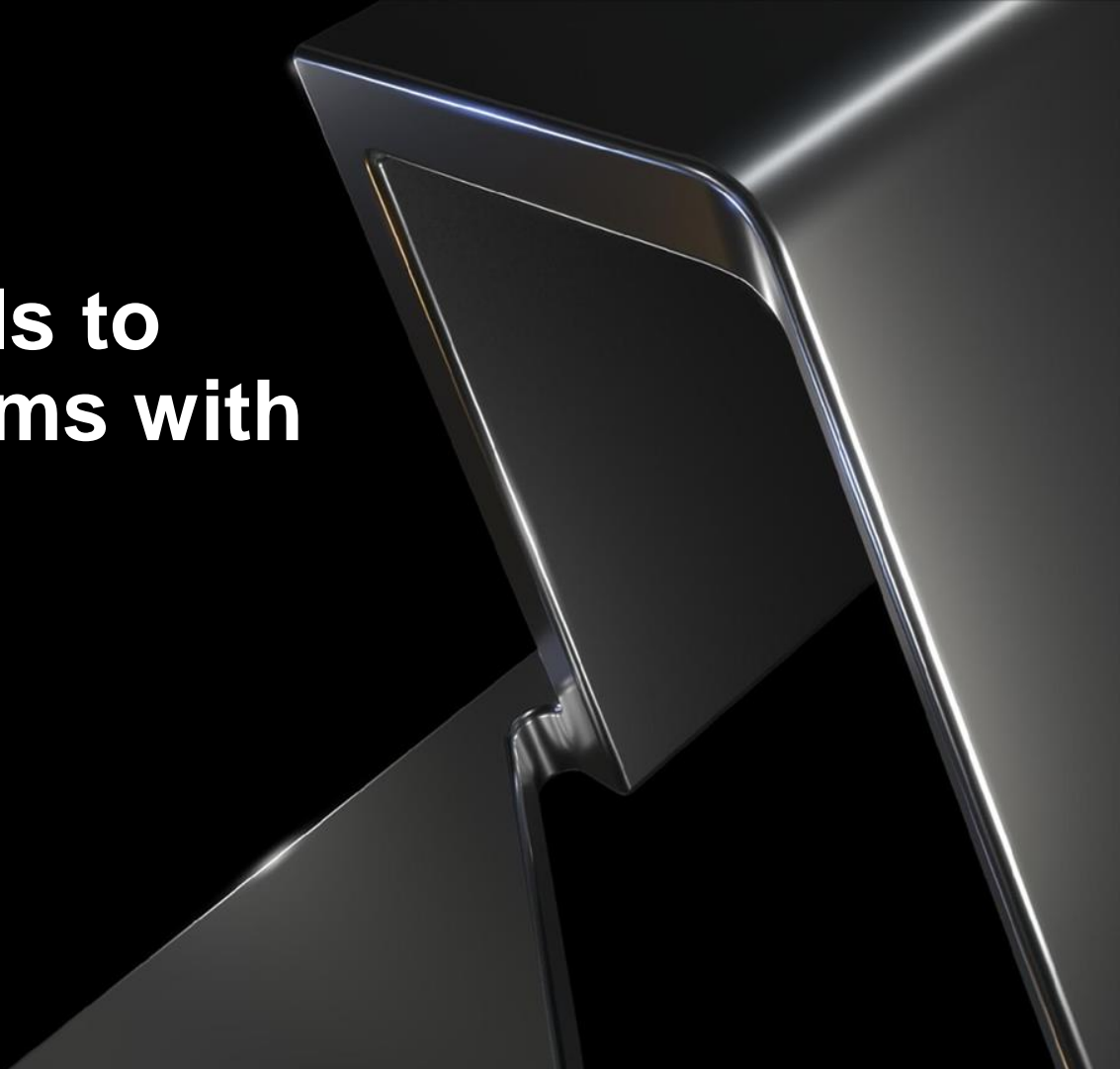


AUTODESK UNIVERSITY
FTV00004

Create storyboards to short animated films with Autodesk Maya

Viveka Devadas

Designated Specialist, Autodesk



About Me..



Viveka Devadas

- Design Technologist and Designated Specialist for AEC/VR products at Autodesk
- Assist customers adopt advanced visualizations and Extended Reality VR/AR/MR solutions into their everyday design workflows
- A trusted advisor for enterprise priority customers
- Help in minimizing downtime by troubleshooting specific technical issues

Today's Objectives

What am I going to talk about?

LEARNING OBJECTIVE 1

Learn how to generate animations from simple 2D visual drawings

LEARNING OBJECTIVE 2

Explore advanced tools and high-end plugins in Maya

LEARNING OBJECTIVE 3

Generate simple characters to enhance your short animated films

LEARNING OBJECTIVE 4

Implement custom workflows to enhance your short film with music and special effects

What should every **Designer's Toolset** contain?

1. Sketch tools
2. Custom templates
3. Modelling tools (2D/3D)
4. Art/Image/Texturing tools
5. Lighting/ Rendering tools
6. Compositing/Special effects tools
7. Voice/Music files
8. 3D printers/ scanners/ cameras/ drones
9. VR/AR/MR tools + equipment



Why Autodesk Maya®

- Modeling
- Animation
- Rendering
- Simulation
- Character creation
- Visual effects (VFX)
- Advanced features



YES YES



Award Winners that used Autodesk Maya®

Inspiring visionaries to create cinematic storytelling...

