Technion-Israel Institute of Technology

Computer Science Department

Center for Graphics and Geometric Computing

CGGC Seminar

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Hands-on Maya Tutorial

Autodesk Maya provides powerful integrated animation, modeling, simulation, rendering, and compositing tools on a robust and extensible CG pipeline core. Autodesk's Maya has proved invaluable to the CG industry. A skilled Maya modeler can build a computer model of a detailed machine part, or a multi-floor building, using just this flexible software. In fact, if you can imagine it, Maya can model it. The advanced Maya workflow extends further, taking the wireframe model and adding cool textures to it. After that, the finished scene can be realistically rendered, complete with shadows, reflections and transparency. Learning every tool of Autodesk Maya can take significant time. In this talk we will provide an interactive introductory tutorial to Maya and give an overview of its basic toolset. The tutorial will be HANDS-ON, and all participants are highly encouraged to bring a laptop with Maya already installed, so they will be able to follow the steps and techniques introduced in the talk. Maya is available free of charge for academic purposes from the Autodesk Students' website (http://students.autodesk.com/)."

The lecture will be held on Sunday, 16.6.2013, at 13:00, Taub 337

Snacks and Beverages at 12:45

הזמנה זו מהווה אישור כניסה עם רכב לטכניון