Impara a **modellare in 3D!**
Introduciti nel mondo del
Design, Characters,
Automotive,
Prototipazione per stampa
3D e tanto altro!

Render View
File View Render IPR Options Display Render Target Help
1:1
Maya Software
0.00
1.00
IPR: 0MB

18-19-20 Maggio 2018

WORKSHOP BASE
MODELLAZIONE POLIGONALE

ore 16:00

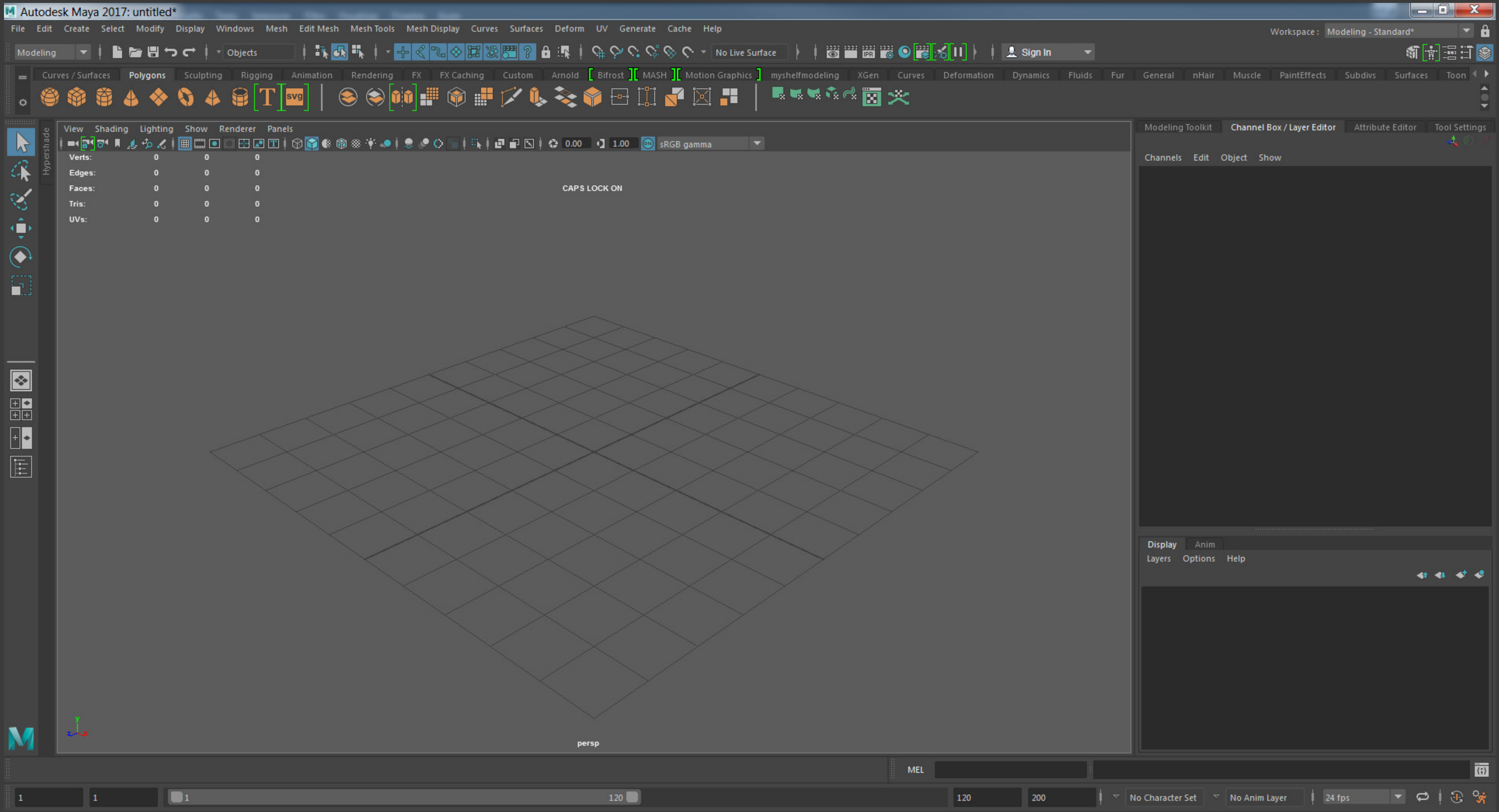
FAB LAB
MESSINA

AUTODESK MAYA

Autodesk Maya è un software di modellazione, animazione e rendering.
È il software di riferimento per la produzione cinematografica, commercial in tutto il mondo.

MAYA®

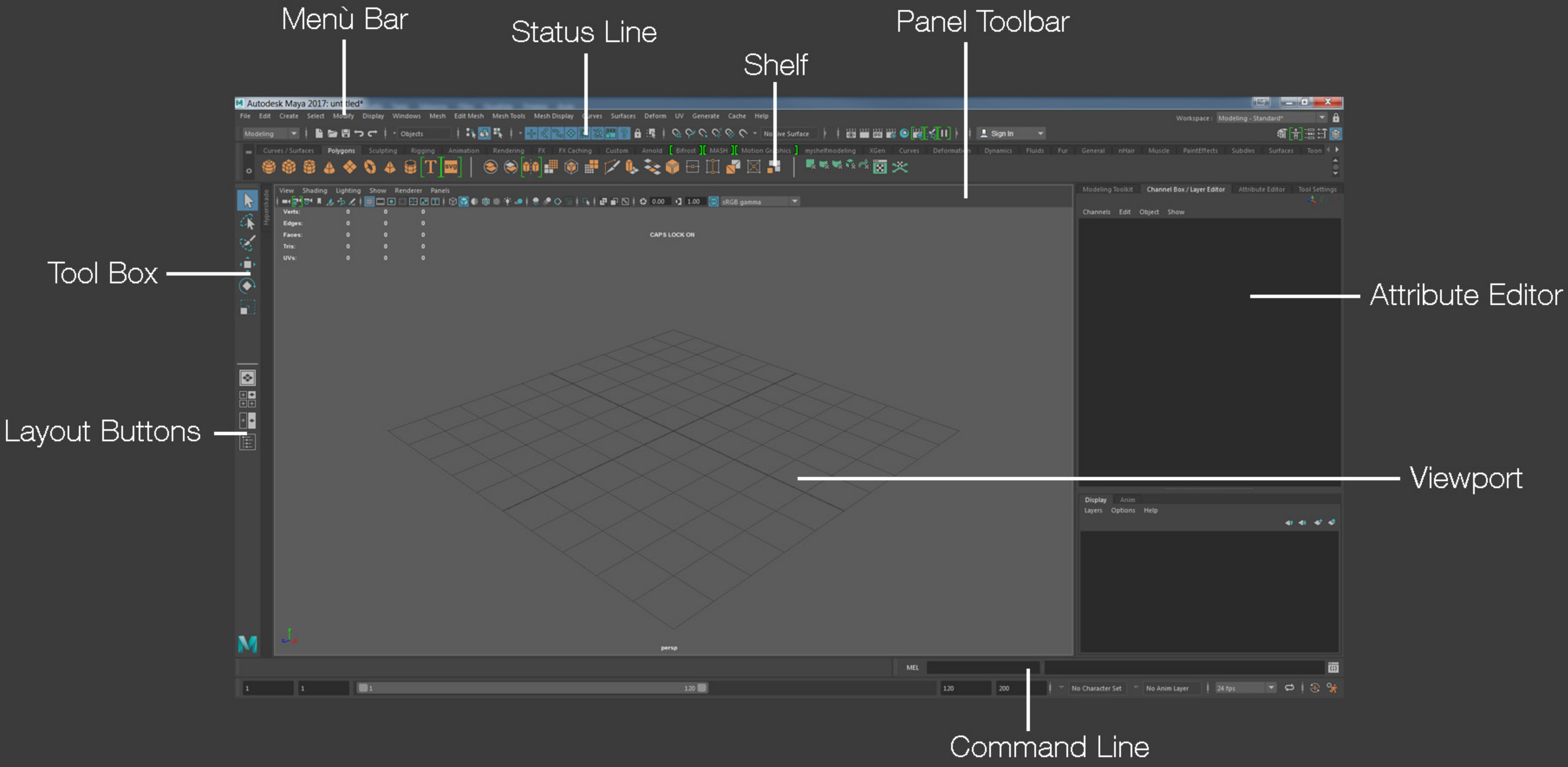
INTERFACE



Autodesk Maya 2017: untitled*
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon
Hypershade
View Shading Lighting Show Renderer Panels
0.00
1.00
sRGB gamma
CAPS LOCK ON
persp
Modeling Toolkit Channel Box / Layer Editor Attribute Editor Tool Settings
Channels Edit Object Show
Display Anim
Layers Options Help
MEL
1
1
1
120
120
200
No Character Set
No Anim Layer
24 fps