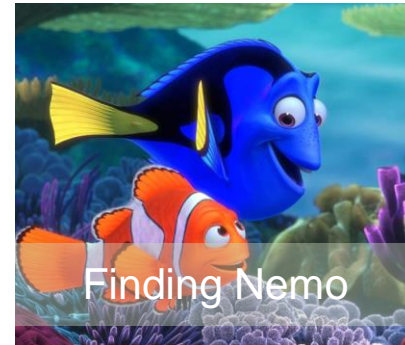
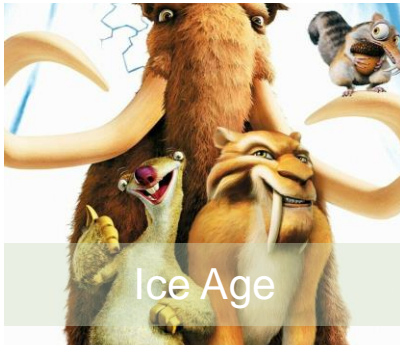
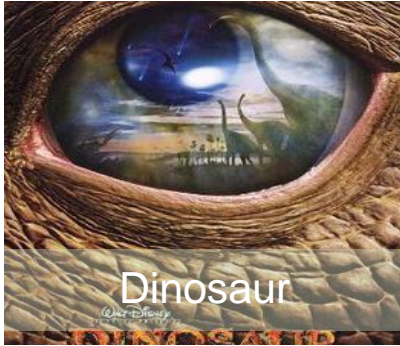


Image courtesy: Wikipedia, Behance

Interface overview

Maya 2022

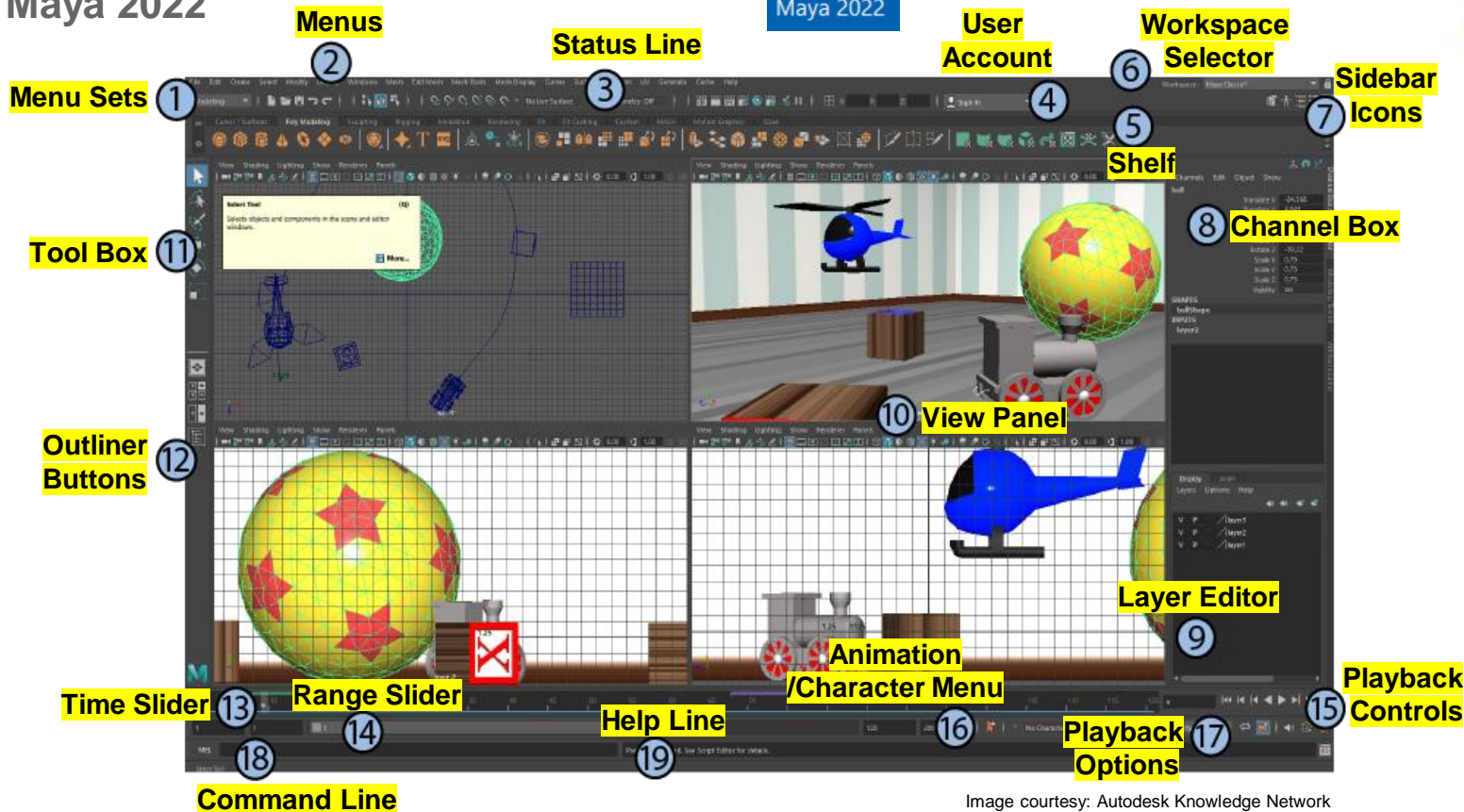
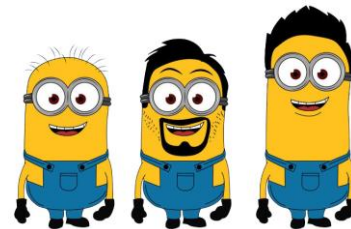


Image courtesy: Autodesk Knowledge Network

Interface Customization

Adapt user interface to your needs – Maya 2022



- [Customize your interface](#)

