

Autodesk Maya Certified User Skills



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Welcome to the *Autodesk® Maya® Certified User Skills*. This document was designed to help educators and educational institutions teach Maya® software skills. Created using valuable input from respected educators and designers, it sets forth important skill standards for developing a high-quality curriculum resources.

The Maya Certified User Skills serves to standardize the core competencies for fundamental-level instruction with Maya for a two-semester class.

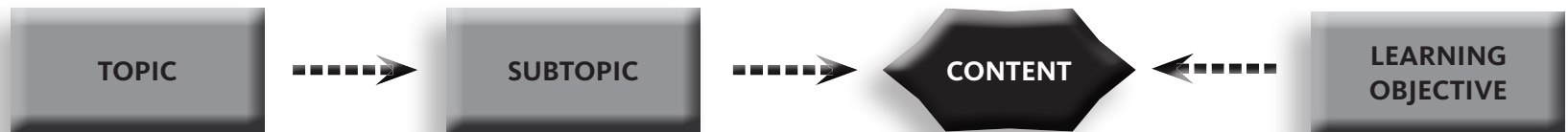


TIP: Although this document is designed to facilitate teacher-led courses and lessons, it may also be referenced for self-paced learning through the use of the Autodesk® Digital STEAM Workshop and the Autodesk® Maya® Certified User Digital Study Packet.

Using This Document

This easy-to-read document lists industry-specific topics pertaining to a function or feature set of Maya software. Topics are organized into three substructures logically sequenced for classroom presentation:

- **Topic:** A standard functional subject area and/or feature set available in Maya software.
Example: Drawing Organization and Inquiry Commands.
- **Subtopic:** A subtopic provides more detail on the topics and what should be taught and learned.
Example: Layers Properties Manager.
- **Learning Objective:** The learning objective exemplifies what the student is expected to understand.
Example: Use layers to organize objects in your drawings.



Maya Certified User Digital Study Packet

The Maya Certified User Digital Study Packet is a digital learning resource that provides students with a library of short videos based on the Maya Certified User Skills. The study packet covers the basic techniques required to become familiar with the software and get hands-on quickly.



TIP: Teachers can leverage the study packets in conjunction with the Autodesk Digital STEAM Workshop or their own curriculum to help their students build their software skills.

Autodesk Digital STEAM Workshop

The Autodesk Digital STEAM Workshop provides teachers and students with a highly visual story-based curriculum created to promote design innovation and creative problem-solving through science, technology, engineering, arts, and math (STEAM). The curriculum is structured as a framework for learning software through project-based content based on engaging real-world industry projects that build gradually in difficulty, offering students a chance to achieve small successes as they build their technical skills.



TIP: Using the Maya Certified User Skills as benchmarks, teachers can measure a student's progress as they work through the skills-building projects offered in the Autodesk Digital STEAM Workshop.

Feedback

We welcome your feedback on the *Maya Certified User Skills*. Please email us at digitalsteam@autodesk.com.

Autodesk Maya Certified User Skills



Image courtesy of Firaxis Games

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
UI/Scene Management				
	UI Elements			
		Menus	Point out common menus like File, Edit, Modify, Create, Display, Window, Assets, Muscle(if it's loaded) and Help. Talk how everything between File and Muscle or Help (if Muscle is not loaded) changes depending on the different Menu Sets you choose	http://download.autodesk.com/us/maya/2011help/index.html
		Status Line	Point the most important buttons on the Status Line like the Creat New, Open Scene and Save Scene button, the object mode button, the construction history button,render current frame button and the attribute editor, tool settings and channel box button.	http://download.autodesk.com/us/maya/2011help/index.html
		Attribute Editor	Give a brief overview of the attribute editor, and explain how it differs from the channel box.	http://download.autodesk.com/us/maya/2011help/index.html
		Tool Settings	Demonstrate how the Tool Settings window is context sensitive.	http://download.autodesk.com/us/maya/2011help/index.html
		Channel Box	Give a brief overview of what information the channel box can hold and it's importance in quickly accessing attributes	http://download.autodesk.com/us/maya/2011help/index.html
		Tool Box	Demonstrate how to access transformation tools from the toolbox as well as the last used tool	http://download.autodesk.com/us/maya/2011help/index.html
	UI Navigation			
		Menu Sets	Demonstrate the ability of changing between menu sets and discuss how each menu relates to a particular task	http://download.autodesk.com/us/maya/2011help/index.html
		Marking Menus	Demonstrate how to access context sensitive tools using the right mouse button.Show how you can hide/unhide UI elements with the spacebar(hotbox) and RMB of the West Quadrant	Watch video 3_hotbox
	Function Keys	Demonstrate how to change between different menu sets using the function keys for e.g. F2, F3 etc..	Watch video 1_Menu	

