INVENTATEQ
LEARN SKILLS • GET PLACED

MASTER MAYA ANIMATION COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Maya Animation 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 !

INVENTATEQ
LEARN SKILLS • GET PLACED

ARE YOU FACING THESE CHALLENGES ?

- 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?

TOO MUCH THEORY
NO PROJECTS
SKILL GAP
NO GUIDANCE

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

INVENTATEQ
LEARN SKILLS • GET PLACED

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

INVENTATEQ
LEARN SKILLS • GET PLACED

WHY LEARN MAYA ANIMATION ?

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

CAREER SCOPE OF MAYA ANIMATION

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

INVENTATEQ
CERTIFICATE
OF ACHIEVEMENT
This Certificate is proudly present to
Gaurang Ahinave
has successfully completed the Python Course and demonstrated outstanding performance, achieving an A Grade.
This certificate recognizes the successful completion of the program requirements during the period from
August 01, 2026 - August 18, 2026
ISO
SIGNATURE

QR Verified | Globally Valid | ISO 9001:2015

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

Average Maya Animation Developer Salary in India

₹6.0 LPA – ₹18 LPA

INVENTATEQ
LEARN SKILLS • GET PLACED

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
Watch Video

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 !**

INVENTATEQ
LEARN SKILLS • GET PLACED

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

INVENTATEQ
LEARN SKILLS • GET PLACED

CAREER PROGRESSION

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

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

INVENTATEQ
LEARN SKILLS • GET PLACED

SKILLS ROADMAP

Progress from core foundations to production-ready enterprise workflows.

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

INVENTATEQ
LEARN SKILLS • GET PLACED

DETAILED MODULE PLAN

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

1 Module 1: Introduction to 3D Animation

- Basics of 3D Animation
- Overview of Autodesk Maya
- Animation Pipeline
- Interface and Workspace Navigation
- Project Setup Basics

GUIDED LAB
Log in to the system, practice basic navigation, and complete your first 3D Animation exercise.

INTERVIEW & ASSESSMENT
Explain what 3D Animation is used for and why companies choose it in simple words.

2 Module 2: 3D Modeling Basics

- Polygon Modeling Introduction
- Creating Basic Shapes
- Extrude, Bevel, and Loop Tools
- Edge, Vertex, and Face Editing
- Model Cleanup Techniques

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Polygon Modeling Introduction.

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

3 Module 3: Advanced Modeling

- Character Modeling Basics
- Hard Surface Modeling
- Sculpting Tools Overview
- UV Mapping Basics
- Topology Best Practices

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

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

4 Module 4: Texturing & Materials

- Material Creation in Maya
- Applying Textures
- UV Unwrapping
- Lighting Basics for Materials
- Shading Networks Introduction

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Material Creation in Maya.

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Material Creation in Maya and how you review client feedback.

5 Module 5: Rigging Fundamentals

- Skeleton Creation (Joints)
- Skinning Characters
- IK and FK Systems
- Controllers Setup
- Basic Facial Rigging

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Skeleton Creation (Joints).

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Skeleton Creation (Joints) and how you review client feedback.

6 Module 6: Animation Principles

- Principles of Animation
- Keyframes and Timing
- Graph Editor Basics
- Motion Paths
- Character Movement Basics

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Principles of Animation.

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

7 Module 7: Character Animation

- Walk Cycles
- Run Cycles
- Facial Expressions
- Lip Sync Animation
- Acting and Performance Animation

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Walk Cycles.

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

8 Module 8: Lighting & Rendering

- Lighting Setup (Arnold Renderer)
- Camera Setup
- Shadows and Reflections
- Render Settings
- Output Optimization

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Lighting Setup (Arnold Renderer).

INTERVIEW & ASSESSMENT
Explain your step-by-step design workflow for Lighting Setup (Arnold Renderer) and how you review client feedback.

9 Module 9: Dynamics & Effects (Basics)

- Particle Systems
- Cloth Simulation
- Hair Simulation Overview
- Fluid Effects Basics
- Motion Dynamics

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Particle Systems.