Workspace : Modeling - Standard*

Verts: 0 0 0
Edges: 0 0 0
Faces: 0 0 0
Tris: 0 0 0
UVs: 0 0 0


Menù Bar

Status Line

Shelf

Panel Toolbar

Tool Box

Layout Buttons

Attribute Editor

Viewport

Command Line

Autodesk Maya 2017: untitled*
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace : Modeling - Standard*
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Objects
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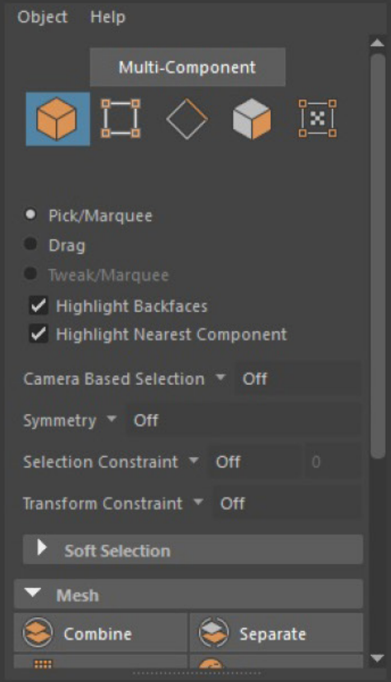
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon
View Shading Lighting Show Renderer Panels
0.00
1.00
sRGB gamma
Verts:
Edges:
Faces:
Tris:
UVs:
CAPS LOCK ON
persp
Modeling Toolkit Channel Box / Layer Editor Attribute Editor Tool Settings
Channels Edit Object Show
Display Anim
Layers Options Help
MEL
1
1
1
120
120
200
No Character Set
No Anim Layer
24 fps

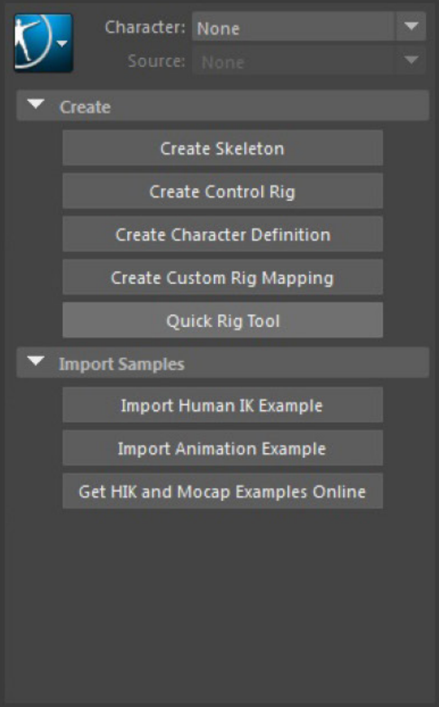
Modeling Toolkit


Object
Help
Multi-Component
Soft Selection
Mesh
Combine
Separate

● Pick/Marquee
○ Drag
○ Tweak/Marquee
☑ Highlight Backfaces
☑ Highlight Nearest Component

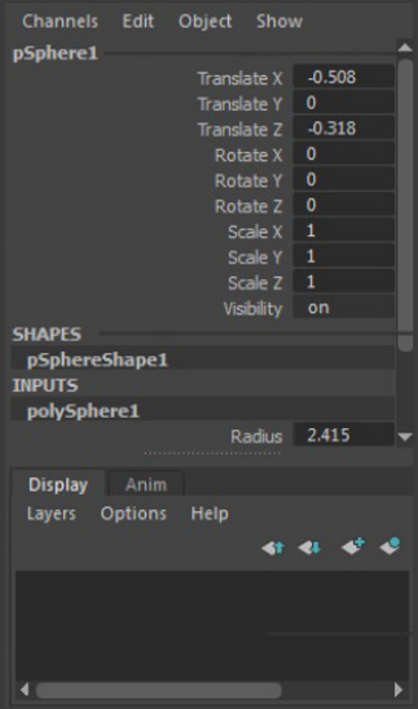
Camera Based Selection: Off
Symmetry: Off
Selection Constraint: Off 0
Transform Constraint: Off

Human IK


Create
Create Skeleton
Create Control Rig
Create Character Definition
Create Custom Rig Mapping
Quick Rig Tool
Import Samples
Import Human IK Example
Import Animation Example
Get HIK and Mocap Examples Online

Character: None
Source: None

Tool Settings


Channels
Edit
Object
Show
Display
Anim
Layers
Options
Help

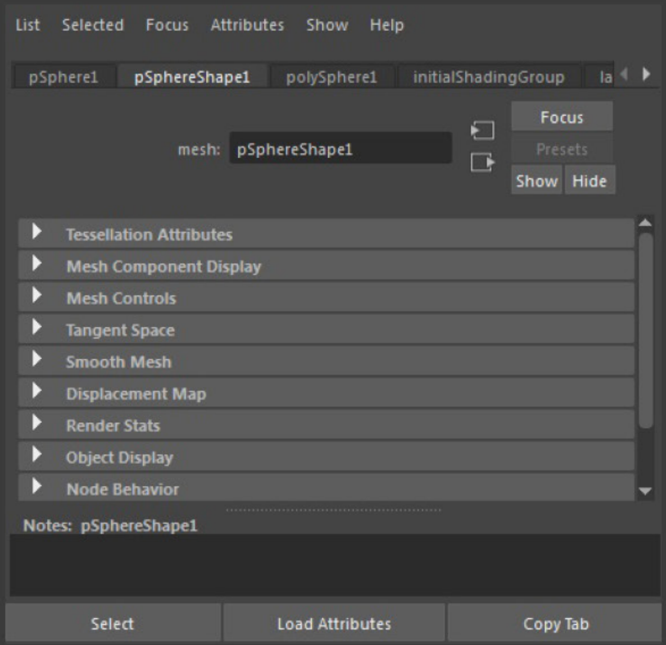
pSphere1

Translate X	-0.508
Translate Y	0
Translate Z	-0.318
Rotate X	0
Rotate Y	0
Rotate Z	0
Scale X	1
Scale Y	1
Scale Z	1
Visibility	on

