INVENTATEQ
LEARN SKILLS • GET PLACED

MASTER AUTODESK MAYA
COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Autodesk Maya Training

BEST RATED ON TOP PLATFORMS

Google Reviews ★★★★★ · Trustpilot ★★★★★ · Sulekha ★★★★★

COURSE BENEFITS

- ✓ 100% Practical & Real-Time Hands-on Labs
- ✓ End-to-End Capstone Implementation Projects
- ✓ Industry Recognized Certification Preparation
- ✓ 100% Dedicated Placement Support in MNC's & Mock Interviews

15+	500+	25K	15K
YEARS OF EXCELLENCE	HIRING PARTNERS	STUDENTS TRAINED	STUDENTS PLACED

Chat on WhatsApp
FREE Career Counselling
+91 85500 00909

YOUR FUTURE
STARTS HERE !

ARE YOU FACING THESE CHALLENGES ?

TOO MUCH THEORY
NO PROJECTS
SKILL GAP
NO GUIDANCE

- Still searching for your first job after graduation?
- Worried about the Gap? And don't know how to start your career?
- Stuck in a low-salary job? and seeking for better growth opportunities?
- Fear of switching to an IT career from a non-IT background
- Not getting interview calls despite applying to 100+ jobs?

How Inventateq Helps You

Waiting Ends. Careers Begin.
Build job-ready skills. Start applying with confidence.

Turns Gaps into Comebacks
Close skill gaps. Rebuild your career

Break Free. Move Forward
Learn in-demand skills. Take your next career step.

Doubt Out. Confidence In.
Practice real skills. Walk into interviews prepared.

Turn Rejections into Chances
Turn every setback into skills employers value.

Be Smart Learn AI
Learn AI tools. Work smarter. Stay updated

ABOUT INVENTATEQ

Inventateq is a leading IT training and placement company committed to transforming learners into Industry ready professionals

Our Mission
To deliver high-quality education, practical slots and career opportunities that empower individuals to achieve their dreams

Our Vision
To be a globally recognised training company known for innovation, quality and impactful learner outcomes.

Why Thousands Choose Inventateq?

15+	500+	25,000+	15,000+
Years of Excellence	Hiring Partners	Students Trained	Students Placed

We Collaborate With

Deloitte. · Capgemini · amazon · HCL · Tech Mahindra

WHY LEARN AUTODESK MAYA ?

Enterprises worldwide are actively hiring certified Autodesk Maya professionals to drive critical business operations, digital transformation, and modernization.

CAREER SCOPE OF AUTODESK MAYA

Exponential Industry Demand
Rapid enterprise adoption across global IT firms, MNCs, and technology centers

Premium Salary Compensation
Command competitive compensation packages with rapid growth milestones

Cross-Industry Opportunities
Versatile skill set applicable across technology, consulting, finance, and core sectors

Future-Proof Career Growth
Long-term job security supported by ongoing digital modernization and tooling investment

Global Certification Pathways
Direct alignment with recognized industry certifications to validate your competence

Worldwide Job Prospects
Open doors to roles in major Indian tech hubs as well as international remote positions

INDUSTRY-RECOGNIZED CERTIFICATION

CERTIFICATE
OF ACHIEVEMENT
This Certificate is proudly presented to

QR Verified · Globally Valid · ISO 9001:2015

Continuous Software Industry Demand. Product & MNC Roles. Exceptional Growth.

Average Autodesk Maya Developer Salary in India
₹6.0 LPA – ₹18 LPA

WHY INVENTATEQ ?

Because we have placed over 15,000+ students and we can place you as well

STUDENT PLACEMENTS

- ✓ 100% Placement Assurance Support
- ✓ 500+ Top Tech Hiring Partners
- ✓ Resume & LinkedIn Optimization
- ✓ Industry Mock Technical Interviews
- ✓ Unlimited Interview Calls Until Placed

COURSE & PLACEMENT VIDEOS

Student Genuine Feedback
Inventateq Reviews & Student Genuine Feed...
Inventateq Bangalore Reviews
Watch Video

Practical Training Success
Autocad Classes in Bangalore, Best Catia Cour...
Industry Tech Career
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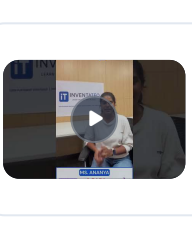


Placement Story
Ananya's Placement Success Story | AI Course ...
Campus to MNC Offer
Watch Video

Interview Skills & Growth
Free Interview Skills Development Classes for...
Free Student Masterclass
Watch Video

> At Inventateq, Your Success is Our Mission !

GUARANTEED PLACEMENT SUPPORT

We don't just teach, we prepare you for the real world!

