

# 3D Maya Basics with Jaki Maj

- Curriculum -



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## Class 1 -Introduction

- What is your 3D/art experience? What are your goals?
- Who am I?
- Programs
- Schedule and Curriculum
- Best way to take 3D notes
- All about industry pipelines
- What you will be able to do by the end of this course
- How to contact me outside of class
- Questions?

## Class 2 -Maya Basics

- Basic Terminology
- Basic Navigation and Mouse Control
- Introduction to panels
- Demonstration of basic shapes panel
- Demonstration of first object creation
- How to save files
- Homework- Familiarize yourself with the program

## Class 3 -Object Manipulation

- Move, Scale, Rotate
- Selection Tools: Object, Face, Edge, Vertex
- Attribute Editor and Channel Box
- Object manipulation: Pillars

## Class 4 -Practice Prop Creation

- Various object creations and possibilities
- Outliner, Deleting History
- Multiple Objects
- Maya Projects
- Homework- Create 5 different pillars from references

## Class 5 -Create a Basic Room

- Homework Review !
- Basic room creation
- How to scale

## Class 6 -Finish Basic Room

- Create your own basic room- work session
- Homework: Finish your basic room



### **Class 7 -Robot Creation**

- Homework Review !
- Soft Selection, Object Cut, and Booleans
- How to create robot character
- Begin creating your own robot from references

### **Class 8 -Robot Creation Continued**

- Finish modeling robot characters- work session
- Basic texturing on robots
- Homework- Finish Robot with Textures

### **Class 9 -Character Creation Project**

- Homework Review !
- Collect references and check in with me
- Begin modeling your character- work session
- How to find and import meshes
- How to attach meshes to create characters

### **Class 10 -Character Creation Project Continued**

- Continue creating character- work session
- Proper textures with UV editor
- Homework: Continue creating character

### **Class 11 -Character Creation Project Continued**

- Continue creating character- work session
- Industry expectations for 3D artists

### **Class 12 -Character Creation Project Final Day**

- Continue creating character- work session
- Homework: Finish Character with Textures

### **Class 13 -Weapon Creation**

- Homework Review !
- How to create a shield and sword
- Start creating your own shield and sword
- Focus on modeling and detail (no texturing/colors)

### **Class 14 -Weapon Creation Continued**

- Continue creating shield and sword
- Backdrops, lighting, and rendering
- Homework: Finish shield and sword modeling with rendered images (no textures/color)



### **Class 15 -Catch Up**

- Homework Review !
- Catch up on previous projects
- 3D printing, concept art, 3D modeling, and game engineering
- Introduction to final project
- Homework: Gather references and choose what your final project will be

### **Class 16 -Start Final Project**

- Homework Review- ! Decide on final projects
- Begin working on final projects- work session
- New techniques and individual help
- Homework: Start final project

### **Class 17 -Final Project Continued**

- Continue working on final project- work session
- Demonstrate new objects and modeling techniques
- Help individuals

### **Class 18 -Final Project Continued**

- Continue working on final project- work session
- Texturing programs, Unity, and Unreal Engine
- Homework: Continue working on final project

### **Class 19 -Final Project Continued**

- Homework Review- ! Look at everyone's progress
- Simple animation techniques
- Continue working on final project- work session

### **Class 20 -Final Project Continued**

- Camera animation techniques
- Continue working on final project- work session
- Homework: Continue working on final project

### **Class 21 - Final Project Continued**

- Continue working on final project- work session
- Meet individually in breakout rooms- half the class

### **Class 22 -Final Project Continued**

- Continue working on final project- work session
- Meet individually in breakout rooms- half the class
- Homework: Continue working on final project



### **Class 23 - Final Project Continued**

- Homework Review !
- Continue working on final projects- work session

### **Class 24 -Final Project Last Day**

- Last work day on final project- work session
- Homework: Finished final project and be ready to present to the class

### **Class 25 - Present Final Projects**

- Present final project to the class !

### **Class 26 - (Optional) Portfolio**

- Portfolio creation tips
- Website creation tips
- Individual portfolio reviews