

منهج الدراسة وعدد المستويات بمشروع شغلنى

| Level no. | subject |
|-----------------------------|-----------------------------------|
| Introduction to MAYA | |
| 01 | Introduction to MAYA (6 Sessions) |
| 02 | Modeling intro (6 Sessions) |

الطلاب اللي هيدرسوا مودلينج وريج وأنيميشن

الطلاب اللي هيدرسوا إضاءة ورندر وكومبوزيتينج

| Level no. | subject |
|---------------------------|---|
| 03 | Cartoon character modeling (4 Sessions) |
| 04 | Mudbox for modulers (4 Sessions) |
| 05 | Hard Surface Modeling (Car modeling) (9 Sessions) |
| Test | Modeling Test |
| Rigging | |
| 06 | Rigging intro (4 Sessions) |
| 07 | Advanced character rigging (6 Sessions) |
| Test | Rigging Test |
| Animation | |
| 08 | Animation intro (1 Sessions) |
| 09 | 12 Principles of Animation (2 Sessions) |
| 10 | Character animation (6 Sessions) |
| 11 | Animation Test |
| The final workshop | |
| 12 | (Modeling-Rigging-animation) Workshop |

| Level no. | subject |
|--------------------------------|---|
| Texturing | |
| 03 | Hypershade and materials (4 Sessions) |
| 04 | Intro to UV in Maya |
| 05 | New UV in Maya 2016 (2 Session) |
| 06 | Texture with Mudbox and Photoshop (9 Sessions) |
| Lighting | |
| 07 | Lighting intro (2 Sessions) |
| 08 | Lighting top secrets (2 Sessions) |
| 09 | Arnold rendering (6 Sessions) |
| Dynamics or Compositing | |
| 10 | Dynamics or Compsiting (11 Sessions) يتم تقسيم الطلاب بين المجالين طبقا لمهارة الطالب واحتياجات الشركة |
| The final workshop | |
| 11 | (Texturing - Rendering - Dynamics or Compsiting) |