Modeling from Reference Project
Use at least 2 images (Front View and Side View -photographs or drawings)
to create a 3D model in MAYA

Methods:
Import the images View>Image Plane> Import Image
Use a simple polygon to block out the object shape
Use the vertex and face tools to modify the shape
Use the modeling tools : Multi Cut, Slide Edge, Bevel, Extrude, Target Weld
to build out the parts of your model

Optional:
Cut your model in half and sse the Duplicate Special tool to create an even
copy of it.

DUE:
YOUR PROJECT FOLDER with your PROJECT SAVED INTO THE SCENES
SUB- FOLDER
A folder: Lastname_Modeling_Reference_Projet