

Course Outline

First Level: (30 Hour)

- Basics
 - Interface overview (main window, menus, menu set, shelves, quick layout buttons, layer editor, toolbox and tool setting).
 - View ports.
 - Marking menus.
 - Selection.
 - Viewing the scene.
 - Transforming Objects (Move – Rotate – Scale).
 - Hotkeys (standard and user defined).
 - Help.
- Modeling
 - Polygons, nurbs, subdivision surfaces.
 - Introduction to basic polygon operations (Boolean operations, extrude ... etc).
 - Introduction to curves.
 - Basic curve operations (attach, reverse curve direction ... etc).
 - Basic operations using curves (revolve-loft-planner-extrude-bevel-bevel plus).
 - Basic nurbs operations.
 - Hyper graph (Groups, parent, child ... etc).
 - Duplicate.
 - Multilister
 - Different material types.
 - Material attributes (color, transparency, diffuse, ambient color, bump mapping ...etc).
 - Introduction to texturing.
- Animation:
 - Setting keys (at current time, prompt).
 - Auto key.
 - Time line basics.
 - Copy, cut and delete key frames.
- Lighting:
 - Types of lights (directional light, ambient light, spot light, point light, area light ... etc).
- Camera:
 - Basic camera types (camera, camera with aim, camera with aim and up)
- Rendering:
 - Introduction to rendering.
 - Output file types.
 - Render Setting.
 - Introduction to adobe premiere.