

THE LOST ARCHITECTURE PROJECT: REBUILDING HISTORY IN MAYA

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INTRODUCTION

Step into the world of cinematic world-building.

In this Maya-based course, you'll learn how to model realistic architecture and large-scale environments directly from real-world references - just like it's done in professional film production. From reading blueprints to translating them into production-ready geometry, you'll learn how to construct believable urban and natural spaces that integrate seamlessly into visual effects pipelines. You'll work with reference systems in Maya, using instanced assets - so you can update a single object and see changes reflected across the entire scene, just like in real studio production.

Train inside a real studio, guided by professional artists who use these same methods in daily production.



WHAT YOU WILL LEARN:

- Blocking and scaling architecture accurately from blueprints and photo references
- Using real-world measurements to ensure believability and scale
- Building detailed modular assets and environments ready for texturing and layout
- Managing complex Maya scenes efficiently for production
- Preparing assets for Unreal or Houdini integration

Difficulty Level: *Intermediate*

Duration: *5 days*

Material Included: *Reference images, blueprint files*

Requirements: *Maya*

COURSE STRUCTURE



○ RESEARCH AND REFERENCE GATHERING

Learn how studios collect and analyze references for realism.

○ ARCHITECTURAL BLOCKING

Create modular structures based on real-world proportions.

○ DETAIL MODELING AND SCENE OPTIMIZATION

Balance high detail with efficient topology.

○ ENVIRONMENTAL LAYOUT

Combine natural and built elements to achieve cinematic scale

○ LIGHTING AND PRESENTATION

Set up a production-ready lighting scene for your final render

○ FINAL RENDERING AND PORTFOLIO PREP

Render and present your environment as a portfolio-quality piece



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FINAL RESULT](#)