DRAF 290: INTRODUCTION TO MAYA PRACTICES

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2023
Credits:	3
Total Contact Hours:	72
Lecture Hours :	45
Lab Hours:	27
Hours Arranged:	0
Outside of Class Hours:	90
Strongly Recommended:	DRAF 160 or DRAF 161 or digital art classes.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

Catalog Course Description

Introduction to modeling, animation and render using Maya with a focus on establishing a working knowledge of Maya's animation tools and techniques, this course builds a solid foundation for developing character animation and special effects sequences. The course uses the two different sections of the Learning Maya tutorial book to provide the student with an overview of the Maya environment and how it can be applied to their work. 45 lecture hours, 27 lab hours.

Course Objectives

- navigate the Maya user interface
- implement standard procedures for Computer Imager documentation in industry.
- use Computer Imager standards commonly found in the student's field in completing assigned projects.
- complete assignments for Computer Imager in the student's option field applying the knowledge and skills obtained in other courses.

Major Course Content

1. Getting Started with Maya
   a. Maya's user interface; menus, view panels, view tools
   b. Layouts, saved layouts, channel Box and manipulators
   c. Selecting in Maya, selection Masks, selection modes
   d. Grouping and parenting
   e. Tools and actions
2. The Dependency Graph
   a. How Maya works; nodes, attributes
   b. Connections
   c. Hierarchies and dependencies
   d. Shading group nodes

Lab Content

1. The Computer Imager's Role in Industry
2. Computer Imager
   a. MAYA room manuals
   b. Corporate standards and specifications
   c. Vendor's product standards
3. Routine MAYA Practices
   a. Design function
   b. Detail function
   c. Checking, sign off, and release procedures
   d. Orders and change notices
   e. Record keeping and project liaison
4. 3D Design and Animation of Products for Presentation
   a. Develop story line
   b. Sketch story boards
   c. Oral presentations
5. MAYA and Computer Imaging Assignments and Projects

Suggested Reading Other Than Required Textbook

Leonardo Da Vinci's works on perspective and lighting.

Examples of Required Writing Assignments

Lab reports and class assignments.
Example: Write a report for project research for presentation boards.

Examples of Outside Assignments

Students will draw animation and 3D projects. Students will explore 3D lighting and shading projects. Students will develop a final project. Students will be required to complete the following types of assignments outside of the regular class time: draw, study, answer questions, practice skills, read required materials, solve problems, write essays, research papers, lab reports, and journals. Students will also observe activities related to course content, participate in activities related to course content.

Instruction Type(s)

Lab, Lecture, Online Education Lab, Online Education Lecture