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
UI/Scene Management				
View Navigation				
	Alt + LMB, MMB, RMB		Demonstrate how to move the camera or viewing area using the keyboard and mouse combinations	http://download.autodesk.com/us/maya/2011help/index.html
	Hotbox		Demonstrate how to navigate through the hotbox	Watch video 3_hotbox
	Perspective/ Orthographic Views		Discuss the importance of using both perspective and orthographic view when viewing and managing objects in a scene	Watch video 4_view navigation
	Quick Layout Buttons		Show how the quick layout buttons can be used to change layouts in Maya	Watch video 5_Quick Layout
	View Cube		Demonstrate how the view cube can be used to navigate to different views in Maya	http://download.autodesk.com/us/maya/2011help/index.html
	Grid		Demonstrate how to turn the grid on and off and change spacing. Discuss the importance of setting working units correctly.	Watch video 11_project folder
Viewport Display Types				
	Shading>Wireframe		Demonstrate using the hotkey 4 with an example. Create a simple Maya scene with different display modes and have students identify these modes within the scene mainly the wireframe, smooth shade all, wireframe on shaded, textured and use all lights	Review Shading Modes Video
	Shading>Wireframe on Shaded			Review Shading Modes Video
	Shading>Smooth Shade All		Demonstrate using the hotkey 5 with an example	Review Shading Modes Video
	Shading> Hardware Texturing		Demonstrate using the hotkey 6 with an example	Watch video 28_file texture
	Use All Lights		Demonstrate using the hotkey 7 with an example	Watch video 25_Lights_IPR

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UI/Scene Management				
	ToolBox			
		Select Tool	Demonstrate how to activate the select tool and also discuss the Q Hotkey	Watch video 7_Toolbox
		Move Tool	Demonstrate how to activate the move tool and also discuss the W Hotkey	Watch video 7_Toolbox
		Rotate Tool	Demonstrate how to activate the move tool and also discuss the E Hotkey	Watch video 7_Toolbox
		Scale Tool	Demonstrate how to activate the move tool and also discuss the R Hotkey	Watch video 7_Toolbox
	Object Selection			
		Frame on Selected	Demonstrate how to center the camera on the selected object/s using the F hotkey	Watch video 8_Selections
		Deselect	Demonstrate how to deselect objects or components using the keyboard and mouse combination Ctrl + Select	Watch video 8_Selections
		Add to Selection	Demonstrate how to add to a selectin of objects or components using the keyboard and mouse combination Ctrl + Shift + Select	Watch video 9_lasso paintselections
		Quick Select Sets	Demonstrate the workflow for creating quick selects sets and how to manage sets after creation	Watch video 30_UV Texture Editor
		Lasso Tool	Demonstrate how to use the lasso tool to select objects or components	Watch video 9_lasso paintselections
		Paint Selection Tool	Demonstrate how to use the paint selection tool.	Watch video 9_lasso paintselections
		Selection Order	Demonstrate how one can tell which object was selected last by observing the wireframe color of selected objects	Watch video 8_Selections
	Selection Masks	Demonstrate how to filter what can be selected in a scene using the selection masks	Watch video 8_Selections	

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UI/Scene Management				
Object Transformation				
	Local/Object/World Space		Give a brief overview of the different spaces an object can exist in, giving examples of how each space affects the object	http://download.autodesk.com/us/maya/2011help/index.html
	Pivot		Give examples of how the pivot of an object can effect it's transformations and how to modify the pivot	Watch video 2_tool settings wmv
	Restricting the Transform Manipulator to two axis		Demonstrate with an example how the transform manipulator can be restricted to two axis while disabling one	Watch video 7_Toolbox
Object Organization				
	Outliner		Introduce how the outliner can be used to view and organise objects in a scene	http://download.autodesk.com/us/maya/2011help/index.html
	Hypergraph:Hierarchy		Introduce the hypergraph as a more technical approach to viewing and organizing objects in a scene but with a deeper level of control.	http://download.autodesk.com/us/maya/2011help/index.html
Customizing				
	Shelves			http://download.autodesk.com/us/maya/2011help/index.html
	Layer Editor		Demonstrate how to manage the visibility and selection of objects by using the layer editor	Watch video 10_outliner hypergraph
Project Folder				
	Overview		Demonstrate and discuss how this can organize files for a project	http://download.autodesk.com/us/maya/2011help/index.html
Preferences: Undo				
	Queue		Discuss why the undo queue is initially set to 50 and why one would change it to infinite	http://download.autodesk.com/us/maya/2011help/index.html

