



Become a Master in  
**Maya / 3DS Max**  
**ANIMATION**



# BECOME A MASTER IN MAYA AND 3DS MAX ANIMATION

## TRAINING OBJECTIVES:

**BECOME A MASTER IN MAYA AND 3DS MAX ANIMATION** intends to give creative and technical skills. During this course Students will have better understanding of 3D animations and 3D modeling principles from Scratch to professionalism.

Instructor will share his industry experiences with students where they will learn from basic to advance level of skills also will gain a knowledge of how to use them in their full time working job. This Maya / 3DsMax course follows a systematic and coordinated methodology, including research, analysis and integration of knowledge into the creative process, whereby the needs and resources of a clients are satisfied to produce a 3D character Modeling, Animations, Production visualization. Animation Modeling Maya / 3DsMax course is designed to give students a strength in all principles of Computer Graphics where they will learn the Mobile, PC Games Animations, Modeling, also Students will learn the Production Animations, Films, they will implement their learnings into a practical project.

## SKILL COMPETENCY DETAILS:

After successful completion of the course, the trainee would have acquired the following skills

1. Introduction of Maya / 3DSMAX, Applications Installations.
2. Modeling Basic to Advance in Maya / 3DSMAX (Cars, Character, Hard surface Modeling such as Hammer, Tyre, rim, Chair, Tables).
3. 3D Texturing in Photoshop and Substance painter.
4. Adding the Textures to the 3D models such as Car, Character, any Hard surface.
5. After Character Modeling, Students will learn the Rigging (Anatomy of Models).
6. Character Animations, Animations Principles.
7. Lighting up the 3D Models, Environment, Characters.
8. Final look development and rendering the result

## Tools (Applications):

- 1- Autodesk 3DS MAX 2019.
- 2- Autodesk Maya 2018.
- 3- Adobe Photoshop CC.
- 4- Substance painter 2018.
- 5- Arnold Autodesk Maya.
- 6- Adobe After Effects CC.



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## HARDWARE REQUIREMENTS:

Microsoft Windows 7 SP1 (32 bit & 64bit).

Microsoft Windows 8.2 with update KB2919355 (32 bit & 64 bit).

Microsoft Windows 10 (64-bit only) (version 1607 and up recommended)

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3D MODELING	★★★★★
3D TEXTURING	★★★★★
RIGGING	★★★★★
ANIMATIONS	★★★★★
LIGHTING SHADING	★★★★★
COMPOSITING	★★★★★
Autodesk Maya 2018	★★★★★
Autodesk 3Ds Max	★★★★★



# BECOME A MASTER IN MAYA AND 3DS MAX ANIMATION

## INSTRUCTORS PROFILE:



**Mr. Adeel Afzal** (ADEEL MAYA) has specialities in all CG principles, he has been working in industry for more than 9 years. He served his services in Big studios as CG supervisor, Technical Director, Animation Lead, Head of production. He is well known for his Skill sets but mostly in Riggings Animations Lighting Compositing. Burka Avenger is an award winning peabody and Emmy nominated series, He (AdeelMaya) gave his services as a Technical Director and Animation Lead and Rendering Technical Director too, his second title was Quaid Say Bataien as a Head of Production, Technical Director, Team Lead. He has still been in industry and serving his skills as Senior CG Artist, Lead Modeler, Rigger, Animator, Technical Director, Team Lead.



**Mr. Shafiullah** has started journey (2012) in video editing & 3d animation field over 8 years ago. He is completed bachelors in National Collage of Art and Arena Multimedia Lahore Pakistan. He specialized in 2d / 3d animation, through the course of time he gathered knowledge & experienced in Graphic & animation using Adobe Suit & Autodesk Applications (3Ds max & Maya) Software.



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COMPOSITING	★★★★★
Autodesk Maya 2018	★★★★★
Autodesk 3Ds Max	★★★★★



# Course Road Map

## Week -1

### Introduction & Review of Animation Principles

- Introduction to the class
- Overview of course plan and objectives
- Review of basic animation principles
- Planning a performance based on story
- Thinking through and breaking down motions

### Project: Animation Project One

(Week 1 of 3): Using a video camera,

record several takes of a five to ten second performance that reveals a character dramatically changing emotions. While using another person as an actor is okay, for the purposes of understanding the physicality of the performance, it is much more preferable for you to act out the performance yourself. Also, shoot several subsequent shots of the action with the actor emoting to the camera for facial study. Isolate the best performance. Using the supplied character rig, block out the actions for the performance as key poses. Strong gesture and silhouette are encouraged. Due Week 2.

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# Course Road Map

## Week 2

### Intermediate Animation and Timing Techniques

- Building stronger poses and timing
- Review of animation curve editing tools and techniques

### Project: Animation Project One

(Week 2 of 3):

Based on initial Critique, refine and improve the key poses to enhance and push the Performance. Continue adding keys and fleshing out the main physical Performance.

## Week 3

### Facial Animation Techniques

- Preparing and importing audio for facial animation timing
- Animating faces for emotion and dialogue

(Week 3 of 3):

With the physical performance captured, and a camera setup to center on the face, import the audio and animate the facial phonemes

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# Course Road Map

## Week 4

### Fundamental Character Modeling Techniques

- 3D Modeling fundamentals
- Why character design should support the story
- Building a smart and efficient character base mesh

### Project: Character Project

(Week 1 of 4):

Based on a rough concept and the story details handed out in class, design the character to support the modeling, rigging, and animation that will be required throughout the remainder of the course. Block out the character using the techniques

**demonstrated in class**

## Week 5

### Character Model Cleanup and Rigging Preparation

- Final cleanup considerations
- Clothing, armor, and prop building
- Preparing to make the character move

### Project: Character Project

(Week 4 of 4):

Refine and add any final anatomical details to the character. Build in any remaining clothing, armor, and props. Cleanup the model and complete final preparations to rig the character beginning next week. Due Week 8.

