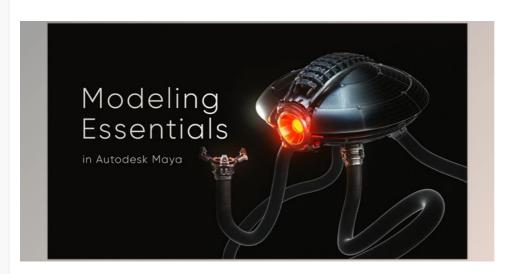# Modeling Essentials in Autodesk Maya - Motion Design School

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标签

Tutorial   平面设计

A well-structured online tutorial on the basics of Maya modeling tools as well as Substance Painter texturing workflow from CG industry experts. Get started on your career as a 3D artist now!

Gfx plugin details of Modeling Essentials in Autodesk Maya - Motion Design School

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.
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What's this course all about?

Modeling is an integral element in the 3D industry. It's impossible to imagine any animated film or video game that doesn't have 3D models. Props, characters, environments nearly every concept needs to be represented in an actual 3D model. This can be done either completely or in part. 3D is a flexible tool that is useful for any artist of the present. How do you get started?

It is much better to start the 3D artist's journey by altering a few polygons and gaining the basics of 3D in a brief manner. In this course, you'll begin by making a basic representation of a board using Maya and then you will learn to create a texture using Substance Painter right away. Then, we'll guide you through an easy model. It's a big task ahead of you and you'll have to create a complete 3D character with a hard surface from our animated video which we've developed to teach this course!

LESSON1
Intro: Navigation through interfaces and the traditional Maya tools.

LESSON 2
Modeling Basics: Maya basic modeling tools. Learn the process of modeling polygons through basic objects.

LESSON 3
Hardsurface Modeling: Making a model of a longboard. Making the correct topology.

- Forming a basic object;
- objects grouped;
- by adding more details to grids to smooth the grid;
- building the geometry to be finalized.

LESSON 4
UV Unwrap: Create a UV Map of the model using Maya. Making a model ready for texturing.

LESSON 5
Texturing: Create textures. Basic rendering with Substance Painter.

LESSON 6
A brief introduction to modeling that is advanced

- in the creation of the basic concept developing the concept;
- pre-modeling preparation;
- reference preparation;
- Working out the numbers and the proportions.

LESSON 7

Intensifying the geometry details

- use deformers in conjunction with them;
- Boolean operations. Pros and cons
- Work with KitBash;
- making an easy animation to test the model's capabilities.

LESSON 8

Mesh modeling using clones

- What is mesh and how can it be used for modeling is
- explained in the robot's eyes and spine.
- Finalizing the scene.

LESSON 9

Preparing the UV to be used in the model to be finalized

- Subdivided geometrical units into logical groups
- Creating UVs;
- UV packing with UDIM.

LESSON 10

Introduction to Substance Painter

- The most important aspects of texturing to PBR shading;
- Textures baking;
- Texturing techniques of complicated objects.

LESSON 11

Making the scene ready to be presented

- Animation and camera
- Creating an expressive pose
- final shaders configuration;
- light and color as composition methods;
- Introduction of Arnold Renderer.