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# **AUTODESK**

## **Maya**

**COURSE**



# **ELEGANT TRAINING**

Approved & Permitted by KHDA



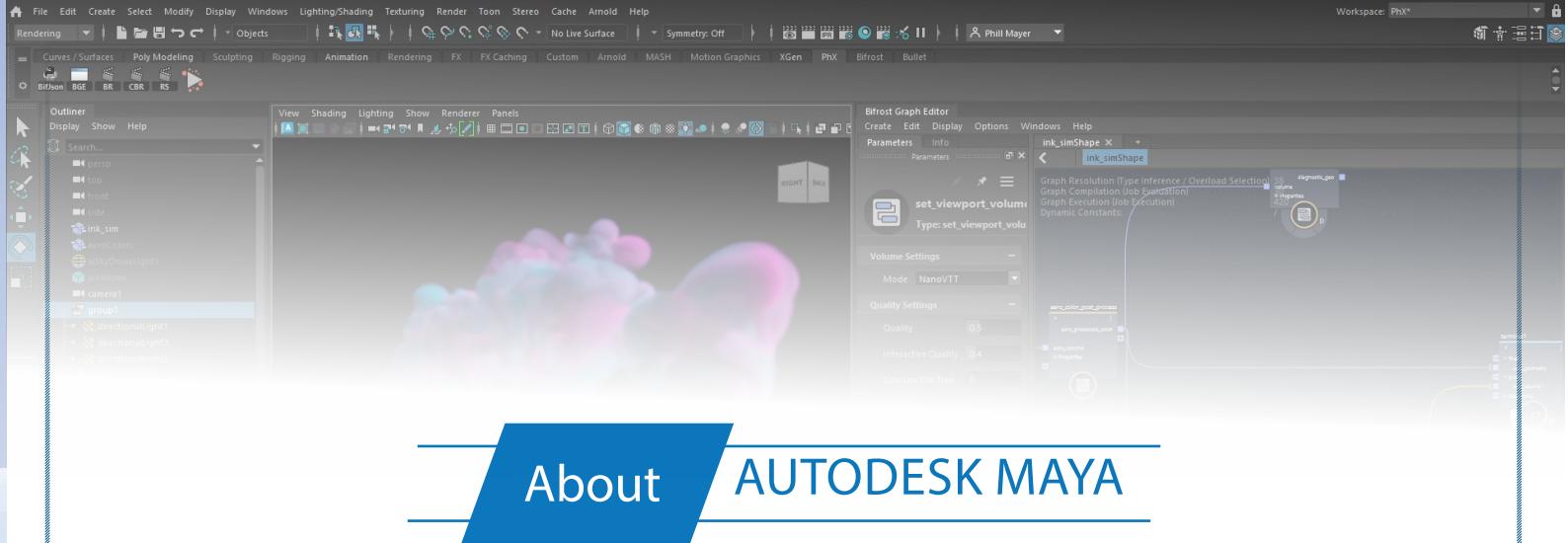
## For whom is the course for?

This course is suitable for:

1. 3D Animators – for character animation in movies, games, and commercials.
2. Modelers – to build detailed 3D objects, characters, and environments.
3. VFX Artists – to create realistic effects like explosions, water, fire, and smoke.
4. Game Developers – for designing assets, characters, and cinematic cut-scenes.
5. Architectural & Product Visualizers – for high-quality rendering of concepts.
6. Students in Animation or Multimedia – to build industry-ready skills.

## Pre-requisites

No prior 3D experience is required — basic computer knowledge is sufficient to begin learning Autodesk Maya and building your skills



## About **AUTODESK MAYA**

"Autodesk Maya is a leading 3D Modeling, Animation, Simulation, and rendering software used by professionals in Film, Gaming, and Visual Effects industries. It offers powerful tools for creating lifelike Characters, Realistic Environments, and Cinematic Visual Effects, making it a top choice for creative artists and studios worldwide."



### What you can expect ?

- Learn the fundamentals of 3D modeling, animation, texturing, and rendering in Maya.
- Gain hands-on experience with industry-standard tools used in film, gaming, and VFX.
- Understand character rigging, lighting, camera setup, and scene composition.
- Explore simulation techniques for realistic effects like smoke, fire, and fluids.
- Work on practical projects to build a professional portfolio.
- Receive guidance from experienced trainers with real-world production expertise.



