Croog Studios 3D Animation Maya Intensive

Start Anywhere in Your Career

Beginners and Advanced Maya users alike will benefit from our 3D Animation Maya Intensive Training Program. You will learn key skills from our retained Certified Maya Instructors, College professors and Industry professionals.

Our accommodating staff will help you hit the ground running. Courses cover the scope of several disciplines: Intro to MAYA, Modeling, Texturing, Lighting, & Rendering, Rigging & Character Animation, Dynamics & Effects, and Intro to MEL Programming.
Instuction is Hands-On and is geared toward the individual student's needs.

Enjoyable Learning Experience In a Classic Studio Environment

Croog Studios is a professional animation company which produces animation for Fortune 500 client such as, MTV, Nickelodeon, Comedy Central, Grey Advertising, and GlaxoSmithKline. Enjoy learning in a comfortable studio environment in Chelsea.

Watch Your Knowledge Grow

Whether you are new to 3D or are an industry professional looking to further your Maya skills, Croog Studios will help you build on your knowledge to be a successful 3D Animator!

Lab Time Included

Courses are offered monthly.
Ask about our upcoming classes!

Our Referal Program

Croog Studios Offers a fantastic referral program. Recommend a friend or colleague and receive up to 25% off your tuition.

For Pricing & Availability please contact

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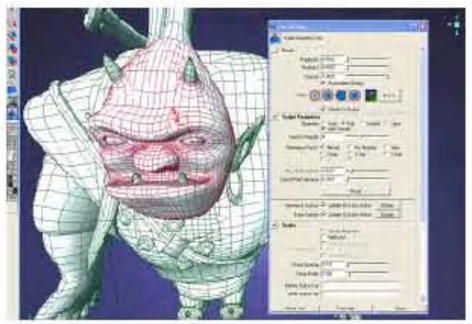
Maya @ CROOG STUDIOS

Beginners and Advanced Maya users alike will benefit from our Maya Intensive Training Program. Learn from Certified Maya Professors

Introduction To Maya

Introduces basic tools, techniques with Maya. Use Maya to model complex objects, texture, animate, light and render a complete animated short film. Gain an understanding of techniques, models, scenes, and animated visual effects used for broadcast, commercial and film. Through lectures, class discussion and the final project, each topic within the course is explored as it applies to the production world. A concentration on workflow & step by step understanding of the many complex components that go into animation is the main goal of the course. Each student is expected to complete a 10 second animated short which will serve as the final project.

- Gain a clear understanding of the Maya interface and basic 3D concepts
- Build a foundation of complex modeling techniques using NURBs, polygons and subdivision surfaces
- Explore the tool set for creative surface texturing and lighting
- Understand rendering issues such as format, resolution etc
- Grasp the foundation of animation techniques and theory



Modeling

This intermediate course is designed for individuals with knowledge of basic MAYA modeling techniques. Learn the principles of character design and modeling. Subjects include:

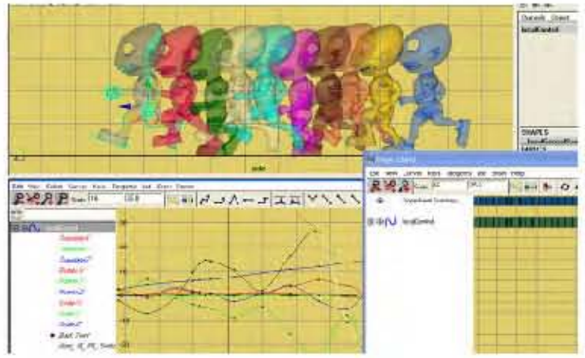
- Character Design includes thumbnails, concept drawings, Marquette's, character sheets, background story.
- Modeling in High Res using Polygons & Sub-D Surfaces, focusing on detail & optimization for Rigging.
- UV Mapping and Texturing. Breaking your character into different UV sets to utilize texture memory as well as using Photoshop to make image maps that will enhance your model.
- Rigging up the joints, adding influence objects and making user friendly controls for animators

Course begins mid-May!

Texturing, Lighting, & Rendering

This intermediate course is designed for individuals with knowledge of basic MAYA modeling techniques. Learn the principles to create fantastic-looking objects. Subjects include:

- Use Hypershade Operations to apply wood, rock, ice, and more.
- Explore tools to properly adjust specularity, bump maps, transparency, incandescense, and glow
- UV Mapping and Texturing. Breaking your character and/or object into different UV sets to utilize texture memory as well as using Photoshop to make image maps that will enhance your model.
- Light Up the scene with advanced lighting techniques.



Character Rigging & Animation

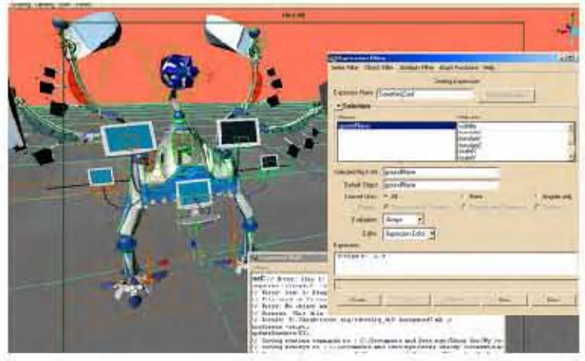
Get up and running literally. Learn the ins and out from simple joints to complex facial animation. Complete a 10 second animated short which will serve as the final project.

- Understand how to rig a complete character from head to toe. Gain practical knowledge of Kinematics
- Create Skeleton Chains & edit joint orientation. Set up Single Chain, Rotation Plane, & Spline IK Solvers
- Use Set Driven Key and deformers to create powerful control systems
- Understand the difference between Smooth & Rigid binding.
- Use Pole Vector constraints as an easy way of achieving realistic motion in arms and legs
- Create complex and subtle character deformations

Dynamics & Effects

The advanced course submerges you into the world of particle effects and dynamics. Learn a wide range of effects including explosions, fire, fluids & water. Topics include: Particle systems, rigid body effects, fields, paint effects, and fluid effects.

- Understand the different elements that comprise Maya Dynamics
- Create & animate Rigid Body objects. Use Dynamic Constraints including Rigid Body constraints & Soft Body springs. Dynamically animate NURBs and polygonal surfaces using Soft Bodies.
- Create and animate particles using fields, goals, ramps and expressions
- Render particles with hardware graphics and software techniques
- Utilize Artisan functionality in conjunction with Maya Dynamics tools
- Instance geometry with particle motion
- Optimize and troubleshoot dynamics scenes



MEL Fundamentals

Travels through a series of real world problem solving examples, workflow enhancements and applications of MEL into integrated scenes, showing students why they'd want to use MEL. Students will gain an understanding of how MEL can simplify their workflow and facilitate complex or tedious tasks.

- Customize your Maya environment using MEL
- Understand the importance of attributes and be able to work with them
- Build custom user interface elements using MEL
- Use expressions to add power to your animations
- Create and use MEL procedures for use in script files