

maya part time course

Do I change careers

I signed up for a short course www.learn2.co.za (evenings only-due to retrenchment I can only afford to put freelance money towards this) the 1st in a series called Maya Fundamentals.

So the lecturer is knock your sox off awesome in the animation world, and even though the course is condensed it is amazing what we have covered- and I can do even after this 1st lesson.

I spent the next day practicing and built my 1st basic modeled scene. -Very basic-

However as I continue, it is becoming apparent I shouldn't have studied graphic design at all, I should have studied Maya full time. I first knew this when I opened Tokyo plastic's site and fell in love with their amazing worlds they created.www.tokyoplastic.com. I thought no one in SA is going to fund that down here- they only learn and use Maya overseas.

Later in my career I found out this wasn't the case, but it didn't bother me too much as I had moved onto my 2nd job where I got to design even more. It bothers me now, when I pitched up for the course, and started my undying passion for character creation, illustration and Maya in the face. I saw walls of animation, clips of 3d worlds in Maya and I fell crazily into wanting to be part of it all- on a full time basis.

Do I a) freelance in spare time and study full time next year

b) Do short courses and be happy with that-while seeking permanent graphic design job
(I have had no luck in the past 5 months and only get freelance due to recession)

c) Suggestions anyone

Please help my dream is to work for the likes of Masters and Savant, or for Triggerfish Animation

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