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

10 Module 10: Post-Production

- Rendering Passes
- Compositing Basics
- Color Correction
- Exporting Animation
- Final Output Preparation

GUIDED LAB
Create a practical 3D model or architectural drawing focusing on Rendering Passes.

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

11 Module 11: Real-Time Projects

- Character Animation Short Film
- D Product Animation Project
- Walk Cycle and Motion Study
- Scene Creation Project
- Portfolio & Demo Reel Preparation
- Tools Covered
- Autodesk Maya
- Arnold Renderer

GUIDED LAB
Complete an end-to-end practical project bringing together everything you built in this course.

INTERVIEW & ASSESSMENT
Present your completed project and explain your key design decisions with confidence.

INVENTATEQ
LEARN SKILLS • GET PLACED

REAL-WORLD PORTFOLIO PROJECTS

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

Project 1: Character Animation Short Film

What it is: Set up the core 3D Animation environment and configure essential business settings.

What you do: Initialize base configurations, create clean templates, and verify workflow controls.

Tools used: Maya Animation, 3D Animation, Autodesk Maya

Project outcome: Working project foundation configured and tested according to best practices.

Project 2: D Product Animation Project

What it is: Build practical 3D Modeling modules to handle everyday business operations.

What you do: Create core functional components, validate input data, and prevent common errors.

Tools used: Maya Animation, 3D Modeling, Polygon Modeling

Project outcome: Functional business module ready to run and demo with zero manual errors.

Project 3: Walk Cycle and Motion Study

What it is: Connect Texturing Materials with Material Creation Maya to automate data and team workflows.

What you do: Set up automated pipelines, link required services, and run end-to-end tests.

Tools used: Maya Animation, Texturing Materials, Material Creation Maya

Project outcome: Live automated workflow pipeline documented with clear usage guides.

Project 4: Scene Creation Project

What it is: Optimize Animation workflows for security, speed, and reliability.

What you do: Audit performance bottlenecks, apply security rules, and optimize execution speed.

Tools used: Maya Animation, Keyframes Timing

Project outcome: Production-grade technical deliverable ready to add to your personal portfolio.

Project 5: Portfolio & Demo Reel Preparation

What it is: Implement advanced Lighting Rendering features matching real industry requirements.

What you do: Configure custom settings, automate repetitive tasks, and test business logic.

Tools used: Maya Animation, Lighting Rendering, Lighting Setup Arnold

Project outcome: Production-grade technical deliverable ready to add to your personal portfolio.

Project 6: Maya Animation End-to-End Capstone

What it is: Build a complete, production-ready Maya Animation project bringing all skills together.

What you do: Design, code, test, and document a full project workflow from scratch to launch.

Tools used: Maya Animation, Post Production, Rendering Passes

Project outcome: Verified capstone project ready to showcase on your resume and interview calls.

INVENTATEQ
LEARN SKILLS • GET PLACED

ASSESSMENT FRAMEWORK

Module tests, practical evaluations, capstone and completion criteria.

COMPONENT	ASSESSMENT FOCUS	PASS EVIDENCE
Module Knowledge Quizzes	Core 3D Animation principles, industry terminology, and workflow concepts	Consistent passing score across syllabus unit evaluation tests
Lab Submissions & Practice Reviews	Hands-on Advanced Modeling implementation, configuration, and practical exercises	Working lab deliverables satisfying practical evaluation rubrics
Hands-On Mini Projects	Independent problem-solving using intermediate Animation Principles techniques	Functional project artifacts addressing realistic domain scenarios
Final Production Capstone	End-to-end Maya Animation 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

INVENTATEQ
LEARN SKILLS • GET PLACED

RESUME, GITHUB & LINKEDIN

Evidence-based resume writing and professional project presentation.