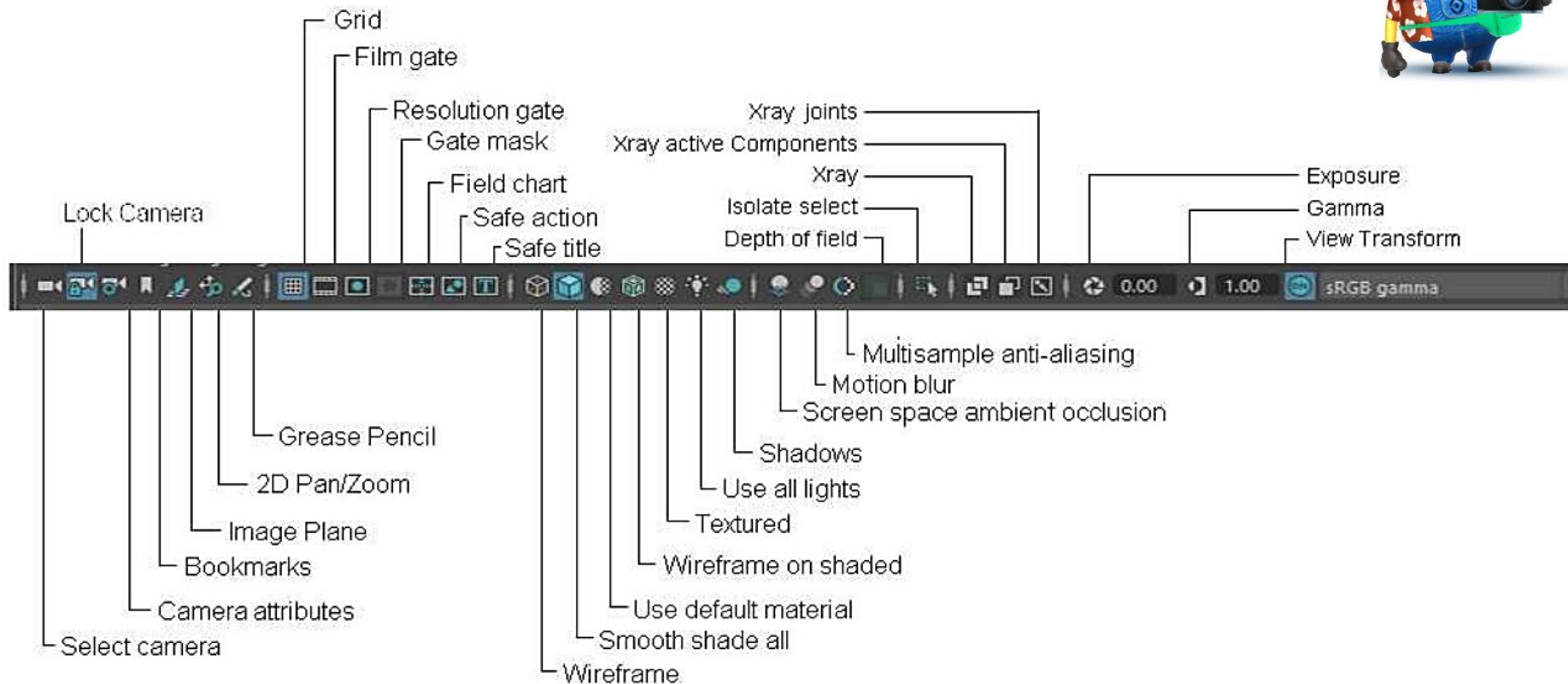
- [Panels and Layouts](#)
- [Change user interface resolution \(scale\)](#)
- [Change user interface colors](#)
- [Change the view panel background color](#)
- [Color Settings](#)
- [Customize the Time Slider](#)
- [Change the length \(scale\) of normals in the display](#)
- [Change working units from cms to inches](#)
- [Change the operating language of Maya](#)

- [Customize how Maya works](#)

- [Customize shelves](#)
- [Custom menu sets](#)
- [Customize Maya hotkeys](#)
- [Customize Search](#)
- [Customize ToolClips](#)
- [Customize marking menus / the hotbox](#)
- [Advanced customization](#)

