"Jumpstart with Autodesk Maya"

First Session - Duration: 1 and half hour:
- Game and film industry over all in the world.
- History and future of computer graphics
- Integration of programming, arts and design in computer graphics
- What to do to get into these fields.
- Basic introduction of Maya environment. I will be using PLE version of Maya and bring it with me. In this case you do not need to install and buy Maya. PLE, (personal Learning Edition) of Maya is available on AliasWavefront site for free and you can install it by yourself.

Second Session - Duration: 1 and half hour:

- Polygonal, NURBS and SUB divisional surfaces in Maya.
- Rendering in Maya.
- Procedural and Key frame animation in Maya.
- Dynamics and its uses in real life environment.
- Technicality and tools for computer graphics
- Integration of Maya as a problem solver
- Mel (Maya Embedded language) and its use in the production houses.

Presenter:

MUQEEM KHAN
Associate Professor
School of Communication
Northwestern University in Qatar, Qatar Foundation
http://www.qatar.northwestern.edu/
http://www.muqeemkhan.com/