

Bring **perspectives** to realities.

MAYA  
Course Factsheet



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Autodesk is a leading software producer based in the USA. Autodesk is the developer of the internationally-known software AutoCAD and produced dynamic software products used today in the fields of architecture, engineering, entertainment, and many other industries worldwide.



Established in 1992, Al Moalem Institute has been providing comprehensive training in the Kingdom of Bahrain.

With over 100+ internationally recognized certifications and qualifications, Al Moalem Institute has been human resource potential and continually shaping careers of today's workforce and the future generation.

# MAYA

The course will introduce you to MAYA's powerful tools 3D content creation for modelling, animation, texturing, and rendering and how to apply them to your future projects.

## How long does it take to complete the course?

The duration of this course is 60 guided learning hours to complete.

## Who is this course for?

This course is ideal for:

- Design professionals who would like to learn about 3D graphic designing.
- Beginners who do not have any experience using Autodesk MAYA
- Those who would like to certify their proficiency in using Autodesk MAYA software.

## What topics does the course cover?

This course will cover the following topics:

- Introduction to Autodesk Maya and the typical game's asset pipeline
- Maya shortcuts and basic interaction
- General 3D modeling notions
- Advanced 3D modeling notions
- High resolution modeling
- Deformers
- Low resolution modeling for games
- Live geometries and the Maya modeling toolkit
- Shading
- Working with UV's
- Texture baking
- Materials and textures used in games

## What will I gain after completing this certification?

At the end of the course, you will be able to perform the following:

- Develop an understanding of the main tools in the Maya interface and how 3D art is constructed.
- Construct 3D models by creating and editing primitives
- Manipulate objects
- Develop an understanding of how the size and complexity of a 3D model affects render time.
- Create low poly count characters to gain understanding of important poly modelling skills.
- Split polygons to create new vertices and faces and draw new polygons freehand.
- Smooth your polygonal models using subdivisions, and how this affects your modelling strategy.
- Set up a basic lighting rig including directional light, spotlight, key light, point light and render it from different camera views.
- Apply and edit basic shaders using the Hypershade editor.
- Add basic image maps and UV maps, cutting, sewing, folding and unfolding them to apply textures to models.

- Develop an understanding of basic principles of animation and create animations by adding and editing key frames on a timeline.
- Edit animations efficiently using the Graph Editor to control transitions via different kinds of interpolation.
- Develop file structures and naming conventions, and strategies that promote good workflow.
- Render out frames with alpha channels to preview scenes or characters for clients.

### **How is it assessed?**

This course is assessed through a Computer Based Examination taken in any Certiport Authorized Testing Centre.

### **Do I need any prior qualifications to start this course?**

There are no formal requirements to join this course. Learners taking this course are preferably with functional capabilities to operate computers with basic knowledge of application software e.g. Microsoft office.

### **I completed and received my certification, what happens next?**

Upon successful completion of MAYA Certified User Level Certification, you can progress to MAYA Certified Professional Level.

### **What employment opportunities can I apply for after gaining this qualification?**

Experience the power of this software right in your hands. Start learning and get certified to kickstart your career in your chosen industry as a:

- 3D Visual Designer
- Video game editor
- Visual Graphics Animator
- Graphic Designer

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## Reach us

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