SHAPES
pSphereShape1
INPUTS
polySphere1

Radius 2.415

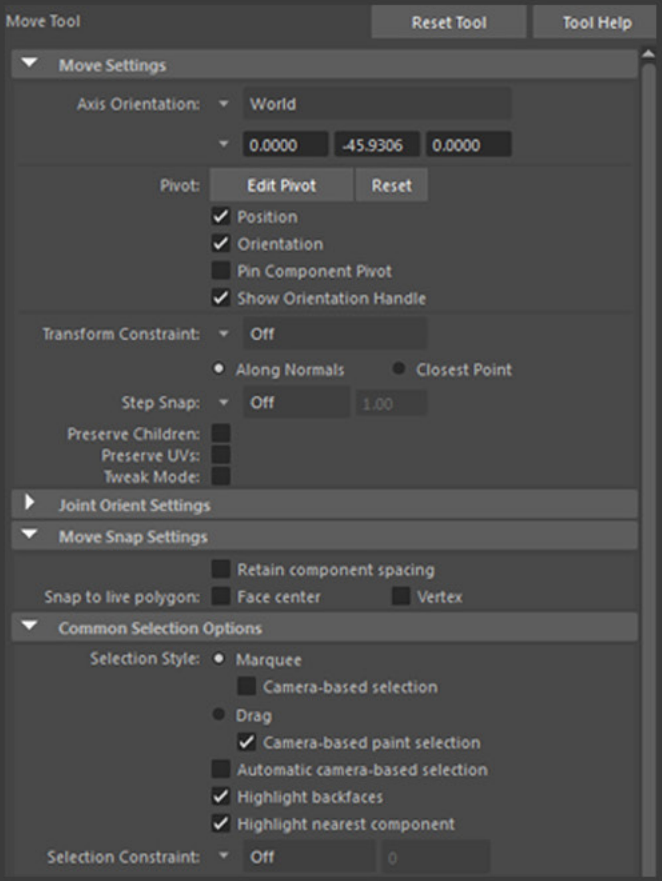
Attribute Editor


List
Selected
Focus
Attributes
Show
Help
pSphere1
pSphereShape1
polySphere1
initialShadingGroup
la
Focus
Presets
Show
Hide
Tessellation Attributes
Mesh Component Display
Mesh Controls
Tangent Space
Smooth Mesh
Displacement Map
Render Stats
Object Display
Node Behavior
Select
Load Attributes
Copy Tab

mesh: pSphereShape1

Notes: pSphereShape1

Tool Settings


Move Tool
Reset Tool
Tool Help
Move Settings
Edit Pivot
Reset
Joint Orient Settings
Move Snap Settings
Common Selection Options

Axis Orientation: World
0.0000 -45.9306 0.0000

Pivot:
☑ Position
☑ Orientation
☐ Pin Component Pivot
☑ Show Orientation Handle

Transform Constraint: Off
● Along Normals ● Closest Point

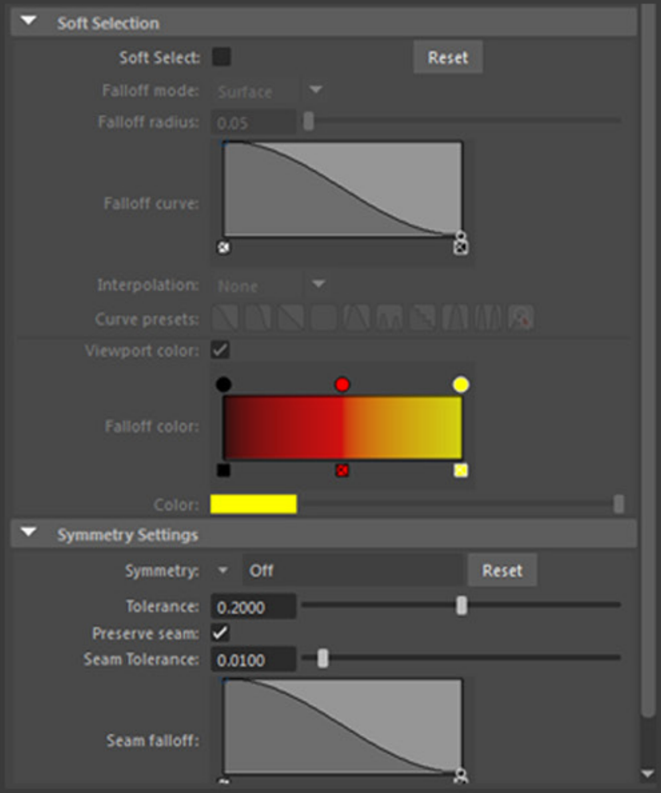
Step Snap: Off 1.00

Preserve Children: ☐
Preserve UVs: ☐
Tweak Mode: ☐

☐ Retain component spacing
Snap to live polygon: ☐ Face center ☐ Vertex

Selection Style: ● Marquee
☐ Camera-based selection
● Drag
☑ Camera-based paint selection
☐ Automatic camera-based selection
☑ Highlight backfaces
☑ Highlight nearest component

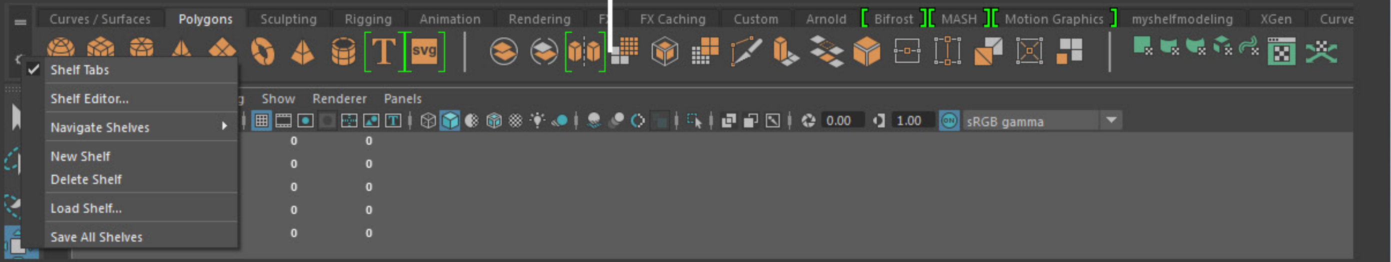
Selection Constraint: Off 0


Soft Selection
Reset
Symmetry Settings
Reset

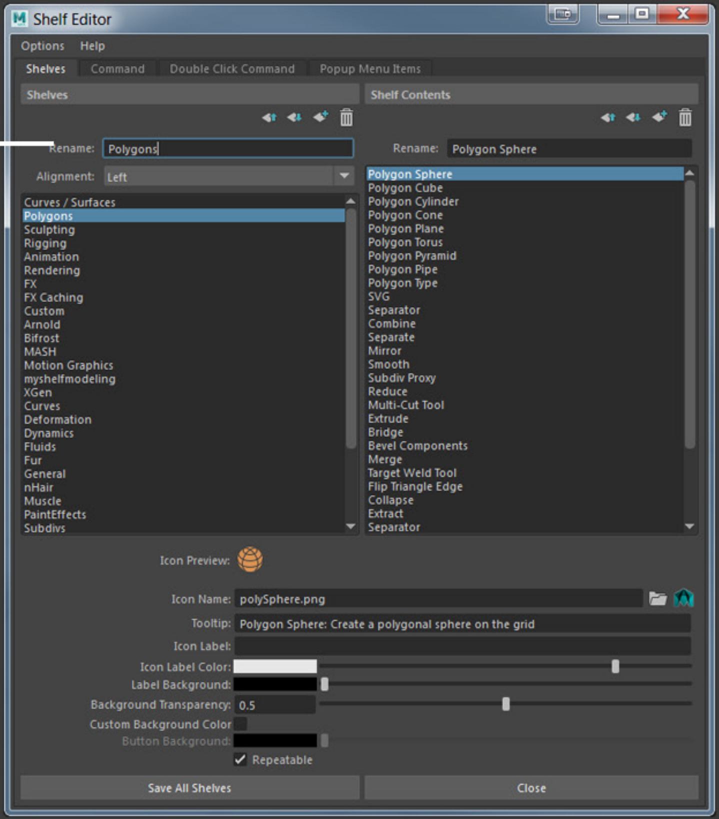
Soft Select: ☐
Falloff mode: Surface
Falloff radius: 0.05
Falloff curve:
Interpolation: None
Curve presets:
Viewport color: ☑
Falloff color:
Color: 🟨