- ✓ Aptitude Training
- ✓ Technical Training
- ✓ Mock Interviews
- ✓ HR Interview Preparation
- ✓ Resume Preparation
- ✓ Cover Letter Preparation
- ✓ LinkedIn Profile Optimisation
- ✓ Job Portal Access
- ✓ Placement Drives & Hiring Events

OUR RECRUITMENT PARTNERS

TATA · Infosys · wipro · Capgemini · Tech Mahindra · LARSEN & TOUBRO · HCL TECH · accenture

OUR PLACEMENT STATS

Our placement record reflects consistent growth, with students securing opportunities across leading companies in diverse industries.

15,000+	500+	95%	6 LPA
Students Placed	Companies Hired	Placement Ratio	Average Package

Check Most Recent Placements

CAREER PROGRESSION

Job responsibilities, technical competency and portfolio evidence for each role.

ROLE PATHWAY	TYPICAL RESPONSIBILITIES	PORTFOLIO PROOF
Autodesk Maya Associate	Manage core 3D Design tasks, configure tooling, and support delivery.	Practical 3D Design setup files, exercise scripts, and documentation.
Autodesk Maya Specialist	Build practical Lighting workflows, implement features, and resolve issues.	Functional Lighting modules, workflow configs, and practical deliverables.
Senior Autodesk Maya Lead	Lead Autodesk Maya technical delivery, design solutions, and set standards.	Complete Autodesk Maya capstone artifacts, technical blueprints, and reports.

SKILLS ROADMAP

Progress from core foundations to production-ready enterprise workflows.

MILESTONE	PRACTICAL OUTPUT	REVIEW EVIDENCE
Milestone 1 (Foundations)	Master fundamental 3D Design concepts, environment setup, and tools.	Configured 3D Design workspace and verified practice exercises.
Milestone 2 (Implementation)	Develop practical Lighting workflows and functional domain modules.	Working Lighting project modules and validated practice outputs.
Milestone 3 (Advanced Workflows)	Implement advanced Animation Fundamentals features, integrations, and optimizations.	Validated Animation Fundamentals configurations and technical review outputs.
Milestone 4 (Production Capstone)	Deliver an end-to-end Autodesk Maya capstone project and technical review.	Complete Autodesk Maya project portfolio artifact and defense.

DETAILED MODULE PLAN

10 in-depth modules • 3 Months Duration • Hands-on practical training

1 Module 1: 3D Design Fundamentals

- Core concepts of polygons, NURBS, meshes, transforms, and scene space
- Understanding interface layout, panels, viewports, and navigation tools
- Scene organization, naming discipline, and project folder structure
- Introduction to production pipelines in animation and visualization

GUIDED LAB
Log in to the system, practice basic navigation, and complete your first Core concepts of polygons exercise.

INTERVIEW & ASSESSMENT
Explain what Core concepts of polygons is used for and why companies choose it in simple words.

2 Module 3: Organic Modeling and Sculpt Readiness

- Creating character-friendly topology and edge flow ● Subdivision workflows and smoothing control ● Preparing models for sculpting, rigging, and animation
- Retopology basics and model optimization

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Creating character-friendly topology and edge.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Creating character-friendly topology and edge and how you review client feedback.

3 Module 5: Lighting and Cameras

- Three-point lighting, studio setups, and cinematic lighting basics
- Using cameras, focal length, framing, and composition
- Shadow control, mood creation, and visual storytelling
- Scene setup for still renders and animation shots

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Three-point lighting.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Three-point lighting and how you review client feedback.

4 Module 2: Object and Environment Modeling

- Polygon modeling workflows for props,
- hard-surface objects, and environments
- Modifiers, extrusions, bevels, and topology cleanup techniques
- Reference-based modeling and proportion control ● Low-poly and high-poly workflow awareness

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Polygon modeling workflows for props.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Polygon modeling workflows for props and how you review client feedback.

5 Module 4: Materials, UVs, and Texturing

- UV unwrapping strategies and distortion reduction ● Applying materials, shaders, and texture maps ● Texture workflow for realism, stylization, and asset consistency
- Introduction to PBR thinking and map management

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on UV unwrapping strategies and distortion.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for UV unwrapping strategies and distortion and how you review client feedback.

6 Module 6: Animation Fundamentals

- Timeline workflow, keyframes, graph editor, and animation curves
- Principles of motion, timing, spacing, and ease-in ease-out
- Path animation and object animation exercises ● Shot planning and simple scene blocking

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Timeline workflow.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Timeline workflow and how you review client feedback.

7 Module 7: Rigging and Character Setup

- Joint systems, hierarchies, controllers, and constraints
- Skinning basics and deformation awareness ● Character rig preparation and control workflows ● Common rigging mistakes and cleanup practices

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Joint systems.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Joint systems and how you review client feedback.

