

Day 0	Open Discussion with Prof. Sandhya Tamgadge and Kajol Gupta	22 July 2021	6:00 PM to 7:00 PM
Day 1	Basics of 3D, Pipeline, About maya software	23 July 2021	8:00 PM to 9:00 PM
Day 2	Basic shapes	24 July 2021	8:00 PM to 9:00 PM
Day 3	type of modelling	26 July 2021	8:00 PM to 9:00 PM
Day 4	component description (Mesh) (Boolean, Combine, seperate)	27 July 2021	8:00 PM to 9:00 PM
Day 5	component description (Mesh)(fill hole, triangulate,quadrangulate)	28 July 2021	8:00 PM to 9:00 PM
Day 6	component description (editmesh)(Add division, bevel,bridge,circularize,	29 July 2021	8:00 PM to 9:00 PM
Day 7	component description (editmesh)(connect, detach,extrude, merge)	30 July 2021	8:00 PM to 9:00 PM
Day 8	component description (Meshtool)(insert edgeloop, target weld,multicut tool	31 July 2021	8:00 PM to 9:00 PM
Day 9	component description (Meshtool)(offset edgeloop,slide edge,make hole)	2 August 2021	8:00 PM to 9:00 PM
Day 10	(problem day) interface handling, maybe with any tool	3 August 2021	8:00 PM to 9:00 PM
Day 11	Nurb modelling - curves modelling	4 August 2021	8:00 PM to 9:00 PM
Day 12	pillar/ funnel (using nurbs)	5 August 2021	8:00 PM to 9:00 PM
Day 13	wire / rope (using nurbs)	6 August 2021	8:00 PM to 9:00 PM
Day 14	bottle/ cup/ beaker(using nurbs)	7 August 2021	8:00 PM to 9:00 PM
Day 15	material(assign new material, types of material)	9 August 2021	8:00 PM to 9:00 PM
Day 16	material(how to use materails& attributes)	10 August 2021	8:00 PM to 9:00 PM
Day 17	unwrap (types of unwrap)	11 August 2021	8:00 PM to 9:00 PM
Day 18	unwrap (showing how to to do unwrap)	12 August 2021	8:00 PM to 9:00 PM
Day 19	Basic of Unwrap/ texture (how to assign texture)	13 August 2021	8:00 PM to 9:00 PM
Day 20	Basics of material / texture(types of maps)	14 August 2021	8:00 PM to 9:00 PM
Day 21	Open Discussion with course participants and certificate distribution	16 August 2021	6:00 PM to 7:00 PM