Symmetry: Off
Tolerance: 0.2000
Preserve seam: ☑
Seam Tolerance: 0.0100
Seam falloff:

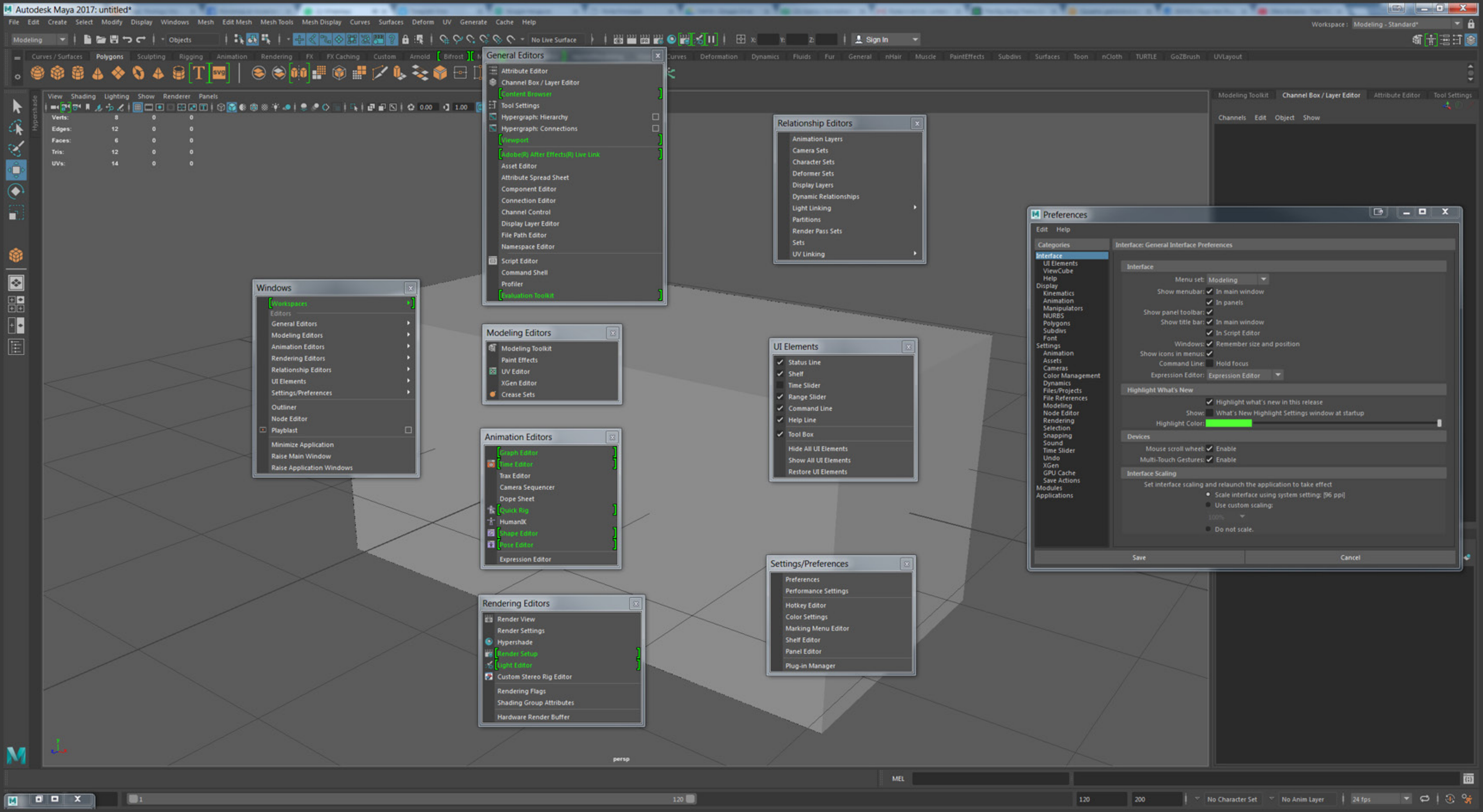
Shielf


Curves / Surfaces
Polygons
Sculpting
Rigging
Animation
Rendering
FX Caching
Custom
Arnold
Bifrost
MASH
Motion Graphics
myshelfmodeling
XGen
Shelf Tabs
Shelf Editor...
Navigate Shelves
New Shelf
Delete Shelf
Load Shelf...
Save All Shelves
Show
Renderer
Panels
sRGB gamma

Shielf Editor


Shelf Editor
Options
Help
Shelves
Command
Double Click Command
Popup Menu Items
Shelves
Shelf Contents
Curves / Surfaces
Polygons
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Arnold
Bifrost
MASH
Motion Graphics
myshelfmodeling
XGen
Curves
Deformation
Dynamics
Fluids
Fur
General
nHair
Muscle
PaintEffects
Subdivs
Polygon Sphere
Polygon Cube
Polygon Cylinder
Polygon Cone
Polygon Plane
Polygon Torus
Polygon Pyramid
Polygon Pipe
Polygon Type
SVG
Separator
Combine
Separate
Mirror
Smooth
Subdiv Proxy
Reduce
Multi-Cut Tool
Extrude
Bridge
Bevel Components
Merge
Target Weld Tool
Flip Triangle Edge
Collapse
Extract
Separator
Icon Preview:
Icon Label:
Icon Label Color:
Label Background:
Custom Background Color
Button Background:
Save All Shelves
Close

Rename: Polygons
Alignment: Left
Rename: Polygon Sphere
Icon Name: polySphere.png
Tooltip: Polygon Sphere: Create a polygonal sphere on the grid
Background Transparency: 0.5
☑ Repeatable


Autodesk Maya 2017: untitled*
File
Edit
Create
Select
Modify
Display
Windows
Mesh
Edit Mesh
Mesh Tools
Mesh Display
Curves
Surfaces
Deform
UV
Generate
Cache
Help
Workspace : Modeling - Standard*
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces
Polygons
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Arnold
Bifrost
Curves
Deformation
Dynamics
Fluids
Fur
General
nHair
Muscle
PaintEffects
Subdivs
Surfaces
Toon
nCloth
TURTLE
GoZBrush
UVLayout
View
Shading
Lighting
Show
Renderer
Panels
Verts: 8 0 0
Edges: 12 0 0
Faces: 6 0 0
Tris: 12 0 0
UVs: 14 0 0
Modeling Toolkit
Channel Box / Layer Editor
Attribute Editor
Tool Settings
Channels
Edit
Object
Show
General Editors
Attribute Editor
Channel Box / Layer Editor
Content Browser
Tool Settings
Hypergraph: Hierarchy
Hypergraph: Connections
Viewport
Adobe(R) After Effects(R) Live Link
Asset Editor
Attribute Spread Sheet
Component Editor
Connection Editor
Channel Control
Display Layer Editor
File Path Editor
Namespace Editor
Script Editor
Command Shell
Profiler
Evaluation Toolkit
Relationship Editors
Animation Layers
Camera Sets
Character Sets
Deformer Sets
Display Layers
Dynamic Relationships
Light Linking
Partitions
Render Pass Sets
Sets
UV Linking
Windows
Workspaces
Editors
General Editors
Modeling Editors
Animation Editors
Rendering Editors
Relationship Editors
UI Elements
Settings/Preferences
Outliner
Node Editor
Playblast
Minimize Application
Raise Main Window
Raise Application Windows
Modeling Editors
Modeling Toolkit
Paint Effects
UV Editor
XGen Editor
Crease Sets
UI Elements
✓ Status Line
✓ Shelf
Time Slider
✓ Range Slider
✓ Command Line
✓ Help Line
✓ Tool Box
Hide All UI Elements
Show All UI Elements
Restore UI Elements
Animation Editors
Graph Editor
Time Editor
Trax Editor
Camera Sequencer
Dope Sheet
Quick Rig
HumanIK
Shape Editor
Pose Editor
Expression Editor
Settings/Preferences
Preferences
Performance Settings
Hotkey Editor
Color Settings
Marking Menu Editor
Shelf Editor
Panel Editor
Plug-in Manager
Rendering Editors
Render View
Render Settings
Hypershade
Render Setup
Light Editor
Custom Stereo Rig Editor
Rendering Flags
Shading Group Attributes
Hardware Render Buffer
persp
MEL
1
120
120
200
No Character Set
No Anim Layer
24 fps