8 Module 9: Rendering and Output

- Render settings, passes, output formats, and resolution planning
- Preview rendering versus final rendering workflows ● Batch rendering basics and asset quality checks ● Simple compositing awareness for presentation
- Certifications (2026 Updated)

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Render settings.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Render settings and how you review client feedback.

9 Module 8: Dynamics, Effects, and

- Simulation Basics
- Particles, cloth, hair, and introductory simulation tools
- Collision concepts and scene interaction
- Using simulations for realism and motion support ● Managing caches and performance during previews

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Simulation Basics.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Simulation Basics and how you review client feedback.

10 Module 10: Portfolio and Production Workflow

- Creating portfolio-quality stills, turntables, and short animation shots
- Asset presentation for film, game, and visualization roles
- Pipeline handoff awareness between modeling, texturing, and animation
- Building a clean demo reel or portfolio package
- Autodesk Certified User - Autodesk Maya
- Validated by: Autodesk, delivered through Certiport
- Fees: Exam voucher pricing varies by Certiport region and partner
- Exam duration: 50 minutes

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Creating portfolio-quality stills.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Creating portfolio-quality stills and how you review client feedback.

REAL-WORLD PORTFOLIO PROJECTS

Practical industry scenarios, tools applied, and demonstrable project outcomes.

Project 1: Autodesk Certified User - Autodesk Maya

What it is: Set up the core 3D Design environment and configure essential business settings.
What you do: Initialize base configurations, create clean templates, and verify workflow controls.
Tools used: Autodesk Maya, 3D Design, polygons NURBS meshes
Project outcome: Working project foundation configured and tested according to best practices.

Project 2: Lighting Cameras Feature Implementation

What it is: Build practical Lighting Cameras modules to handle everyday business operations.
What you do: Create core functional components, validate input data, and prevent common errors.
Tools used: Autodesk Maya, Lighting Cameras, Three point lighting
Project outcome: Functional business module ready to run and demo with zero manual errors.

Project 3: Materials UVs Texturing Data & Logic Pipeline

What it is: Connect Materials UVs Texturing with UV unwrapping strategies to automate data and team workflows.
What you do: Set up automated pipelines, link required services, and run end-to-end tests.
Tools used: Autodesk Maya, Materials UVs Texturing, UV unwrapping strategies
Project outcome: Live automated workflow pipeline documented with clear usage guides.

Project 4: Rigging Character Setup Integration & Automation

What it is: Optimize Rigging Character Setup workflows for security, speed, and reliability.
What you do: Audit performance bottlenecks, apply security rules, and optimize execution speed.
Tools used: Autodesk Maya, Rigging Character Setup, Joint systems hierarchies
Project outcome: Production-grade technical deliverable ready to add to your personal portfolio.

Project 5: Autodesk Maya End-to-End Capstone

What it is: Build a complete, production-ready Autodesk Maya project bringing all skills together.
What you do: Design, code, test, and document a full project workflow from scratch to launch.
Tools used: Autodesk Maya, Dynamics Effects, Simulation
Project outcome: Verified capstone project ready to showcase on your resume and interview calls.

ASSESSMENT FRAMEWORK

Module tests, practical evaluations, capstone and completion criteria.

COMPONENT	ASSESSMENT FOCUS	PASS EVIDENCE
Module Knowledge Quizzes	Core 3D Design principles, industry terminology, and workflow concepts	Consistent passing score across syllabus unit evaluation tests
Lab Submissions & Practice Reviews	Hands-on Lighting implementation, configuration, and practical exercises	Working lab deliverables satisfying practical evaluation rubrics
Hands-On Mini Projects	Independent problem-solving using intermediate Animation Fundamentals techniques	Functional project artifacts addressing realistic domain scenarios
Final Production Capstone	End-to-end Autodesk Maya implementation, quality review, and delivery	Complete capstone submission with technical walkthrough review
Technical Mock Viva	Technical reasoning, troubleshooting approaches, and communication	Successfully defending project decisions in structured mock panels

RESUME, GITHUB & LINKEDIN

Evidence-based resume writing and professional project presentation.

- Professional Autodesk Maya portfolio of 3D assets, polished scene renders, and models.
- Detailed 3D Design diagrams, component specifications, and end-to-end workflows.
- Visual project sheets, live demonstration walkthroughs, and verified functional outputs.
- Project documentation covering Lighting setup, configuration steps, and test notes.
- Direct resume bullet points highlighting hands-on Autodesk Maya tools and technical outcomes.
- Structured practice for technical interview pitches, walkthroughs, and viva defense.

