NURBS Modeling with Autodesk Maya By Maximilian Schönherr

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The course is 12 parts long and guides students through the steps of learning how to design all kinds of objects, but primarily to be used in industrial designs. You don't need any experience in Maya. I will teach the user interface and principal commands while we go. To follow along with the course, download the fully functioning Student Version of Maya.

The first lesson concludes by rendering an image of the NURBS surface. At the beginning of the course, you will learn to create beautiful surfaces using only two or three curves. The result is modeling the bath tub and a pair of glasses, the fender on an automobile, and so on. The main goal of this 12-part series is to familiarize you with all the tools that are available, from traditional curve modeling to deformers that have a history of construction making and cutting surfaces, then converting them into polygons.

While NURBS is the standard in industrial design (no smartphone or car or coffee maker design is complete without NURBS) Polygon objects are required for character design and game animation. The connections between these two worlds with their various options and limitations are a major topic in this class. Similar to rendering to be able to see the beauty of the surfaces, using cool shaders and lighting sources.

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