Panel Toolbar

Panel Menu of All viewports

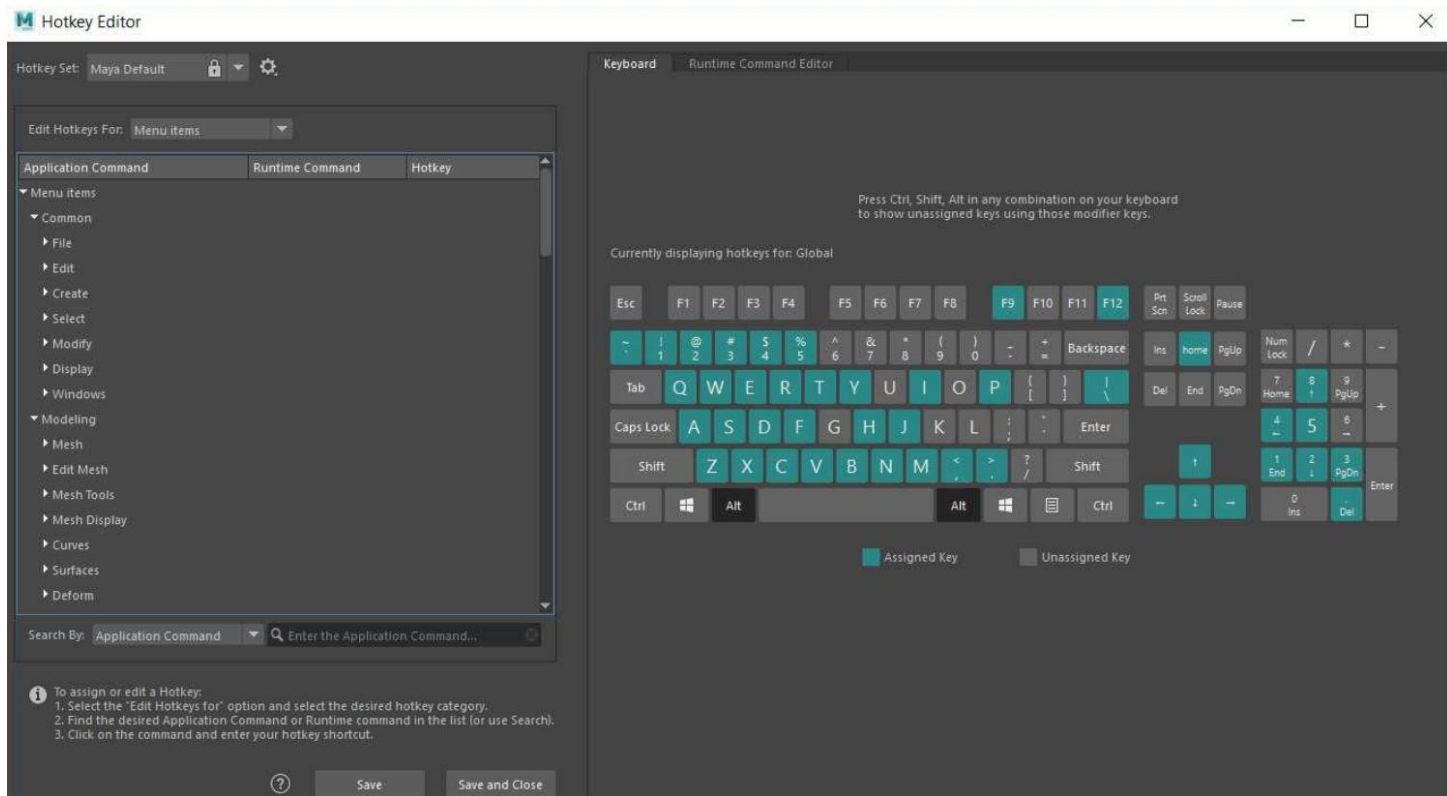


Navigating viewports

- ALT+Middle mouse button +Drag Helps to pan the viewport
- ALT+Right mouse button +Drag Helps to zoom in and out the viewport.
(You can also use the scroll wheel to zoom in and out.)
- ALT +Left mouse button+Drag Rotates or orbits the camera in the perspective window
- Ctrl + Spacebar Full viewport view
- F Center view on selected object
- **Hold Alt + LMB Click and Drag** **(After center view – to rotate around selected object)**