OUR STUDENT

Meet the learners who turned their goals into successful careers through dedication, skill, and continuous growth.

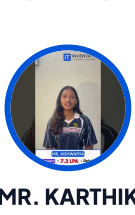
READ REVIEWS

MS. SNEHA
Placed at Wipro (9.5 LPA)

"The hands-on practical training at Inventateq gave me the exact skills needed to advance my career. The mentors were always available to guide me through complex topics!"
Course Completed : Autodesk Maya Specialist
G ★★★★★

MR. HARSHIT
Placed at Accenture (11.2 LPA)

"Inventateq's industry-aligned curriculum and capstone projects set them apart. The mock interviews and placement assistance helped me land my dream offer."
Course Completed : Autodesk Maya Specialist
G ★★★★★

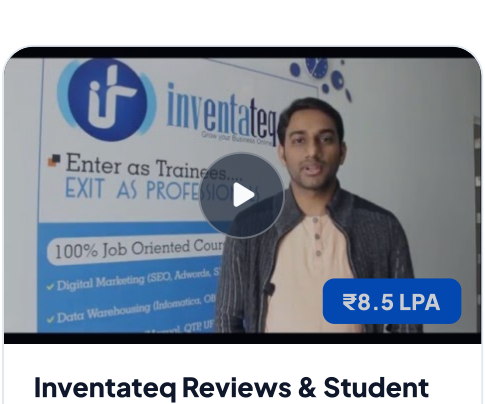


MR. KARTHIK
Placed at Capgemini (10.5 LPA)

"Learning practical enterprise tools with 1-on-1 guidance made all the difference. Having a polished portfolio gave me immense confidence in interviews!"
Course Completed : Autodesk Maya Specialist
G ★★★★★

WATCH VIDEOS

Watch real stories from our students as they talk about their journey, growth, and placement success.



Inventateq Reviews & Student Genuine Feedback Bangalore
Course Video 1 • Student Feedback
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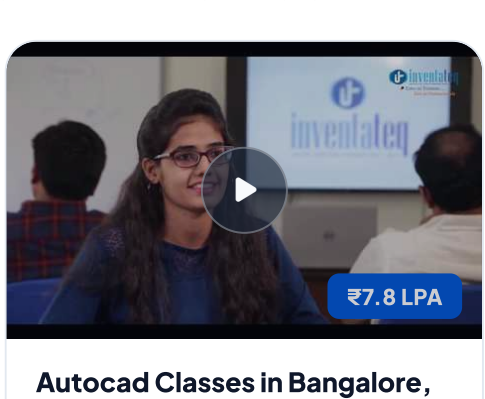

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Course Video 2 • Student Feedback
Watch Story

₹9.2 LPA
MS. ANANYA

Ananya's Placement Success Story | AI Course | 6.5 LPA at Accenture | Inventateq
Course Video 3 • Student Feedback
Watch Story

Classes @ INVENTATEQ.COM
₹6.8 LPA

Free Interview Skills Development Classes for Freshers & College Students
Course Video 4 • Student Feedback
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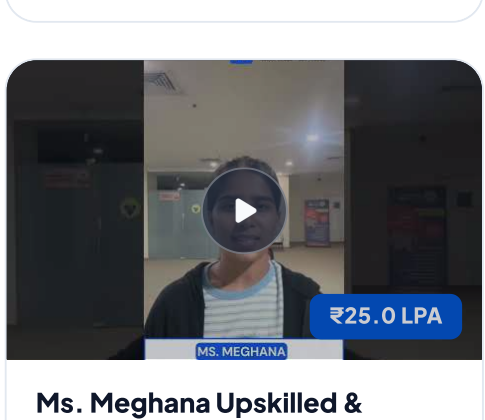
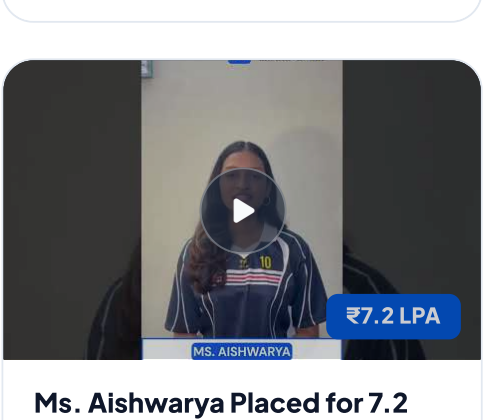


Ms. Meghana Upskilled & Placed at 25 LPA
Top Offer • Enterprise Consultant
Watch Story



Ms. Aishwarya Placed for 7.2 LPA Package
Verified Offer • Software Dev
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CONTACT US

JOB HUNTING ENDS HERE
Start your career with **Autodesk Maya** course that gets your **Dream Job!**

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