

Introduction to 3D with Maya

Faculty: Max Dayan

Project/Course Overview:

This course focuses on the basics of 3D computer graphics using Autodesk Maya. Students are introduced to the Maya interface and philosophy, as well as 3D modeling, texturing, lighting, rendering, and animation. Lectures cover the application of these tools in the film, television, and games industries. Students will work on multiple projects (and one final environment project) throughout the course that will help establish a solid 3D skill set.