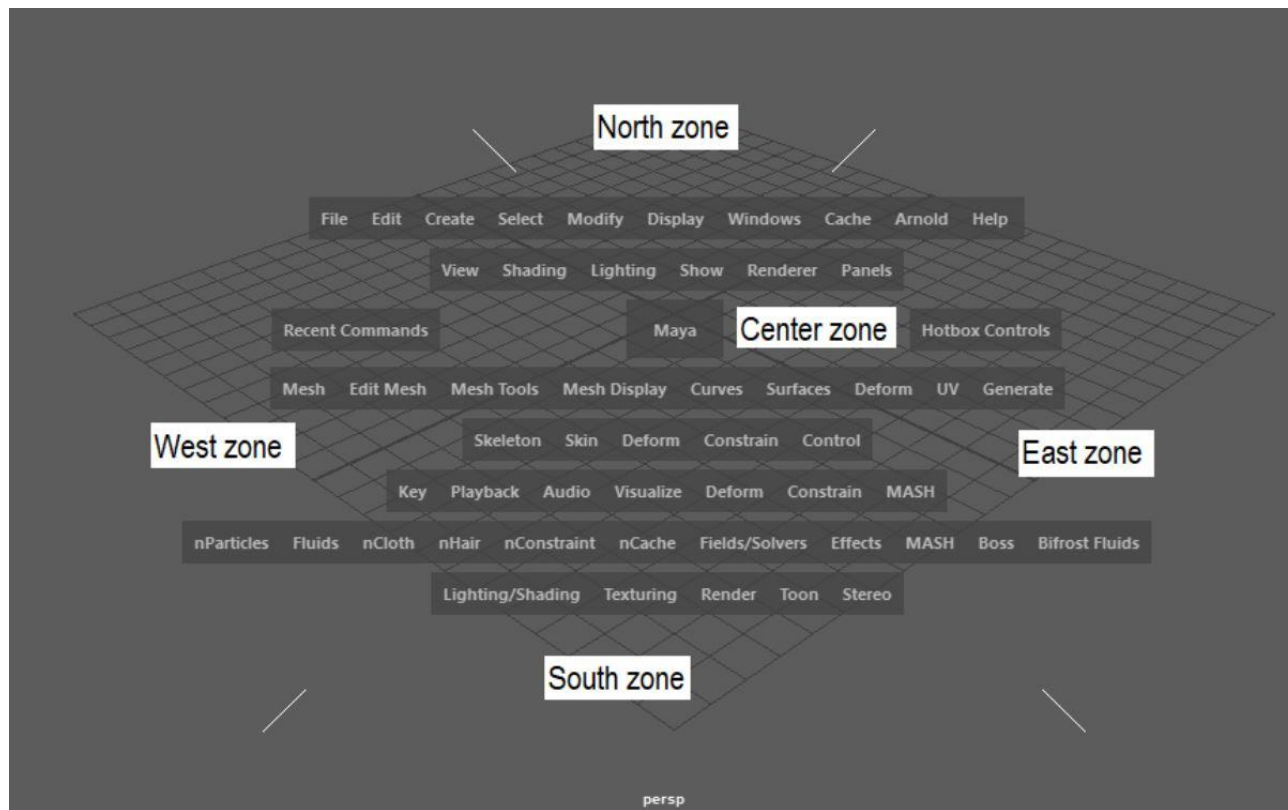
Hotkeys

Windows > Editors > Settings/Preferences > Hotkey Editor



The Hotbox

Access Menu Items in a viewport



Learning Objective 1

Learn how to generate animations from
simple 2D visual drawings



2D Visuals to Animations

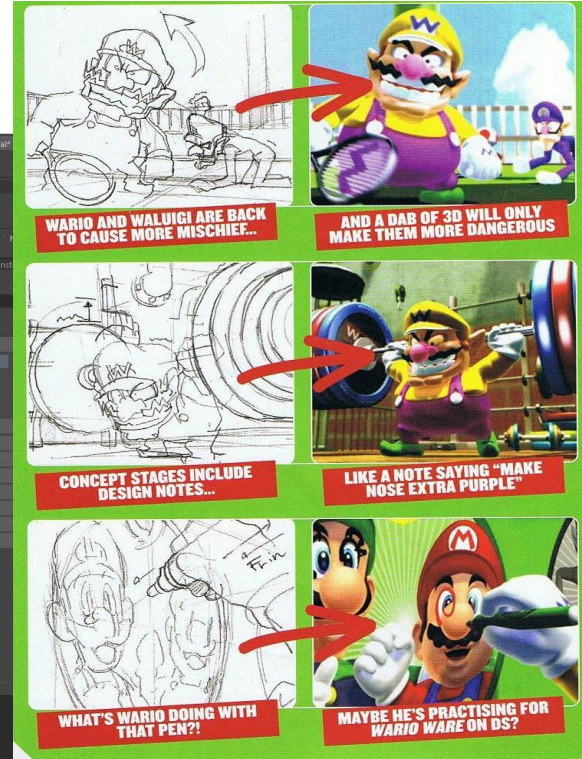
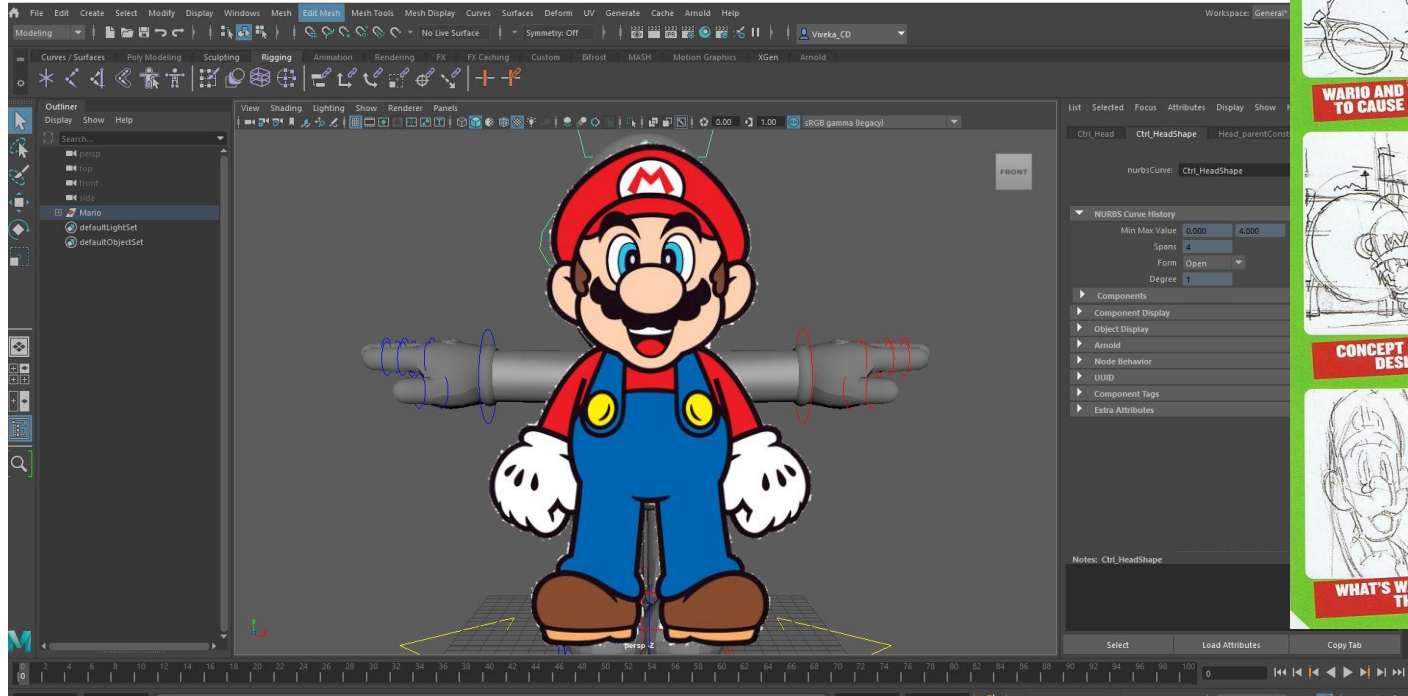
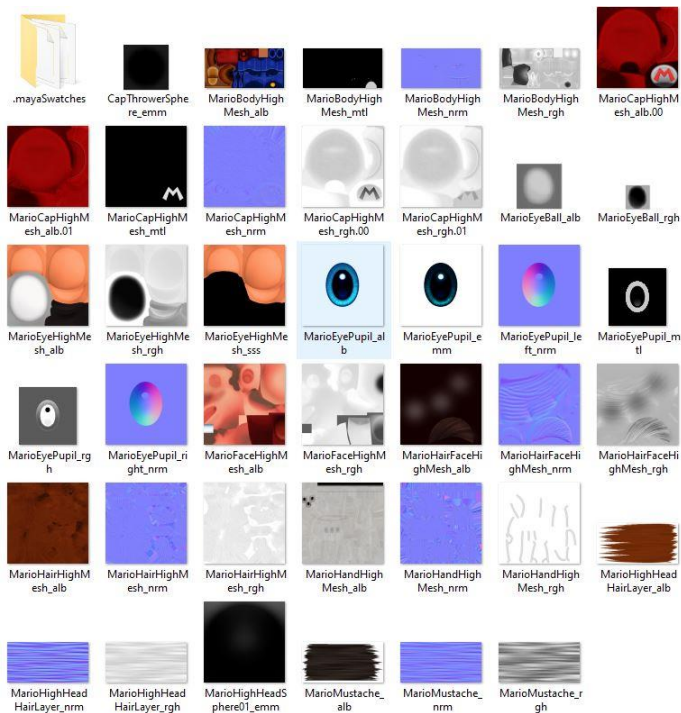