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Modeling				
	Scene Setup/Layout			
	Units		Show the Working Units Setup in Maya	Watch video 11_projectfolder
	2D Nurbs Curve Tools			
	Nurbs Curve Components		Discuss the different components of Nurbs curves	http://download.autodesk.com/us/maya/2011help/index.html
	EP and CV Curve Tools		Demonstrate that each tool differs in its creation process but that both create a NURBS curve	http://download.autodesk.com/us/maya/2011help/index.html
	Bezier Curve Tool		Compare bezier curves to NURBS curves highlighting their differences and discussing how they can be used together	http://download.autodesk.com/us/maya/2011help/index.html
	Creation Tools			
	Create Circle		Demonstrate the input node for the circle	Watch video 13_Bend
	Create Text		Demonstrate text while using Bevel and Bevel plus	Watch video 15_Text_Bevel_Bevel Plus
	NURBS Curve Component Editing			
	RMB Marking Menu		Demonstrate the ability to choose different component modes using the RMB marking menu	http://download.autodesk.com/us/maya/2011help/index.html
	Open/Close Curves		Demonstrate how you can open and close curves with the open/close curves tool and how it affects surface creation	Watch video 14_Extrude_beizer
	Snap to Curve		Demonstrate using this on the status line and also introduce the C hotkey	Watch video 12_revolve
	Snap to Grid		Demonstrate using this on the status line and also introduce the X hotkey	Watch video 13_Bend

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Modeling				
	Nurbs Surface Display			
		Crv Precision Shaded>Low Resolution Display	Demonstrate in the Attribute Editor and then introduce the hotkey 1	Watch video 12_revolve
		Crv Precision Shaded>Medium Quality Display	Demonstrate in the Attribute Editor and then introduce the hotkey 2	Watch video 12_revolve
		Crv Precision Shaded>Smooth Quality Display	Demonstrate in the Attribute Editor and then introduce the hotkey 3	Watch video 12_revolve
	NURBS Surface Creation			
		Revolve	Create a simple wine glass model while using revolve. Explain the difference between the CV, EP and Beizer curve tools. Explain the importance of pivot points. Show how to snap pivot points. Also make use of image planes. Explain the Revolve tool options in detail and show how you can get different output geometry while using the tool.	Watch video 12_revolve
		Loft	Create a simple toothpaste tube while using loft. Start with nurbs circles. Talk about the input node for circle. Discuss inserting isoparms for greater details after the loft creation and show how the shape can be edited through different component levels. Explain the Loft tool options in detail and show how you can get different output geometry while using the tool.	Watch video 13_Bend
	Extrude	Create a simple tunnel or a rollercoaster while using the extrude. Talk about snapping pivots. Show how to modify the path while editing the nurbs components. Explain the Extrude tool options in detail and show how you can get different output geometry while using the tool.	Watch video 14_Extrude_beizer	

