Tutorial links for Maya

Everyone learns in a different way and at a different pace. This are links to tutorials that should help you learn Maya.

**Basic introductions**

https://www.youtube.com/watch?v=BDFaXg6Sn0 — a general introduction to the interface by Autodesk.

https://www.creativebloq.com/3d-tips/maya-tutorials-1232745 — fifteen Maya tutorials, some for beginners, some more advanced.

https://www.pluralsight.com/courses/maya-2018-fundamentals — a comprehensive course with a ten day free trial. The tutorials last just under twelve hours, so completing it during the trial period is possible.

https://knowledge.autodesk.com/support/maya/getting-started — another set of Autodesk tutorials, though some are now very dated.

https://www.youtube.com/mayahowtos — the Maya Learning Channel on YouTube, an excellent all round resource.

**Hypershade**

There isn’t time in this first edition of CMPM25 to cover the Hypershade feature in Maya, but it’s important to know about it if you want to move to the next level. Here are some introductions.

https://www.youtube.com/watch?v=O18OVpfpBFE — a good introduction to shading networks
https://www.youtube.com/watch?v=Gm0ABcPQTug — Connecting Nodes in Hypershade
https://www.youtube.com/watch?v=4LpnizaMm0k — Displacement maps

**Animation**

https://youtu.be/_8B7XYsJB6c — walk cycle development by Shane Whittington

https://www.khanacademy.org/partner-content/pixar — a series of videos about the way that Pixar uses software to develop its movies. Though this doesn’t refer specifically to Maya, the principles that the series describes are important to understand no matter what you use.

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