Image courtesy: SuperMarioBrothers.com

2D to 3D Animations



Learning Objective 2

Explore advanced tools and high-end
plugins in Maya



Explore Plugins

- Crowd Simulation
- Dynamics
- Fluid
- Import/Export
- Modeling
- Rendering

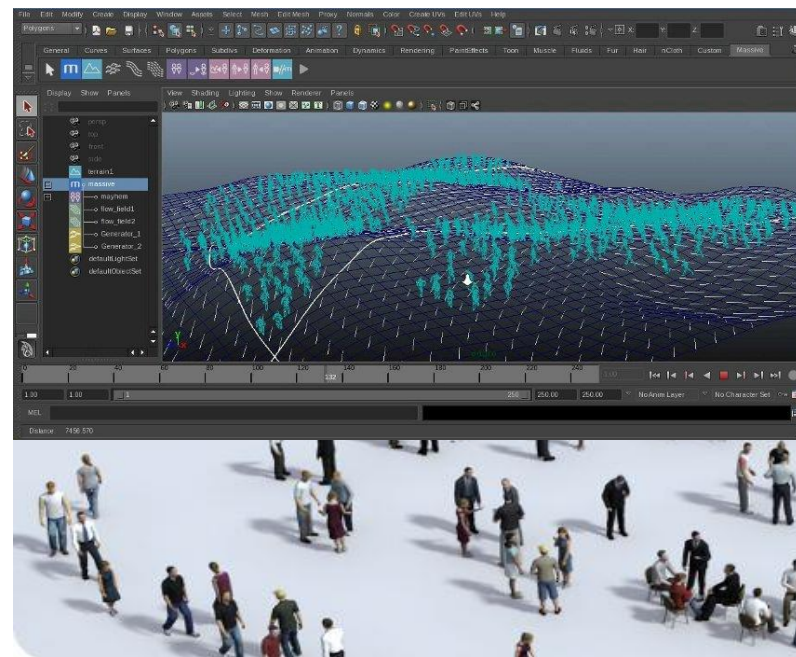
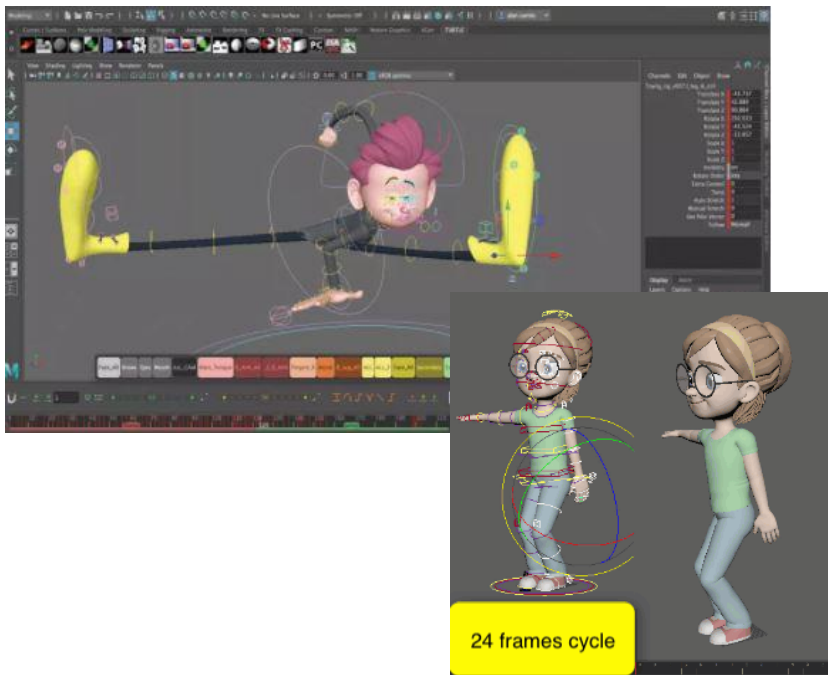


BHGhost – onion skins for 3D outlines



Explore Plugins

- **Animbot** – tweak one controller to adjust entire shot
- **Massive for Maya** – generates crowds

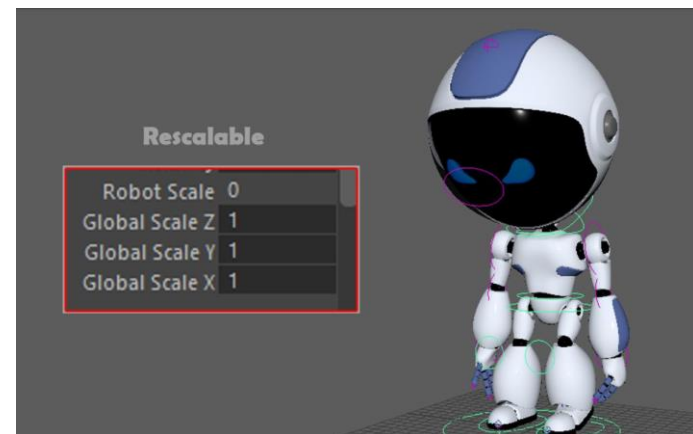
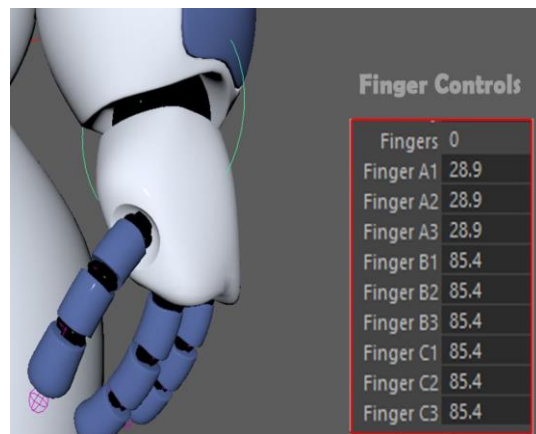
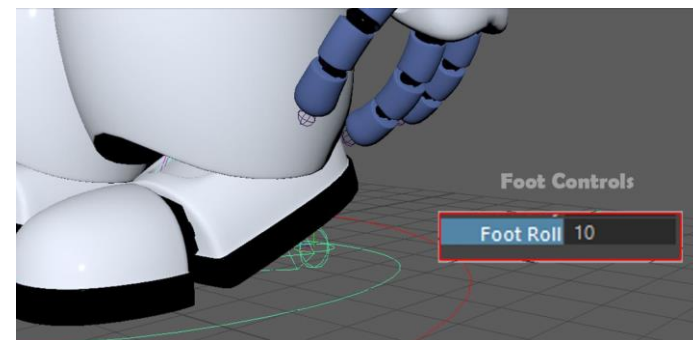
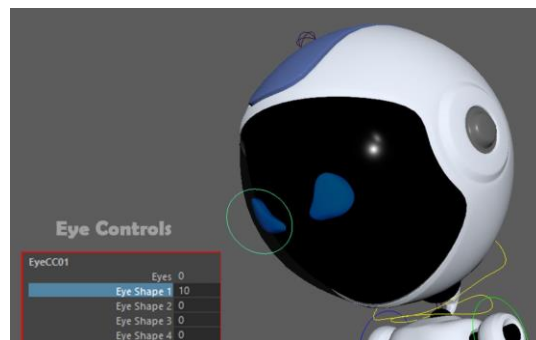
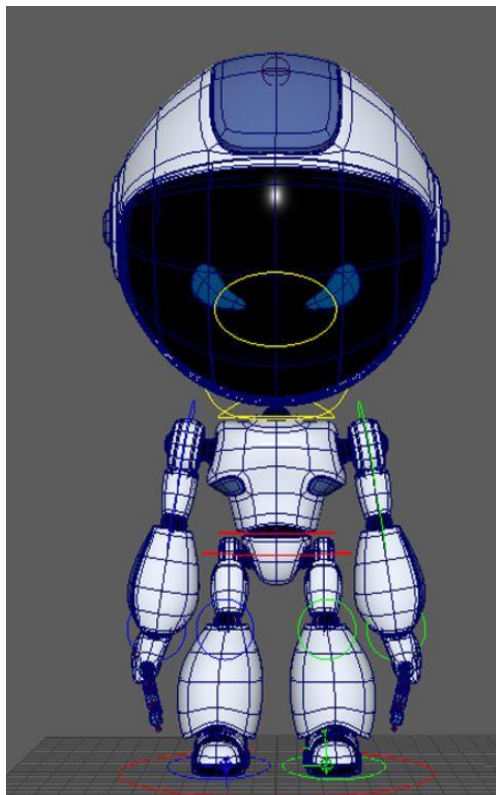