Preferences

Edit Help

Categories
Interface
UI Elements
ViewCube
Help
Display
Kinematics
Animation
Manipulators
NURBS
Polygons
Subdivs
Font
Settings
Animation
Assets
Cameras
Color Management
Dynamics
Files/Projects
File References
Modeling
Node Editor
Rendering
Selection
Snapping
Sound
Time Slider
Undo
XGen
GPU Cache
Save Actions
Modules
Applications

Interface: General Interface Preferences

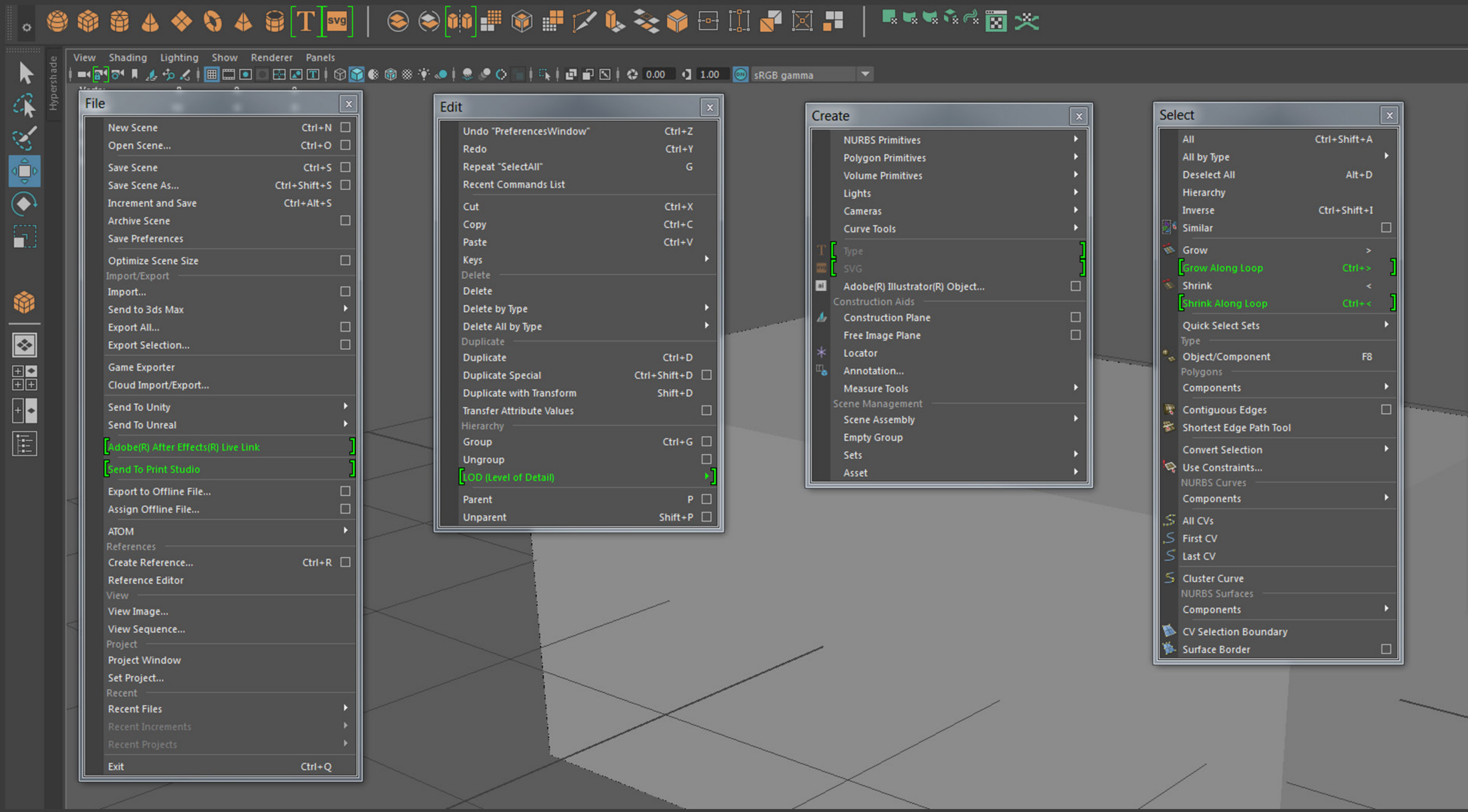
Interface
Menu set: Modeling
Show menubar: ☑ In main window
☑ In panels
Show panel toolbar: ☑
Show title bar: ☑ In main window
☑ In Script Editor
Windows: ☑ Remember size and position
Show icons in menus: ☑
Command Line: ☐ Hold focus
Expression Editor: Expression Editor

Highlight What's New
☑ Highlight what's new in this release
Show: ☐ What's New Highlight Settings window at startup
Highlight Color: 🟩

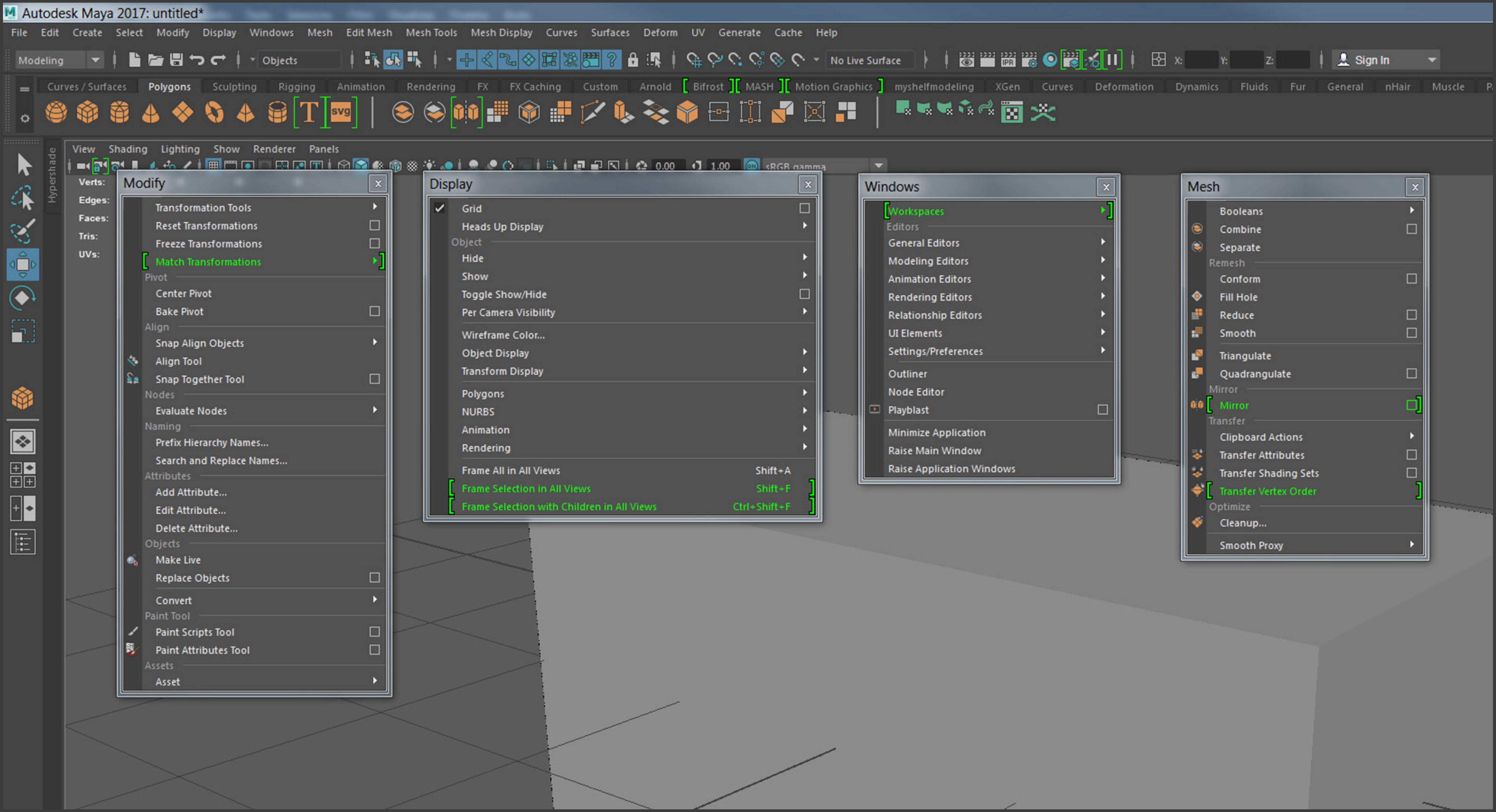
Devices
Mouse scroll wheel: ☑ Enable
Multi-Touch Gestures: ☑ Enable