# Course Road Map

## Week 6

### Character Skeleton Construction

- Understanding character movements and kinematics
- Predicting the needs of a character rig based on story necessity
- Building skeletons to drive 3D character movement
- Review of hierarchies, history, and deformation order
- Goal vs. arc based motion

### Project: Rigging Project

(Week 2 of 5):

Properly align the character rig and joint skeleton. Bind the character to the rig and begin resolving any problems with the initial bind. Due Week 10.

## Week 7

### Facial Rigging Techniques

- Techniques for facial deformation
  - Blend shape based facial movement
  - Modeling facial deformation targets
  - Joint based facial movement
  - Advanced topics on deformation order
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## **Week 8, 9 and 10**

### **Character Rig Final Phase Testing Methods**

- Hands on testing of the completed character rig
- Customizing interface and camera controls to optimize the animation process.
- Developing the story for the final animation project

### **Project: Rigging Project**

(Week 5 of 5):

Based on the in-class testing and feedback for the character rigs, make final changes and improvements as necessary. Lock and hide unnecessary or vulnerable aspects of the rig. Story concepts and storyboards are also due. Due Week 13.

## **Week 11**

### **Preparing to animate**

- Camera and scene setup
  - Props
  - Blocking in for elaborate movement and interaction
  - Working with dynamics and other scene complexities
-



## **Project: Final Animation**

(Week 1 of 3):

Make story changes

and improvements to storyboards and layout based on in-class critique.

Begin animating the final project. See the Final Project details below

## **Week 12**

### **Special Topics in Character Animation and 3D Special Effects**

- Combing 3D character convincingly into a live action scene
- Matching lighting, texturing, and surface tails
- Special topics in character animation and visual effects
- Integrating effects with live actors

## **Project: Final Animation Project**

(Week 3 of 3):

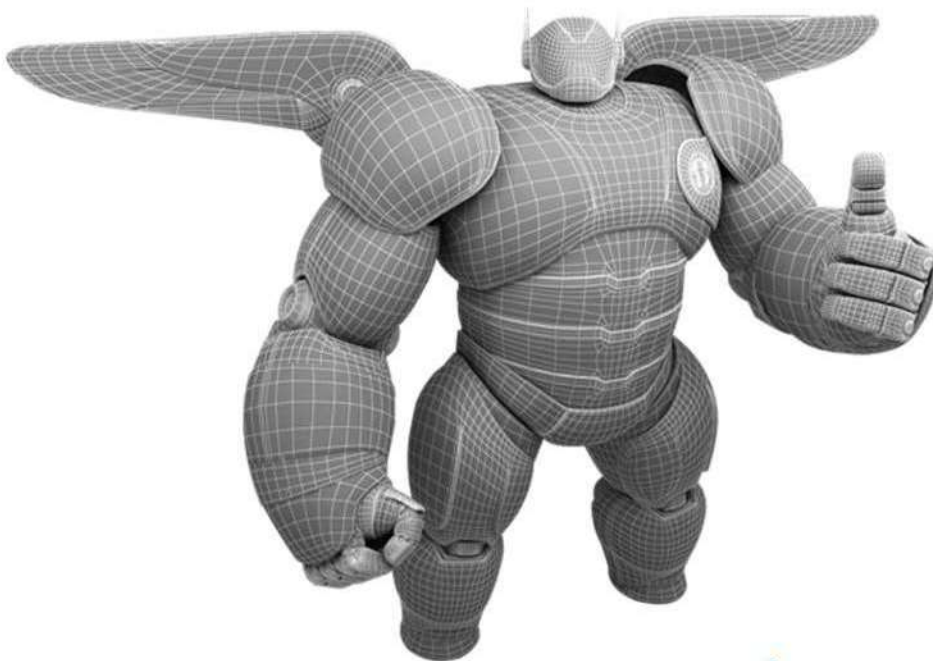
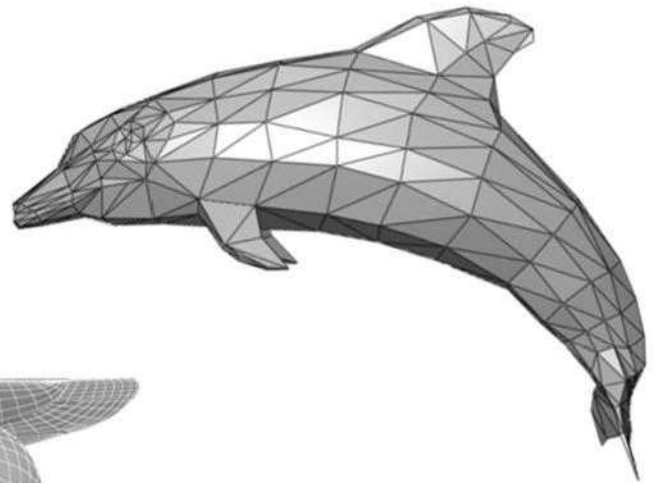
Finish the final animation for turn-in and class critique during the final class meeting.



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**>> Participants, who will complete the course will get PNY Trainings Certificate and referred in relevant industry for jobs and internships.**

# MAYA / 3DS MAX



Johar Town Branch Address: 1st Floor 256 / A, Block R2 Near Shaukat Khanum Hospital, next to Standard Chartered, Lahore



I.T Tower Branch Address: Office # 4, 1st Floor I.T Tower Gulberg III Adjacent Chen One (Back Side of Hafeez Center) Lahore, Pakistan



Head Office Address: Office # 03, Level # 02, Arfa Software Technology Park, Ferozpur Road Lahore, Pakistan