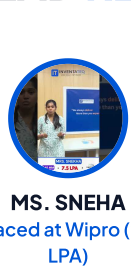
- Professional Maya Animation portfolio of 3D assets, polished scene renders, and models.
- Detailed 3D Animation diagrams, component specifications, and end-to-end workflows.
- Visual project sheets, live demonstration walkthroughs, and verified functional outputs.
- Project documentation covering Advanced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

INVENTATEQ
LEARN SKILLS • GET PLACED

OUR STUDENT

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

READ REVIEWS

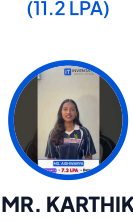


MS. SNEHA
Placed at Wipro (9.5 LPA)

"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 : **Maya Animation 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 : **Maya Animation Specialist**
G ★★★★★

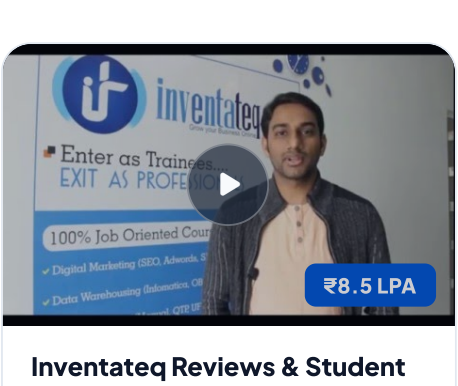


MR. KARTHIK
Placed at Capgemini (10.5 LPA)

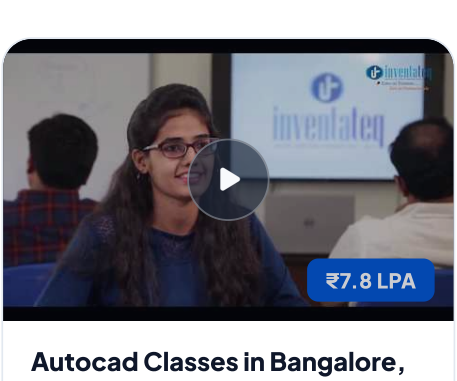
"Learning practical enterprise tools with 1-on-1 guidance made all the difference. Having a polished portfolio gave me immense confidence in interviews!"
Course Completed : **Maya Animation Specialist**
G ★★★★★

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
Watch Story



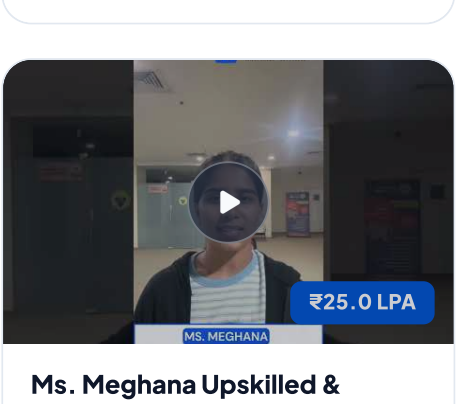
Autocad Classes in Bangalore, Best Catia Course Near Me with Job Support
✓ Course Video 2 • Student Feedback
Watch Story

₹9.2 LPA
MS. ANANYA

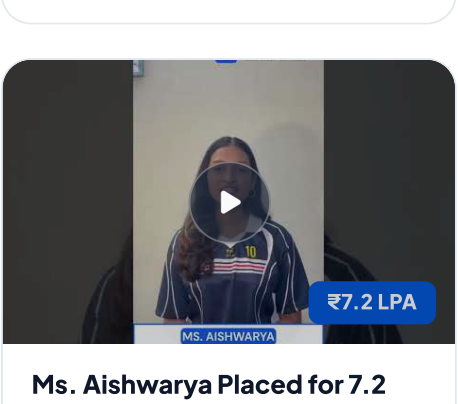
Ananya's Placement Success Story | AI Course | 6.5 LPA at Accenture| Inventateq
✓ Course Video 3 • Student Feedback
Watch Story

Classes @ INVENTATEQ.COM
₹6.8 LPA

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



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
Watch Story

INVENTATEQ
LEARN SKILLS • GET PLACED

CONTACT US

⚡ JOB HUNTING ENDS HERE

Start your career with **Maya Animation** course that gets your **Dream Job!**

ADMISSIONS & COUNSELLING
+91 85500 00909
☎ Call Now | WhatsApp

CAREER & PLACEMENT DESK
+91 78993 32878
☎ Call Now | WhatsApp