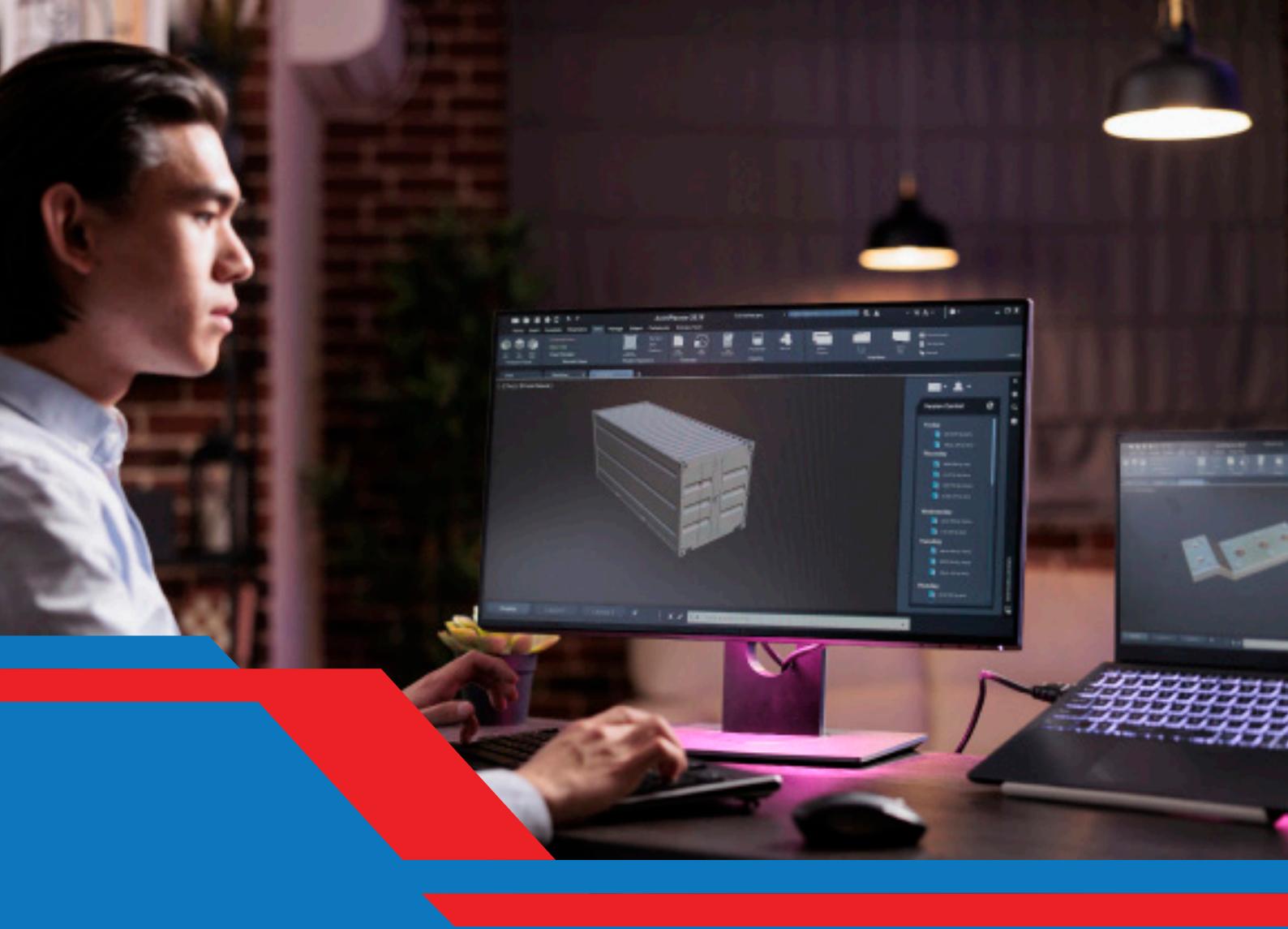
### Where to look for JOB ?

- Film & Animation Studios
- Game Development Companies
- Advertising & Creative Agencies
- Freelance Platforms
- Architecture & Product Visualization Firms

# Contents



- Introduction to Autodesk Maya
- Basic 3D Concepts
- Modeling Fundamentals
- Advanced Modeling Techniques
- UV Mapping & Texturing
- Materials & Shading
- Lighting Basics
- Advanced Lighting Techniques
- Rendering with Arnold
- Animation Essentials
- Dynamics & Effects
- Final Project & Portfolio Development



## CONTACT US

Office Number 620, AB Center, Beside Ibis Hotel, Al Barsha 1 Near Insurance Market Metro Station, Sheikh Zayed Road, Dubai, UAE

Phone : +971 4 399 7800

Mobile: +971 54 749 5664

Email: [info@elegant-training.ae](mailto:info@elegant-training.ae)

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