



## **DTC - Multimedia Maya Workshop**

# Maya | Computer Animation & Modelling Software | Autodesk

## OBJECTIVES

The DTC - Maya | Computer Animation & Modelling Software | Autodesk course is targeted for beginners who want to:

- Learn how to think and write meaningful piece of code in PHOTOGRAPHY.

## TARGET GROUP

Anyone who has some basic knowledge about Photography and wants to learn to write applications in

- Maya | Computer Animation & Modelling Software | Autodesk for any purpose e.g. curiosity, hobby, to complete an academic project, to work towards a career as PHOTOGRAPHY programmer, to help in project management, etc.

### Prerequisites:

- Basic knowledge about multimedia. Willing and eager to spend at least 10-20 hours (varying from student-to-student) per week outside of the training class in Maya | Computer Animation & Modelling Software | Autodesk (self-study and practice).
- There is no prior educational level requirement for this course. Anyone from 10+2 student to someone who is doing her PHD in Genetic Engineering is welcome to take this course.

## TRAINING METHOD

- The course is spread over 30 hours that consists of lecture and lab work. There will be approximately 20 hours of lectures and 10 hours of hands-on lab work.
- Instructors may provide relevant lecture/lab notes to students as (and when) necessary in the form of printed handouts and or via emails.
- Instructors may provide supplementary code snippets to students via email or in lab class to support the theory and or lab material that is being taught.
- At the end of the course, students may have to give an exam (which will be optional), that will test their knowledge on the material covered during the course. This exam may be practical and/or theoretical and is mandatory for any student wishing to join a higher level.
- Students are graded on the basis of attendance, lab exercises and exam in the increasing order of importance.

## COURSE DURATION

- 30 hours
- Classes
  - ✓ Morning/Evening

## COURSE BREAKDOWN

1. YOU AND YOUR EQUIPMENT
  - Photography, communication and Culture
  - Eye and Camera
  - Lenses
  - How to Use Your Camera
2. LET'S ENJOY (SELF-DISCOVERY): DO YOU ENJOY PHOTOGRAPHY? SHOOT ONLY WHAT YOU ENJOYS SHOOTING.
3. LANGUAGE OF IMAGE:
  - Visual literacy
  - Composition
4. LET'S ENJOY (BE ARTIST): LET'S COMPOSE AND WRITE WITH THE HELP OF LIGHT. CAPTURING THE IMAGE:
  - Access and Research
  - Taking photo with heart, mind and camera
  - Exposure
5. LET'S ENJOY (BE SOCIAL ARTIST): PHOTO PROJECT ON SUBJECT YOU LOVE AND LIKE
6. THE LIGHT:
  - Developing Your Visual Signature
  - Natural and Available Light
  - Artificial Light—Continuous
  - Artificial Light—Flash
7. LET'S ENJOY (APPRECIATE THE NATURE): TEST THE DIFFERENT LIGHTS
  - I like to take picture of ...
  - Nature
  - Portraits and Selfies
  - Landscape and Travel Photography
  - And more....
8. PRACTICAL FIELD VISIT HOURS

## **LABS**

Lab assignments will focus on the practice and mastery of contents covered in the lectures; and introduce critical and fundamental problem-solving techniques to the students.

## **DISCLAIMER**

Please note that Deerwalk Training Center reserves the right to change the course syllabus of DTC - PHOTOGRAPHY – Level 1 course at any time without prior notification.