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Modeling				
NURBS Surface Creation				
	Bevel		Create a simple logo such as the “Maya” logo while using either CV, EP or Beizer curve tools. Use image planes as modeling aids. Discuss different curve editing tools and use the bevel tool to create the logo. Discuss the Bevel tool options in detail and show how you can get different output geometry while using the tool.	Watch 15_Text_Bevel_Bevel Plus
	Bevel Plus		Create a simple logo such as the “Maya” logo while using either CV, EP or Beizer curve tools. Use image planes as modeling aids. Discuss different curve editing tools and use the bevel plus tool to create the logo. Discuss the Bevel Plus tool options in detail and show how you can get different output geometry while using the tool. Discuss difference between the bevel and bevel plus tool.	Watch 15_Text_Bevel_Bevel Plus
Object Cloning				
	Duplicate		Demonstrate creating multiple copies of an object. Introduce the hotkey.	Watch video 13_Bend
	Duplicate Special		Demonstrate the added control in creating multiple copies using duplicate special	Watch video 16_Polygon_Duplicate
	Duplicate with Transform		Demonstrate the workflow needed to correctly use duplicate with transform. Introduce the hotkey.	Watch video 16_Polygon_Duplicate
Polygon Tools				
	Polygon Surface Components		Explain the different components of Polygon surfaces	Watch video 16_Polygon_Duplicate
	Polygon Primitives		Demonstrate different Polygon primitives and discuss their input node settings	Watch video 16_Polygon_Duplicate
Component Editing				
	RMB Marking Menu		Demonstrate the ability to choose different component modes using the RMB marking menu	Watch video 16_Polygon_Duplicate
Modeling Tools				
	Interactive Creation		Demonstrate how to create a primitive using interactive creation turned on	Watch video 16_Polygon_Duplicate

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Modeling				
	Polygon Modeling Tools			
		Combine	Demonstrate that combining multiple polygon objects creates a polygon object with a single transform	Watch video 17_Extrude_Wedge Face
		Smooth	Demonstrate the ability to add detail to a mesh using smooth and compare this to using smooth mesh preview	Watch video 17_Extrude_Wedge Face
		Booleans	Demonstrate different boolean types	Watch video 18_Boolean_Polycount
	Polygon Information			
		Poly Count	Demonstrate how to keep track of poly counts at a scene, object selection level	Watch video 18_Boolean_Polycount
	Polygon Surface Editing			
		Extrude	Demonstrate how to add and reshape geometry using the extrude tool. Introduce the “g” hotkey	Watch video 17_Extrude_Wedge Face
		Bridge	Demonstrate how to add geometry using the bridge tool	Watch video 17_Extrude_Wedge Face
		Insert Edge Loop Tool	Demonstrate adding edge loops and redirecting the flow of geometry using Insert Edge loop tool	Watch video 17_Extrude_Wedge Face
		Wedge Face	Demonstrate how wedge face can be used to add geometry at certain angles	Watch video 17_Extrude_Wedge Face
		Merge	Demonstrate how merge can be used to connect vertices and edges	Watch video 19_Merging
		Merge To Center		Watch video 19_Merging
		Merge Vertex Tool	Demonstrate how the merge vertex tool can be used to merge vertices by click dragging	Watch video 19_Merging
	Merge Edge Tool	Demonstrate how edges can be merged with the merge edge tool	Watch video 19_Merging	
	Bevel	Demonstrate how to bevel edges	Watch video 16_Polygon_Duplicate	

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Modeling				
	Smooth Mesh in the Attribute editor for Polygons			
		Smooth Mesh Preview>Default Polygon Mesh	Demonstrate in the Attribute Editor and then introduce the Hotkey 1	Watch video 16_Polygon_Duplicate
		Smooth Mesh Preview>Cage + Smooth Mesh Display	Demonstrate in the Attribute Editor and then introduce the Hotkey 2	Watch video 16_Polygon_Duplicate
		Smooth Mesh Preview>Smooth Mesh Display	Demonstrate in the Attribute Editor and then introduce the Hotkey 3	Watch video 16_Polygon_Duplicate
	Polygon Components			
		Toggle Object/Component Mode, RMB	Introduce the Hotkey F8	Watch video 16_Polygon_Duplicate
		Vertex Component Mode	Introduce the Hotkey F9	Watch video 16_Polygon_Duplicate
		Edge Component Mode	Introduce the Hotkey F10	Watch video 16_Polygon_Duplicate
		Face Component Mode	Introduce the Hotkey F11	Watch video 16_Polygon_Duplicate
	Modeling Aids			
		Image Planes	Demonstrate how to setup image plane to assist as reference in modeling objects	Watch video 12_revolve
		Non-Linear Deformers	Demonstrate the bend and twist deformer	Watch video 12_revolve & video 13_Bend