Learning Objective 3

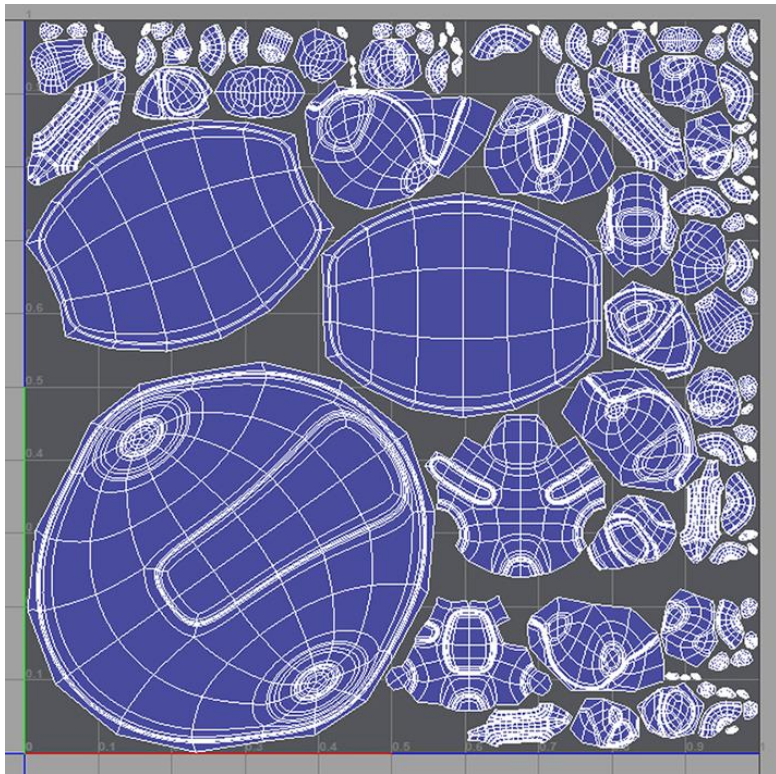
Generate simple characters to enhance your
short animated films



