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Learn to create top-quality 3D Animations and models using Maya 2023. The course covers essential Maya abilities of modeling, texturing rendering, and animation, in an actual-world project-based workflow that can be applied equally effectively to motion graphics as well as game development.

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Learn the basics of customizing the interface, choosing as well as manipulating the object, as well as organizing the scene. Then, you will review polygonal modeling, designing and refining meshes, sculpting as well as NURBS modeling. Learn how to create and apply materials to surfaces, adding texture, color, and reflection. You can then integrate cameras as well as lighting and depth-of-field effects by using an Arnold to Maya renderer. Not to be left out the instructor George Maestri shows how to give life and movement to your work using The Maya animating tools.



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