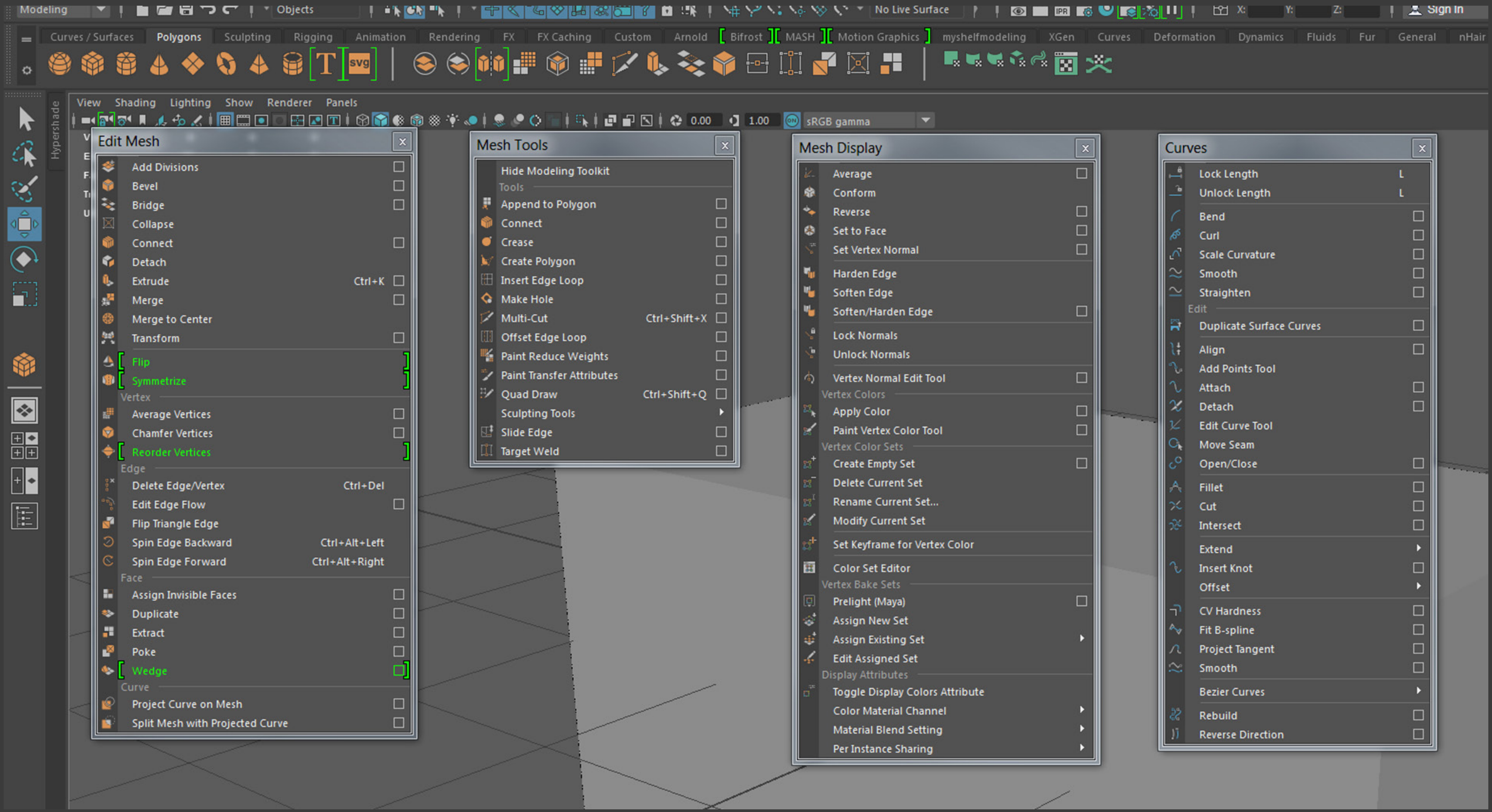
Interface Scaling
Set interface scaling and relaunch the application to take effect
● Scale interface using system setting: [96 ppi]
○ Use custom scaling:
100%
○ Do not scale.

