Mindluster Platform

About the course Interface Navigation and Basic Tools

The navigation of a website or product is provided by a group of user interface controls intended to enable users to form a mental model of the structures we design, and then move through them smoothly and reliably. This group of controls is the user interface layer on top of the Information Architecture.

Technology Category's Courses

Course Lesson(32)

Lesson 1 : **Autodesk Maya Lesson 1 Interface Navigation and Basic Tools**

Lesson 2 :
Autodesk Maya Lesson 2 Organic Modelling and Basic Materials and Color Flowers Plants

Lesson 3 :
Autodesk Maya Lesson 3 Extrude and Edge Loop Techniques Shortcut Keys Project Setting

Lesson 4 : **Autodesk Maya Lesson 4 Animation Process and Steps Framerate Settings**

Lesson 5 : **Autodesk Maya Lesson 5 Hard Surface Modelling using Extrude and Edge Loops Hammer**

Lesson 6 : **Autodesk Maya Lesson 6 Applying pictures as textures and normalizing**

Lesson 7 : **Autodesk Maya Lesson 7 Modelling a Tyre using Bridging Technique**

Lesson 8 : **Autodesk Maya Lesson 8 NURBS Loft Revolve Planer**

Lesson 9 : **Autodesk Maya Lesson 9 NURBS Making a Simple Table**

Lesson 10 : **Autodesk Maya Lesson 10 Using NURBS to model a Rocket**

Lesson 11 : **Autodesk Maya Lesson 11 Additional NURB Techniques**

Lesson 12 : **Autodesk Maya Lesson 12 Use of Boolean Chamfer Extract Faces in Polygons**

Lesson 13 : **Autodesk Maya Lesson 13 Tracing a Cartoon Car**

Lesson 14 : **Autodesk Maya Lesson 14 Importing Grouping Techniques and Outliner**

Lesson 15 : **Autodesk Maya Lesson 15 Basic UV on a box**

Lesson 16 : **Autodesk Maya Lesson 16 Custom UV Texuring**

Lesson 17 : **Autodesk Maya Lesson 17 Using Different Type of Lights**

Lesson 18 : **Autodesk Maya Lesson 18 Path Animation**

Lesson 19 : **Autodesk Maya Lesson 19 Keyframe Animation**

Lesson 20 : **Autodesk Maya Lesson 20 Graph Animation**

Lesson 21 : **Autodesk Maya Lesson 21 Playblast**

Lesson 22 : **Autodesk Maya Lesson 22 Bouncing Ball Animation**

Lesson 23 : **Autodesk Maya Lesson 23 Setting Driver and Driven Key**

Lesson 24 : **Autodesk Maya Lesson 24 Locking and Limit Information**

Lesson 25 : **Autodesk Maya Lesson 25 Basic Car Rigging using Driver and Driven Key**

Lesson 26 : **Autodesk Maya Lesson 26 Setting keys to Object Attributes like Color and Transparency**

Lesson 27 : **Autodesk Maya Lesson 27 Driver and Driven key for Material Attribute**

Lesson 28 : **Autodesk Maya Lesson 28 Types of Camera and Its use**

Lesson 29 : **Autodesk Maya Lesson 29 Controlling Depth of Field in Maya Camera**

Lesson 30 : **Autodesk Maya Lesson 30 Utilizing Viewport 2 0 options**

Lesson 31 : **Autodesk Maya Lesson 31 Batch Rendering**

Lesson 32 : **Autodesk Maya Lesson 32 Render Sequence**

Related courses

Minitab Tutorial For Beginners

Wireshark L essentiel

F5 BIG IP LTM

Cisco MPLS L essentiel

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