KOENIG
step forward

Introduction to Maya 2016

Chapter 1 Introduction to Computer Graphics and 3D

A Preview of the CG Process
The CG Production
Workflow Digital Images

Chapter 2 Jumping into Basic Animation Headfirst

You Put the U in User Interface
Project: The Solar System
Creating a Project
The Production Process: Creating and Animating the
Objects Hierarchy and Maya Object Structure
The Solar System, Resumed
Outputting Your Work: Playblasting

Chapter 3 The Autodesk Maya 2016 Interface

Navigating in Maya
Exploring the Maya Layout
Building a Decorative Box
Mapping the Box's Reference Planes with
Hypershade Organizing Workflow with the Layer
Editor Modeling the Decorative Box
Editing the Decorative Box Model Using the Shelf
Continuing the Decorative Box Model
Finishing the Decorative Box Model

Chapter 4 Beginning Polygonal Modeling

Planning Your Model
Polygon Basics
Poly Editing Tools
Putting the Tools to Use: Making a Cartoon
Hand Creating Areas of Detail on a Poly Mesh
Modeling a Catapult

Chapter 5 Modeling with NURBS Surfaces and Deformers

NURBS for Organic Curves
Using NURBS Surfacing to Create
Polygons Converting a NURBS Model to
Polygons Using Artisan to Sculpt NURBS
Creating a Pair of Glass Candle Holders
Modeling with Simple Deformers
The Lattice Deformer
Animating Through a Lattice

Chapter 6 Practical Experience!

Evaluating the Toy Plane
Building the Landing Pontoons
Oh, What a Body! Modeling the Body of the Plane
The Rear Stabilizers
You Spin Me Right Round—The Engine and
Propeller The Plane's Wings
Assembling the Plane

Chapter 7 Autodesk® Maya® Shading and Texturing

Maya Shading
Shader Types
Shader Attributes
Shading and Texturing the Toy Plane
Textures and Surfaces
Textures and UVs for the Red Wagon
Photo-Real Mapping: The Decorative
Box Toon Shading
For Further Study

Chapter 8 Introduction to Animation

Keyframe Animation: Bouncing a
Ball Throwing an Axe
Replacing an Object
Animating Flying Text
Animating the Catapult

Chapter 9 More Animation!

Chapter 10 Autodesk Maya Lighting

Chapter 11 Autodesk® Maya® Rendering

Chapter 12 Autodesk® Maya® Dynamics and Effects

An Overview of Maya Dynamics
Rigid Bodies
Rigid Body Dynamics: Shoot the
Catapult! nParticle Dynamics
Emitting nParticles
Animating a Particle Effect:
Locomotive Steam
Introduction to Paint Effects
Getting Started with nCloth
Customizing Maya

Additional Topic – Creating Content for Games and VR using Maya and Photoshop

Understanding concept art for contours, texture, and shadow
detail Modeling modular elements
Creating the low-poly-count elements
Building assets for virtual reality
Creating efficient models
Exporting the right file formats for VR
Understanding