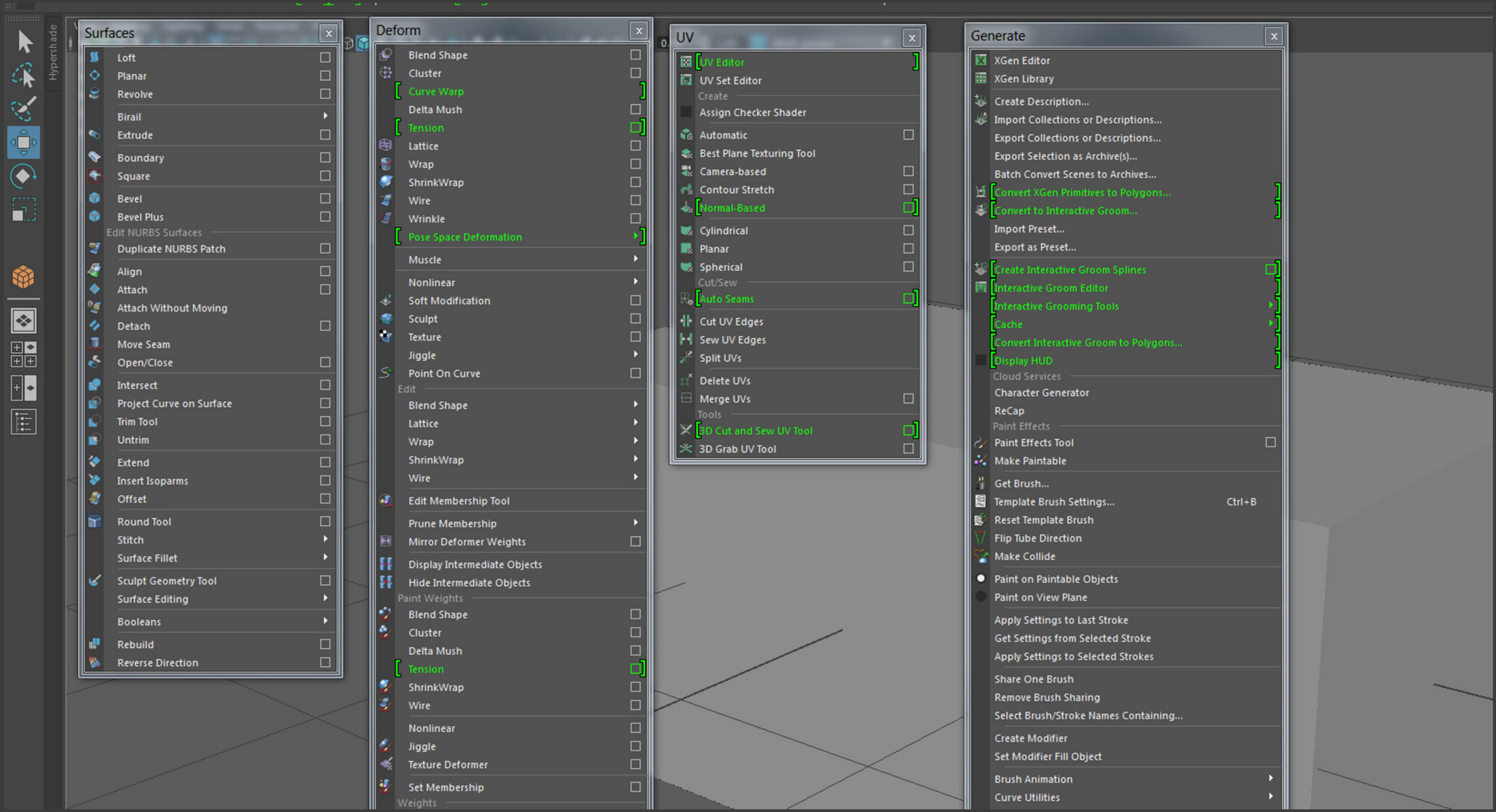
Save Cancel



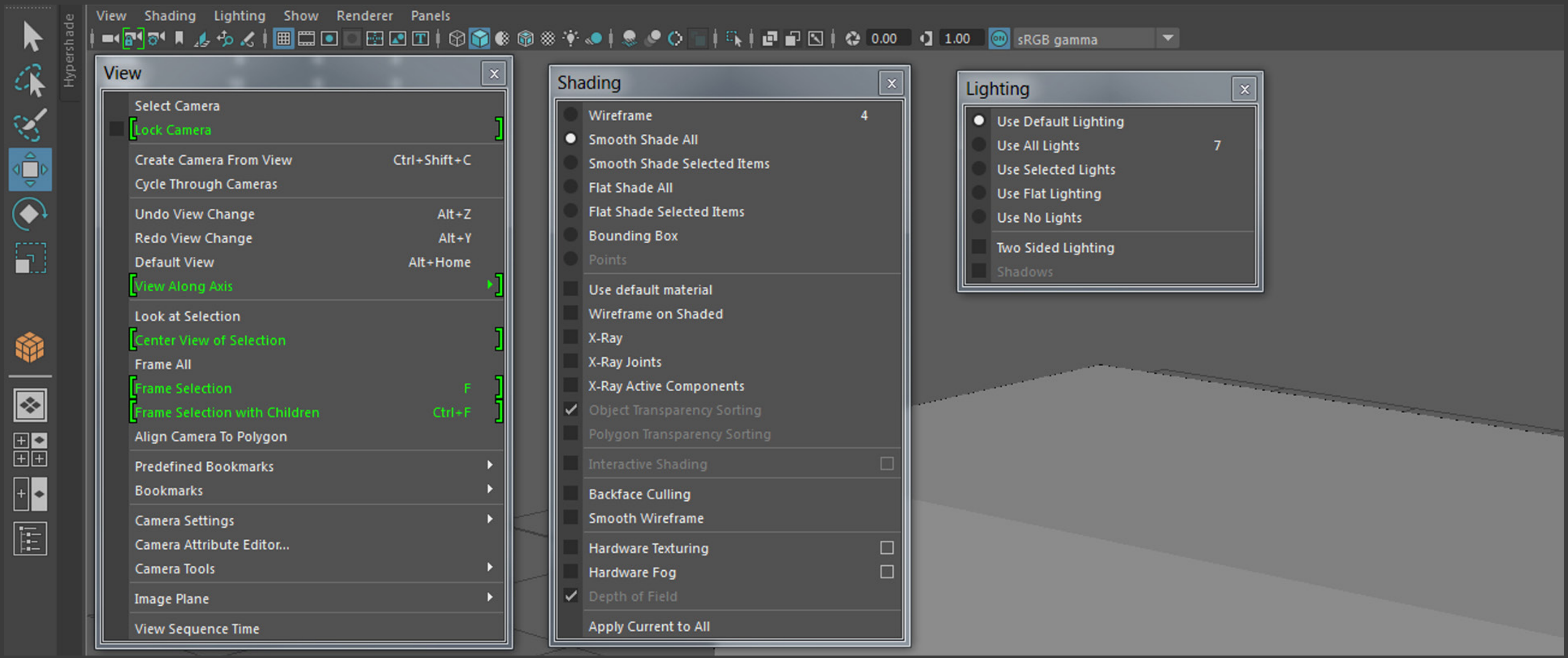
View
Shading
Lighting
Show
Renderer
Panels
0.00
1.00
sRGB gamma
Hypershade
File
New Scene Ctrl+N ☐
Open Scene... Ctrl+O ☐
Save Scene Ctrl+S ☐
Save Scene As... Ctrl+Shift+S ☐
Increment and Save Ctrl+Alt+S
Archive Scene ☐
Save Preferences
Optimize Scene Size ☐
Import/Export
Import... ☐
Send to 3ds Max
Export All... ☐
Export Selection... ☐
Game Exporter
Cloud Import/Export...
Send To Unity
Send To Unreal
Adobe(R) After Effects(R) Live Link
Send To Print Studio
Export to Offline File... ☐
Assign Offline File... ☐
ATOM
References
Create Reference... Ctrl+R ☐
Reference Editor
View
View Image...
View Sequence...
Project
Project Window
Set Project...
Recent
Recent Files
Recent Increments
Recent Projects
Exit Ctrl+Q
Edit
Undo "PreferencesWindow" Ctrl+Z
Redo Ctrl+Y
Repeat "SelectAll" G
Recent Commands List
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Keys
Delete
Delete
Delete by Type
Delete All by Type
Duplicate
Duplicate Ctrl+D
Duplicate Special Ctrl+Shift+D ☐
Duplicate with Transform Shift+D
Transfer Attribute Values ☐
Hierarchy
Group Ctrl+G ☐
Ungroup ☐
LOD (Level of Detail)
Parent P ☐
Unparent Shift+P ☐
Create
NURBS Primitives
Polygon Primitives
Volume Primitives
Lights
Cameras
Curve Tools
Type
SVG
Adobe(R) Illustrator(R) Object... ☐
Construction Aids
Construction Plane ☐
Free Image Plane ☐
Locator
Annotation...
Measure Tools
Scene Management
Scene Assembly
Empty Group
Sets
Asset
Select
All Ctrl+Shift+A
All by Type
Deselect All Alt+D
Hierarchy
Inverse Ctrl+Shift+I
Similar ☐
Grow >
Grow Along Loop Ctrl+>
Shrink <
Shrink Along Loop Ctrl+<
Quick Select Sets
Type
Object/Component F8
Polygons
Components
Contiguous Edges ☐
Shortest Edge Path Tool
Convert Selection
Use Constraints...
NURBS Curves
Components
All CVs
First CV
Last CV
Cluster Curve
NURBS Surfaces
Components
CV Selection Boundary
Surface Border ☐

