



Forum: HM General Chit Chat

Topic: Can anyone give me a run down on Maya?

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Posted by: Skytower

Posted on: 2009/7/16 15:59:44

I was going through the Harvard extension school and I saw this listing

CSCI E-21 Introduction to 3 -D Modeling and Animation with Maya (12982)

Fall term

Tereza Flaxman, MFA, 3 -D Animator and Author.

Class times: Tuesdays beginning Sept. 1, 5:30-7:30 pm. Required sections Tuesdays, 7:35-9:35 pm.

Course tuition: noncredit and graduate credit \$1,975.

Limited enrollment.

Printable version

This course is an introduction to three-dimensional computer modeling and animation. The industry standard Maya package is used throughout, although the techniques taught in this course should work in most other 3 -D animation packages. Topics include modeling using polygons and NURBS surfaces. Basic texture mapping, lighting, and rendering are also discussed. Students learn how to rig 3 -D models and how to animate them using forward and inverse kinematics and path animation.

Prerequisite: familiarity with Adobe Photoshop. (4 credits)

But I've never heard of Maya and I'm still very new with any sort of art based software, photoshop has been it for me. Anyone have an opinion on Maya?

Skytower