

CS125 Introduction to 3D Computer Animation  
Fall 2009

Introduction to Maya

Date	What should be done	Handin name	Files to handin
Sept 28 10am	Maya tutorial	maya_tut	<ul style="list-style-type: none"><li>o &lt;login&gt;_temple.mb</li><li>o REPORT.txt</li></ul>

**Goal**

The goal of this assignment is to learn basic navigation and manipulation in Maya.

**Assignment**

1. Read *Introducing Maya 2009* Chapter 1. This introduces 3d and the animation pipeline.
2. Complete the tutorial Maya Basics: Lessons 1-4. In this tutorial, you will create a temple model while trying out some of the navigation methods and manipulators. Start the Maya program by clicking on its desktop icon or finding it in the Start menu under All Programs.

Once you open Maya, click on **Help** on the top-most menu bar. Click on the first item, Maya Help. This will open up Maya help in a browser. Then click on the **Learning Resources** folder, then **Tutorials**, then **Getting started with Maya**. Skim through the **Overview** section, then go on to **Maya Basics**. Read the introduction and follow the directions in Lessons 1-4 to complete the tutorial. Save your temple to <login>\_temple.mb to hand in.

3. Within Maya, check out Help->Extra Learning Resources. This will take you to the Autodesk website. If you are new to 3d computer graphics, you might want to check out *The Art of Maya* – this is a free downloadable book in pdf format. *The Art of Maya* introduces many of the Maya concepts and capabilities with lots of pictures. You won't learn how to actually do much from this book, but you'll get a sense of what can be done. The Tutorials section on the website has a link to a pdf copy of *Getting Started with Maya*. This can be helpful because you can peruse the pdf anywhere, not just while running Maya in the lab.
4. In *Introducing Maya 2009*, skim Chapter 3. Basically, this is way too much information to digest, but you will be coming back to this as a reference so you'll want to know what's there.