

How Long Does It Take to Master Autodesk Maya?



What is Autodesk Maya?

Autodesk Maya is widely known as one of the most important tools for 3D artists worldwide. Used in film, gaming, animation, and visual effects, this software offers a full suite of tools for modeling, rigging, animation, rendering, and simulation.



Learning Phases to Master Autodesk Maya

Learning Autodesk Maya is a journey. The more time you put into learning, practicing, and refining your workflow, the more rewarding the software becomes.

THE STUDENTS ARE OUR PORTFOLIO

Learn. Level up. Master.

0–3 Months

Build a strong foundation in Maya. You'll learn how the software works, understand core tools, and create simple 3D objects. By the end of this phase, you'll be comfortable navigating the interface, modeling basic shapes, applying simple materials, and rendering your first scenes.

3–9 Months

Start creating more intentional and polished work. This phase focuses on character and hard-surface modeling, proper topology, UV mapping, and stronger lighting and rendering. You'll begin developing the skills needed to create believable 3D assets and clean, production-friendly models.

9–19 Months

Your work becomes portfolio-ready. Here you take on advanced techniques such as rigging, complex animation, detailed sculpting, cinematic lighting, and optimized rendering workflows. This phase prepares you for real production pipelines, whether for games, film, or animation.

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0–3 Months

Phase 1: Learning the Basics

This is where you learn how Maya works. Basic tools, essential navigation skills, and core features are introduced. Some of the tasks you'll learn include:

- Interface navigation
- Creating and modifying 3D objects
- Basic modeling
- Simple texturing and materials
- Intro to lighting and rendering
- Simple animation principles





3–9 Months

Phase 2: Intermediate Mastery

Now you begin developing more advanced skills. This is where your work starts to look more polished and intentional.

Key skills you'll develop include:

- Character modeling
- Hard-surface modeling
- Texturing with UV maps
- Intermediate lighting and rendering
- Animation basics
- Understanding topology and edge flow



9–18 Months

Phase 3: Professional-Level Proficiency

This is where your work becomes portfolio-ready. You develop advanced skills and begin polishing your style

Advanced Maya skills include:

- Character rigging
- Complex animation
- Game Ready Retopology
- Realistic lighting
- Rendering cinematic scenes
- Optimization for games or films



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Start Your Maya Journey Today

If you want expert-led, project-based training that accelerates your mastery.

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