MAYA WORKSHOP: ANIMATION BASICS

Our Maya workshop is designed for beginning animators and will introduce you to this dynamic software and direct your learning on the specific tools used in character animation. After completing the workshop, you will have the foundational knowledge of Maya to continue your journey of bringing performances to life as a character animator!

Maya Workshop: Animation Basics

Six-Week Workshop with Live Q&As

Fall 2012

Registration Open: August 6, 2012 Tuition: \$499

Join Our Waiting List:

Please email admissions@animationmentor.com — with "Maya Fall 2012 Waiting List" in the subject line — and we will notify you when registration opens.

Curriculum Summary

Check out the six-week workshop curriculum:

Week 1	Introduction to Animation and Maya
Week 2	Tools for Basic Animation: Getting the Ball Rolling
Week 3	What Is Animation "Workflow" and Shading in Maya?
Week 4	Shedding Light on the Bouncing Ball: Making Sense of Curves and Basic Lighti
Week 5	Introduction to Modeling and
	Animating Simple Characters
Week 6	Applying Tools and Workflow: Animate a Simple Character Rig

Autodesk Education Community

You will receive a three-year active student account to the Autodesk® Education Community where you may access the Maya® animation software.

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Hardware Requirements

Workshop follows standard Animation Mentor hardware requirements.



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Workshop Summary

You will enjoy the same Animation Mentor experience with a small class size and live instruction!

- Instruction provided by Animation Mentor alumni, including 12 Live Q&As with demonstrations.
- Supplementary material features hours of recorded video using Maya 2012.
- Coursework includes six (6), non-graded assignments with provided assets.
- You may participate in forums and the Animation Mentor community, and view weekly Video News items.

Important Information

Class size is limited — with a 7:1 student-to-mentor ratio — to ensure individual instruction.

Remember, registration for Fall 2012 term opens on August 6.

EMAIL NOW!



