Quiz #3 Study Guide: 35m 8s + 12m 31s = 47m 39s of material

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Search for Maya Essentials 5 Animation Tools

Maya Essentials 5: Animation Tools

1h 20m  Beginner  Jun 26, 2012

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Animation Tools is a focused course that covers the basics of animating in Autodesk Maya, including setting keyframes, working with animation editors, and automating animation with constraints and simple rigs. Author George Maestri also shows how to create motion trails and ghost objects and construct animation cycles, an alternative way to loop your animation with the Graph Editor and Curves.

Introduction

Welcome

Using the exercise files

1. Animating in Maya

Understanding the animation interface

Animating objects

Animating attributes

Copying and adjusting keys

Creating breakdown keys

Animation playback using Playblast

Animating objects along paths

Creating motion trails

Ghosting objects

Maya Essentials 5: Animation Tools with George Maestri

Watch, practice and take notes on the 35m 8s of 1. Animating in Maya for quiz.
Study, practice and take notes on the 12m 31s of 1. Rendering for Maya for quiz.