



# The Fountain Green Group

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## Maya 8 Essential Training - 02NYL574 - lynda.com

### Product Description Time

#### Maya 8 Essential Training

**Approximately 8 Hours**

In this title, **George Maestri** explores the latest features of Maya 8, from the improved interface to the new productivity features for 3D modeling, animation, and rendering. The training also includes detailed tutorials on topics as varied as creating and connecting surfaces, texturing and shading, adding light and depth of field, and ghosting and motion trails.



lynda.com

**Note:** Exercise files accompany the tutorials.



George Maestri

#### Table of Contents (1 DVD)

Released on: 2/23/2007

Introduction	0:26
1. Getting Started	1:13:52
2. NURBS Modeling	1:21:36
3. Polygonal Modeling	1:06:18
4. Texturing	1:14:06
5. Rendering	1:41:30
6. Animation	51:55
7. Paint Effects	28:34
Conclusion	0:22

#### Introduction

Introduction	0:26
1. Getting Started	
Starting Maya and the Maya Interface	10:30
Projects and Opening Scenes	5:48
Viewports and Navigation	5:40
Menus, Hotbox, and Marking Menus	6:43
Selecting and Moving Objects	7:36
Pivots	2:52
Customizing the interface	7:38
Grids and Snapping	4:34
Outliner and Hierarchies	4:07
Hypergraph	5:15
The Attribute Editor	4:20
Showing and Hiding Layers	4:11
Templates and Selection Masks	4:38



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#### 2. NURBS Modeling

NURBS Primitives	5:59
NURBS Curves	5:04
Creating Surfaces: Revolve	3:28
Creating Surfaces: Loft	4:24
Creating Surfaces: Extrude	2:53
Trims and Projected Curves	2:50
Curves on Surfaces	3:06
Planar Surfaces	3:06
Connecting Surfaces with Fillets	7:49
Connecting Surfaces with Stitch	5:31
Editing Surfaces and Artisan	5:59
Deformations: Lattices	4:25
Non-Linear Deformations: Bend, Flare, Sine, etc.	5:09
In Practice: Building a Sub Part # 1	12:03
In Practice: Building a Sub Part # 2	9:50

#### 3. Polygonal Modeling

Polygonal Primitives	6:02
Editing Polygons	5:11
Beveling	3:54
Extruding	4:36
Using Cut on Faces	1:35
Edge Loops	2:30
Using Poke and Wedge on Faces	2:52
Combining Objects and Attaching Surfaces	3:11
Booleans	4:15
Merging Vertices	7:14
Smoothing	7:25
Converting Surfaces	4:34
In Practice: Building a Sub Part # 3	12:59



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#### 4. Texturing

Applying Shaders and Shader Types	7:23
Editing Shaders and Applying Maps	8:25
The Hypershade Window and Shader Networks	5:56
Multilister	3:06
UV Mapping and Textures	7:56
Projection Mapping	5:38
Mapping Polygons	9:09
Bump Mapping	2:45
Displacement Mapping	3:38
3D Paint	5:59
Texturing a Sub	14:20

#### 5. Rendering

Types of Renderers and Render Globals	7:29
Adding Lights to a Scene	10:30
Lighting Attributes and Shadows	8:42
Cameras	9:15
Depth of Field	4:20
Raytracing	8:43
Mental Ray	5:06
Mental Ray Lighting	8:20
Mental Ray Depth of Field	4:15
Motion Blur	5:34
Mental Ray Global illumination	7:39
Mental Ray Caustics	5:03
Batch Rendering and Command Line Rendering	7:22
In Practice: Lighting a Scene	9:12

#### 6. Animation

Introduction to Animation	7:14
Playblast and Playback	7:15
Ghosting and Motion Trails	4:36
Dope Sheet	4:46
Curve Editor	7:01
Cycles	5:30
Animation Paths	3:17
In Practice: Animating a Sub Part # 1	12:16



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<b>7. Paint Effects</b>	<b>10:13</b>
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Painting Objects	8:27
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Creating Brushes	6:32
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Managing Brushes	3:22
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The Paint FX Window	
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<b>Conclusion</b>	<b>0:22</b>
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Goodbye	
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