

In this introductory workshop to Maya we will cover the basics of how to navigate the software, build an object, and apply material.

The goal of this session is to get comfortable with the interface while gaining an understanding of how objects are built using polygon meshes in Maya.

**What to bring:**

Please bring a laptop with a version of Maya already downloaded. You can download a trial OR student version from the Autodesk website here: <http://www.autodesk.ca/en/products/maya/free-trial>

Do not hesitate to direct any questions to [kelly11w@uwindsor.ca](mailto:kelly11w@uwindsor.ca) prior to the workshop!

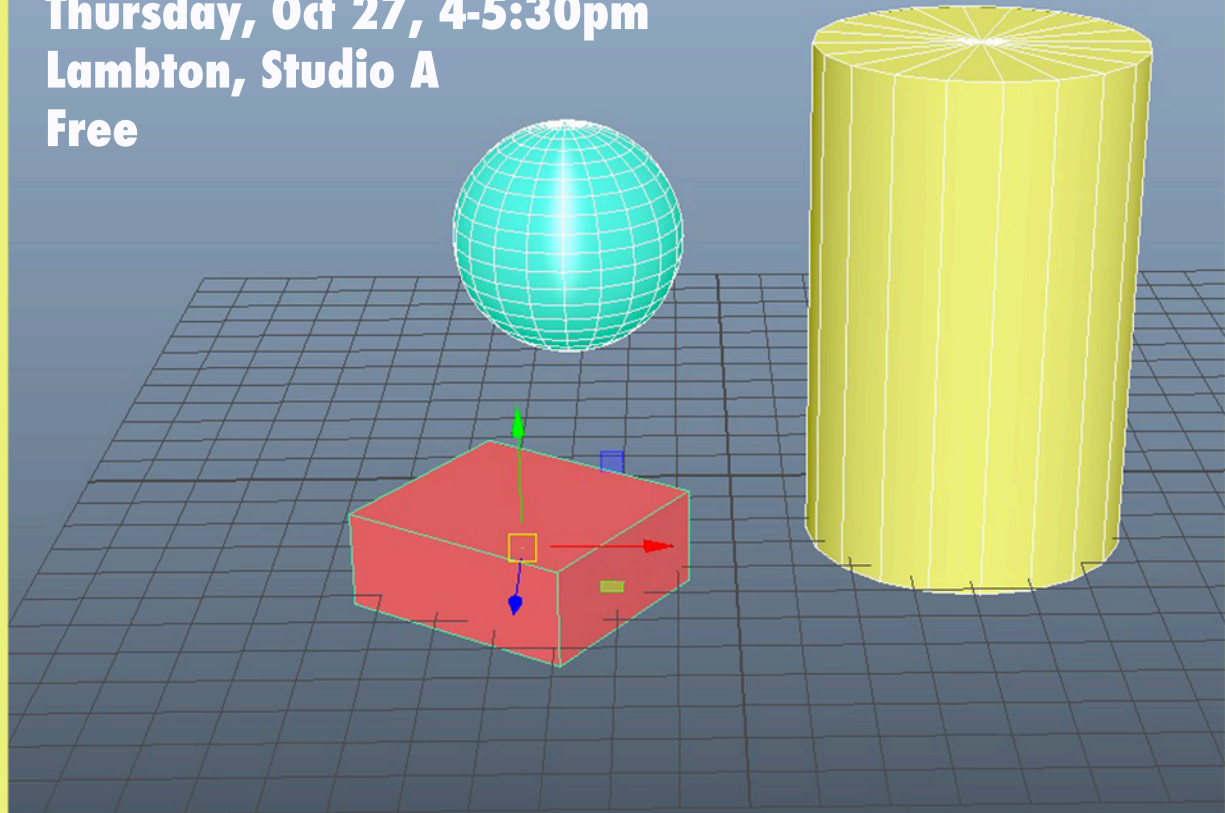
**Sarah Kelly** is a musician and visual artist in her second year of the MFA Film and Media program at the University of Windsor.

She uses Maya to create videos of pastel alien worlds, which are typically inhabited by various versions of herself.

# Maya 1: Getting comfy

Free Workshop with Sarah Kelly

**Thursday, Oct 27, 4-5:30pm**  
**Lambton, Studio A**  
**Free**



NMPL

Noiseborder Multimedia Performance Lab  
Lambton Studio A, University of Windsor