

Training for Maya Technical Directors

November 19th-23rd, 2018 Belgrade

TRAINING AGENDA

Course tutor: Serguei Kalentchouk

Day 1 – Monday, November 19 th , 2018 • Maya Architecture	
9:30 – 10:00	Introduction
10:00 – 11:30	DG & DAG
11:30 – 11:45	Break
11:45 – 13:00	Geometry & Deformation
13:00 – 14:00	Lunch
14:00 – 15:30	File Referencing
15:30 – 15:45	Break
15:45 – 17:00	Alembic Caches

Day 2 – Tuesday, November 20 th , 2018 • Scripting in Maya	
9:30 – 10:00	Re-cap
10:00 – 11:30	Introduction to MEL
11:30 – 11:45	Break
11:45 – 13:00	Introduction to Python
13:00 – 14:00	Lunch
14:00 – 15:30	Practical Maya Python Commands
15:30 – 15:45	Break
15:45 – 16:45	Python Classes and Inheritance
16:45 – 17:00	GUI Development with Pyside

Day 3 – Wednesday, November 21st, 2018 • Advanced Maya Development	
9:30 – 10:00	Recap
10:00 – 11:30	Python API 2.0
11:30 – 11:45	Break
11:45 – 13:00	API Callbacks
13:00 – 14:00	Lunch
14:00 – 15:30	Introduction to Maya Plugins
15:30 – 15:45	Break
15:45 – 17:00	Developing a custom DG node

Day 4 – Thursday, November 22nd, 2018 • Pipeline Development	
9:30 – 10:00	Recap
10:00 – 11:30	Python Standard Library
11:30 – 11:45	Comfort break
11:45 – 13:00	Customizing Maya Environment
13:00 – 14:00	Lunch break
14:00 – 15:30	Practical Example Project
15:30 – 15:45	Comfort break
15:45 – 17:00	Practical Example Project Cont.

Day 5 – Friday, November 23 rd , 2018 • Animation Performance	
9:30 – 10:00	Recap
10:00 – 11:30	Parallel Evaluation in Maya
11:30 – 11:45	Break
11:45 – 13:00	Performance Profiling & Optimizations
13:00 – 14:00	Lunch
14:00 – 15:30	Looking to the future (USD, Cloud, etc)
15:30 – 15:45	Break
15:45 – 17:00	Q&A