeling, Grouping, Parenting, Selection Modes

Module 4:

Modeling the body, Modeling the legs, Modeling the arms, Modeling Extra Pieces

Module 5:

Modeling background, Object Modeling, prepare Scene setup

Book References:

Microfilm maker Magazine

3D animation and simulation of cell biology with Maya and MEL, Morgan Kaufmann Martin

Autodesk Signs Definitive Agreement to Acquire Alias

2. Texturing

Module 1:

Importance of texturing, Specularity, Transmission, Subsurface Scattering

Module 2:

Texture on object, shaders, mapping, Unwrap, make material,

How to use lambert as real material, make matel, wood, wall paint, multimap,

Car paint, game texturing , low model texturing and material,HDR map

3. Lighting

Module 1:

What is the lighting, importance of lighting?

Module 2:

Realistic Lighting, Game lighting, Animation light, Object lighting, HDRI lighting

Module 3:

Practice class on Dslr camera in vray, Camera setting as DSLR

Render Setting (studio, Interior, exterior, animation)