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Modeling				
	Subdivision Surfaces			
		Standard Mode vs. Polygon Proxy Mode	Demonstrate how to use each mode when modifying a subd surface and show when to use each mode	Watch video 20_Subd Poly proxy
		Partial Crease Edge/ Vertex		Watch video 20_Subd Poly proxy
Camera				
	Camera Types			
		Camera	Demonstrate the difference between the types of Cameras available	Watch video 21_Cameras
	Creating Cameras from Views			
		Panels>Perspective>New	Demonstrate how new cameras can be made easily from the panel dropdown	Watch video 21_Cameras
	Camera Attributes			
		Near/Far Clip Planes	Demonstrate how the Near/Far Clip Planes control what is rendered in Camera	Watch video 23_clipping planes_tumble track dolly
		Background Color	Demonstrate how to change the Background Color and then return to Default	Watch video 35_Render settings
	Camera Settings			
		Safe Title/Safe Action	Discuss the use of Safe Title/Safe Action	Watch video 22_Safe Frames
		Tumble Tool	Review the hotkeys	Watch video 23_clipping planes_tumble track dolly
		Track Tool	Review the hotkeys	Watch video 23_clipping planes_tumble track dolly
		Dolly Tool	Review the hotkeys	Watch video 23_clipping planes_tumble track dolly
		Zoom Tool		Watch video 23_clipping planes_tumble track dolly

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Lighting				
	Light Types			
		Ambient Light	Demonstrate how an ambient light differs from a point light and discuss its limitations	Watch video 25_Lights_IPR
		Directional Light	Demonstrate how the directional light mimics parallel light rays from the sun.	Watch video 25_Lights_IPR
		Point Light	Demonstrate how the point light emits light in all directions similar to various light sources	Watch video 25_Lights_IPR
		Spot Light	Demonstrate the extra attributes a spot light has, allowing for greater control when lighting	Watch video 25_Lights_IPR
		Area Light	Discuss the usage of area lights and their increased load on rendering time	Watch video 25_Lights_IPR
	Attributes			
		Common Attributes	Discuss those attributes that are common to all lights	Watch video 25_Lights_IPR
		Specific Attributes to certain lights	Discuss those attributes that are not common to all lights and only specific to some lights for e.g. Spotlight-Penumbra, Cone Angle , decay rates etc...	Watch video 25_Lights_IPR
	Lighting: UI			
		Light Linking Editor	Demonstrate how to illuminate objects with specific lights using the light linking editor	Watch video 26_Light linking _render settings_ shadows
	Shadows			
		Depth map Shadows	Demonstrate the advantages and limitations of depth map shadows	Watch video 26_Light linking _render settings_ shadows
		Raytrace Shadows	Discuss the need of raytrace rendering when using raytrace shadows and how ray depth limit effects shadow visibility in a render	Watch video 26_Light linking _render settings_ shadows

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Materials_Shading				
	Shading UI			
		Hypershade	Introduce the different areas within the hypershade and give a brief overview of their use and general workflow	Watch video 27_Hypershade UI
	Shading Components			
		Materials	Discuss what materials are with real world examples. Give a brief introduction to materials and explain the difference between a material and a texture	Watch video 27_Hypershade UI
		Textures	Discuss what textures are with real world examples. Give a brief introduction to textures and explain the difference between file and procedural textures	Watch video 28_file texture
	Material Attributes			
		Common material Attributes	Give a brief overview of the most frequently used attributes like colour, transparency, bump and diffuse	Watch video 27_Hypershade UI
	Hypershade UI			
		Toggle create bar on/off	Show how the create bar can be toggled on/off to get more screen real estate	Watch video 27_Hypershade UI
		Clear Graph	Demonstrate how to non-destructively clear the work area using clear graph	Watch video 28_file texture
		Rearrange Graph	Demonstrate how to organise multiple nodes in the work area using rearrange graph	Watch video 28_file texture
		Graph Materials on Selected Objects	Demonstrate how to view the shading network of a selected object using graph materials	Watch video 28_file texture
		Input and Output Connections	Demonstrate how to show all connections to selected nodes using Input and Output connections	Watch video 28_file texture
		Shaded and Textured Display in the viewport. Show it in the Panel Menu	Review the 6 hotkey here	Watch video 28_file texture