Character Creation



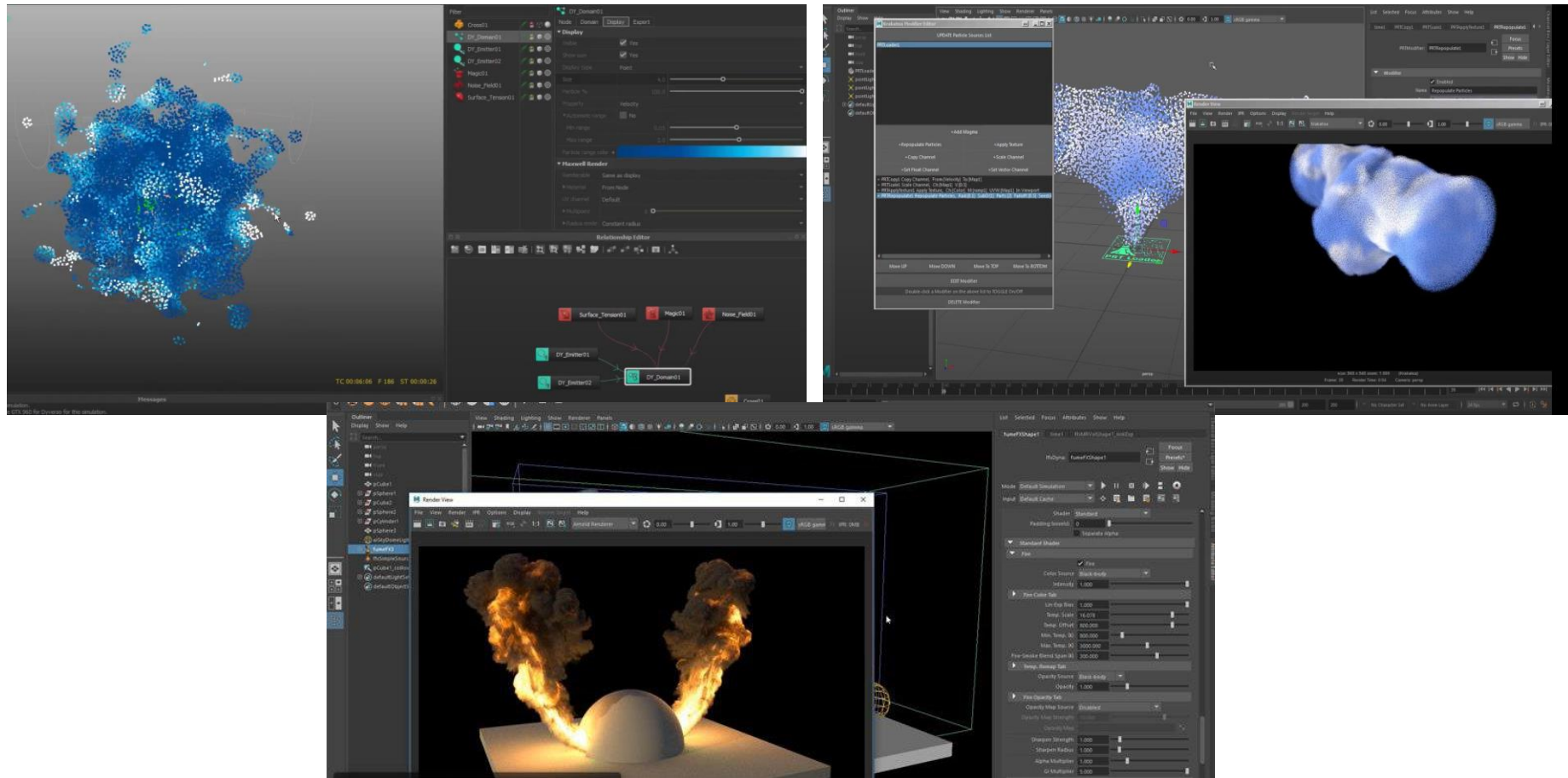
Character Creation



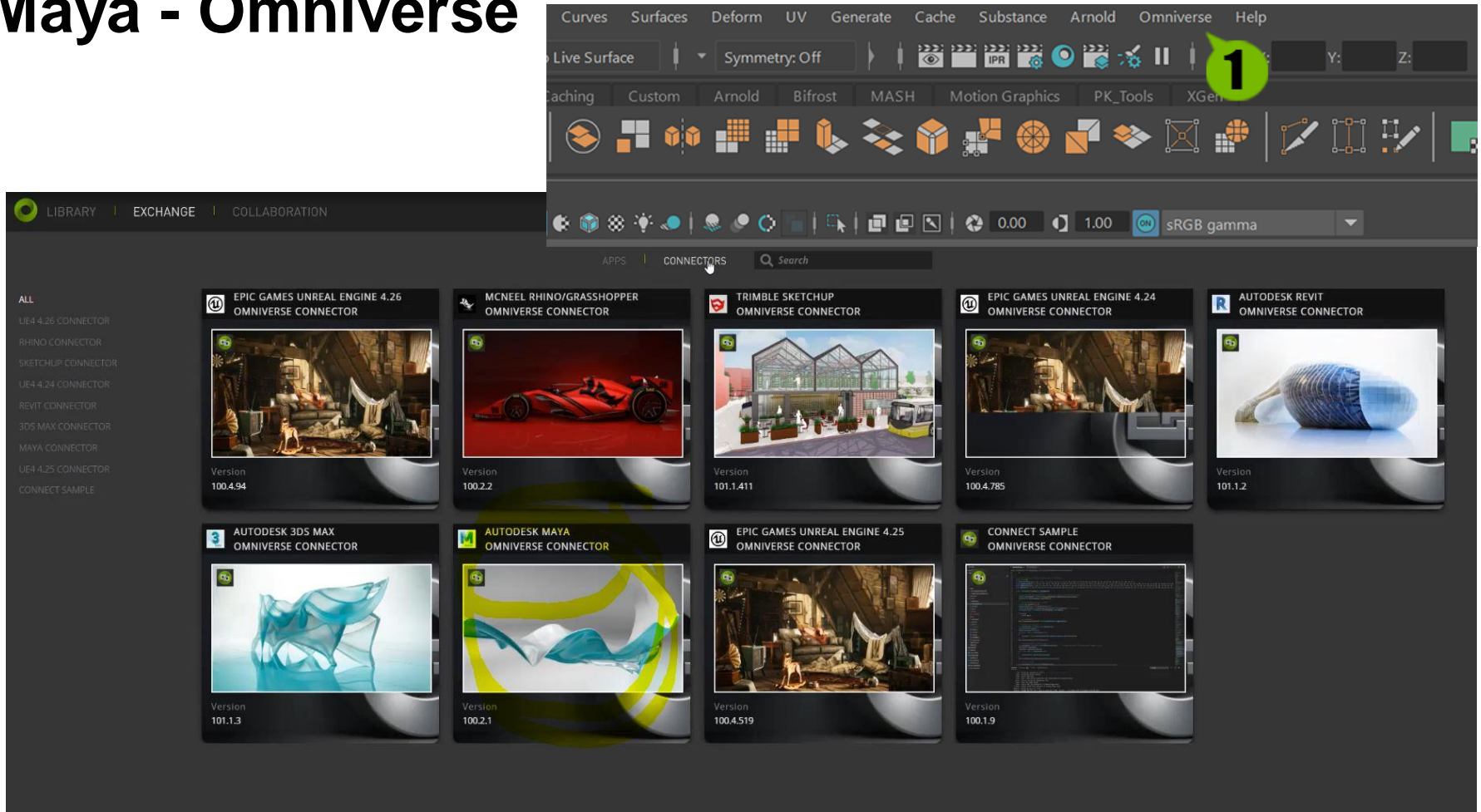
Learning Objective 4

Implement custom workflows to enhance your short film with music and special effects

Additional Tools and Special Effects



Maya - Omniverse



Favorite Tips and Tricks



- Choose Windows > Editors > Settings & Preferences > Plug-in Manager from the menu bar; the Plug-in Manager window will be displayed.
- Clear the check boxes that you don't need. It will speed up Maya's boot time.
- For copying the polygon objects, select the object and press CTRL +D. Next, press W to activate Move Tool and move the copied object to the desired position. Next, press SHIFT+D to copy the object to the same distance.
- You can increase or decrease the size of gyro using the + and - keys, respectively. These keys are displayed on choosing Move Tool, Rotate Tool, or Scale Tool.
- If you want to change the background color of viewport, hold down the ALT key, and press B.
- If you want to smoothen the low poly model without increasing the subdivision level, press 3.

Resources

- [Autodesk knowledge network – Maya Support and Learning](#)
- [Maya Documentation- what's new, product updates and installation guides](#)
- [Maya 2022 Bonus Tools](#)
- [Top Maya plugins](#)
- [Maya - Omniverse](#)

Acknowledgments

- Thank you to the Autodesk University team
- Maya Product team, Autodesk for their support
- A big Thank You to our families, colleagues, and all attendees of this session
- Assets - Prof. Sham Purdue University
- Media and Entertainment cohort

The background of the slide features four abstract, dark, metallic-looking geometric shapes in the corners. These shapes are composed of sharp, angular planes that reflect light, creating a sense of depth and modernity. They are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

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