THE MAYA WORKSHOP
HSNC UNIVERSITY

Data Science and Business Analytics Club, HSNC University, successfully organized two days of "MAYA WORKSHOP " on Zoom on 12th and13th January 2022. The objective of the workshop was to create a perception among the students of Science courses of the MAYA software. Students provided a forum of free and fruitful exchange of ideas and information. A total of 77 students participated in the workshop.

Sara Kale, president of the Data Science and Business Analytics Club, gave the introductory speech. And introduced the students to Ananta Sharma who was a freelance Graphics and UI Designer, specialised in 3D Texturing and Lighting artists. She started with an explanation of the MAYA interface.Maya's interface is cluttered with icons, views, shelves, tools, menus and more. Maya's interface is divided into bite size sections so they are easier to understand and learn. Firstly she enlightened the students about different attributes.An editing window that shows all the attributes of one particular node in detail, using an explanatory interface. The Attribute Editor is useful for viewing and changing detailed information about an object.

Secondly she explained the outliners in MAYA software.The Outliner shows a hierarchical list of all objects in the scene in outline form. We can expand and collapse the display of branches in the hierarchy; lower levels of the hierarchy are indented under higher levels. It also displays objects that are normally hidden in the view panels, such as the default cameras, or nodes that don't have geometry, such as shaders and materials. Then she told the students about the usage of non-linear deformers.We can use nonlinear deformers to quickly bend, twist, flare, or even squash a surface, greatly speeding tasks that would otherwise require multiple CV selections, rotations, scales, and transformations.

Thirdly, the students learnt about polygon modelling.Polygons consist of geometry based on vertices, edges, and faces that you can use to create three-dimensional models in Maya.Polygons are useful for constructing many types of 3D models and are widely used in the development of 3D content for animated effects in film, interactive video games, and the internet. She also deciphered about animation. She assimilates the students on lighting and rendering the objects. There was also a Question and Answer round held by Hardik Shetty, a member of Data Science and Business Analytics Club to solve the doubts of the students.

Topics were given at the end of the workshop for the Project Presentation Competition. Prizes were distributed among the winners of the competition. Certificates were provided to all who attended the workshop. Juhi Jadhav, a member of the Data Science and Business Analytics Club concluded the workshop with a vote of thanks.