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference	
Materials_Shading					
	Material Types				
		Blinn	Demonstrate what surfaces resemble the properties of a Blinn material and compare it to a Phong material	Watch video 27_Hypershade UI	
	Textures	File Texture	Demonstrate the difference between a file texture and a procedural texture discussing the advantages and limitations of both.	Watch video 28_file texture	
		2D Texture Attributes			Watch video 28_file texture
		2D Procedural Texture	Demonstrate the difference between a file texture and a procedural texture discussing the advantages and limitations of both.	Watch video 29_2d & 3d procedurral	
		3D Procedural Texture	Demonstrate the difference between a 3D and 2D procedural texture	Watch video 29_2d & 3d procedurral	
	UV Texture Editor	Planar Mapping	Demonstrate the different ways a texture can be connected to an input and discuss the advantage of each method	Watch video30_UV Texture Editor	
		Select Shell	Demonstrate how to select a UV shell for placement in the texture editor	Watch video30_UV Texture Editor	
		UV Snapshot	Demonstrate how UV Snapshot can be used to take your UV's into paint program	Watch video30_UV Texture Editor	
Animation					
	Keyframing Basics				
		Animation Terminology	Introduce the concept of Keyframes	Watch video 31_Aimation	
		Time Slider	Explain the timeslider and its use in animation	Watch video 31_Aimation	
		Range Slider	Explain the rangeslider and its use in animation	Watch video 31_Aimation	
	Preferences				
		Time Slider Preferences	Check vital settings in the Preferences Window for Time Slider and Playback	Watch video 31_Aimation	
Playback Preferences		Check vital settings for Time (Working Units)	Watch video 31_Aimation		

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Animation				
	Creating Animation: Keyframing			
	Auto Key	Demonstrate AutoKey with a simple ball starting from the ground, being tossed up and falling back on the ground. Make sure to explain timeslider, rangeslider, playback preferences, time slider preferences, playback preferences configure the Maya UI for animation while using this example.	Watch video 32_Autokey Setkey	
	Set Key	Demonstrate setkey with a simple example. Introduce the 's' hotkey. Demonstrate SetKey with a simple ball starting from the ground, being tossed up and falling back on the ground. Make sure to explain timeslider, rangeslider, playback preferences, time slider preferences, playback preferences configure the Maya UI for animation while using this example.	Watch video 32_Autokey Setkey	
	Channel Box UI	Demonstrate how to create basic motion in the Channel Box	Watch video 33_Channel box_timeslide_grapheditor	
	Key Selected (Channel Box)	Demonstrate how you animate from the channel box	Watch video 33_Channel box_timeslide_grapheditor	
	Editing Animation: Keyframing			
	Time Slider Animation Control	Demonstrate how to control basic object motion in the Time Slider	Watch video 33_Channel box_timeslide_grapheditor	
	Editing Animation: Graph Editor			
	Graph Editor UI	Introduce basic controls only	Watch video 33_Channel box_timeslide_grapheditor	
	Preview/Render Animation			
	Playblast	Demonstrate playblast and its options	Watch video 34_Motion Paths	
	Creating Animation: Motion Paths			
	Creating Animation: Motion Paths	Demonstrate how to animate objects on a path	Watch video 34_Motion Paths	

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
Animation				
	Playback			
		Play/Pause	Introduce the hotkey “Alt+v”	Watch video 34_Motion Paths
		Go to next keyframe	Introduce the hotkey “.”	Watch video 34_Motion Paths
		Go to previous keyframe	Introduce the hotkey “,”	Watch video 34_Motion Paths
		Go to the previous frame	Introduce the hotkey “Alt +,”	Watch video 34_Motion Paths
	Animation Deformers			
	Go to the next frame	Introduce the hotkey “Alt + .”	Watch video 34_Motion Paths	
	Blend Shapes		Watch video 36_Blend Shapes	
Rendering				
	Render Settings			
		Common Tab	Give a brief overview of the various settings within the common tab focusing on the most important ones like file name prefix, image format, frame/animation ext, frame padding, renderable camera and image size	Watch video 35_Render settings
	Renderer			
		Maya Software Renderer	Give a brief overview of the Maya Software renderer discussing its strengths and limitations	Watch video 35_Render settings
	Batch Rendering			
		Batch Renderer	Discuss batch rendering with an example to render	Batch render an animation and discuss the project directory structure in Maya as to where the rendered frame are saved.
	IPR Rendering			
	IPR	Introduce the workflow of using the ipr to assist in feedback to changes made in a render	Watch video 25_Lights_IPR	
	IPR Limitations	Compare IPR in Maya Software and Mental Ray as well as discussing the limitations of the IPR	Watch video 25_Lights_IPR	

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Autodesk Maya Certified User Skills



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