

Project 6- Polygon Modeling in MAYA

Create a unique Polygon Model.

Steps:

- Use Vertex, Edge and Face to create a unique polygon model.
- Add colors using Lambert as necessary.
- Use Combine/Seperate/Boolean tools to create more complicated shapes
- Make sure to set your Project Folder
- Save your Scene as Lastname_Project6 in the folder for your records

Ideas: Create a Tree, A car, A table, A Figure!

Requirements:

Take 3 different SCREENSHOTS of the polygon model you created

*On the mac: Use the shortcut Command + Shift + 4 to take a screenshot.

Rename the screenshots

Lastname_Firstname_Project_6_1.png

Lastname_Firstname_Project_6_2.png

Lastname_Firstname_Project_6_3.png

MAYA CAN CRASH!!!

MAKE SURE TO BACK UP YOUR WORK!