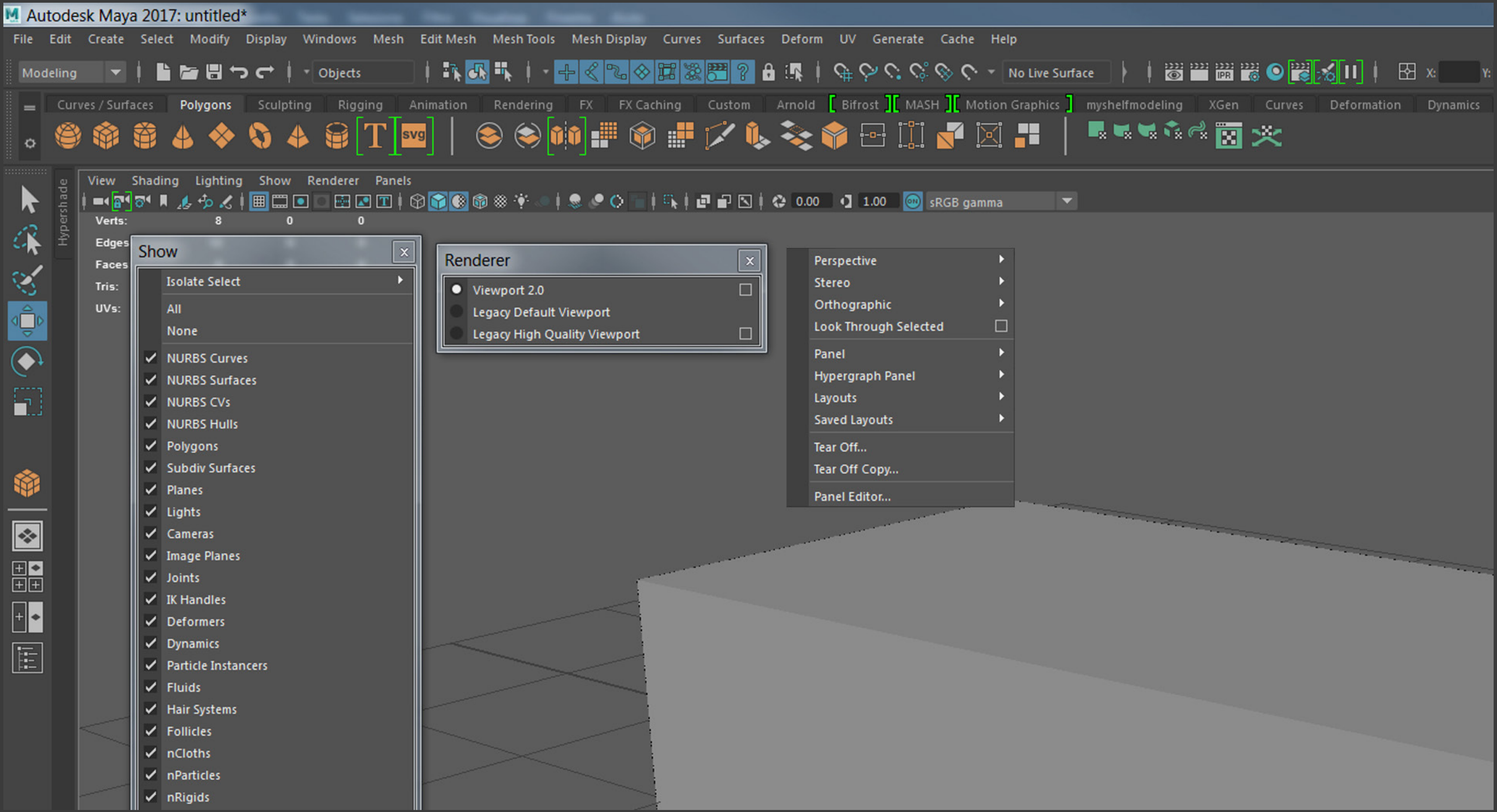

Autodesk Maya 2017: untitled*
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle
View Shading Lighting Show Renderer Panels
Verts:
Edges:
Faces:
Tris:
UVs:
Modify
Transformation Tools
Reset Transformations
Freeze Transformations
Match Transformations
Pivot
Center Pivot
Bake Pivot
Align
Snap Align Objects
Align Tool
Snap Together Tool
Nodes
Evaluate Nodes
Naming
Prefix Hierarchy Names...
Search and Replace Names...
Attributes
Add Attribute...
Edit Attribute...
Delete Attribute...
Objects
Make Live
Replace Objects
Convert
Paint Tool
Paint Scripts Tool
Paint Attributes Tool
Assets
Asset
Display
Grid
Heads Up Display
Object
Hide
Show
Toggle Show/Hide
Per Camera Visibility
Wireframe Color...
Object Display
Transform Display
Polygons
NURBS
Animation
Rendering
Frame All in All Views Shift+A
Frame Selection in All Views Shift+F
Frame Selection with Children in All Views Ctrl+Shift+F
Windows
Workspaces
Editors
General Editors
Modeling Editors
Animation Editors
Rendering Editors
Relationship Editors
UI Elements
Settings/Preferences
Outliner
Node Editor
Playblast
Minimize Application
Raise Main Window
Raise Application Windows
Mesh
Booleans
Combine
Separate
Remesh
Conform
Fill Hole
Reduce
Smooth
Triangulate
Quadrangulate
Mirror
Mirror
Transfer
Clipboard Actions
Transfer Attributes
Transfer Shading Sets
Transfer Vertex Order
Optimize
Cleanup...
Smooth Proxy


Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces
Polygons
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Arnold
Bifrost
MASH
Motion Graphics
myshelfmodeling
XGen
Curves
Deformation
Dynamics
Fluids
Fur
General
nHair
View
Shading
Lighting
Show
Renderer
Panels
0.00
1.00
sRGB gamma
Hypershade
Edit Mesh
Add Divisions ☐
Bevel ☐
Bridge ☐
Collapse
Connect ☐
Detach
Extrude Ctrl+K ☐
Merge ☐
Merge to Center
Transform ☐
Flip
Symmetrize
Vertex
Average Vertices ☐
Chamfer Vertices ☐
Reorder Vertices
Edge
Delete Edge/Vertex Ctrl+Del
Edit Edge Flow ☐
Flip Triangle Edge
Spin Edge Backward Ctrl+Alt+Left
Spin Edge Forward Ctrl+Alt+Right
Face
Assign Invisible Faces ☐
Duplicate ☐
Extract ☐
Poke ☐
Wedge ☐
Curve
Project Curve on Mesh ☐
Split Mesh with Projected Curve ☐
Mesh Tools
Hide Modeling Toolkit
Tools
Append to Polygon ☐
Connect ☐
Crease ☐
Create Polygon ☐
Insert Edge Loop ☐
Make Hole ☐
Multi-Cut Ctrl+Shift+X ☐
Offset Edge Loop ☐
Paint Reduce Weights ☐
Paint Transfer Attributes ☐
Quad Draw Ctrl+Shift+Q ☐
Sculpting Tools
Slide Edge ☐
Target Weld ☐
Mesh Display
Average ☐
Conform
Reverse ☐
Set to Face ☐
Set Vertex Normal ☐
Harden Edge
Soften Edge
Soften/Harden Edge ☐
Lock Normals
Unlock Normals
Vertex Normal Edit Tool ☐
Vertex Colors
Apply Color ☐
Paint Vertex Color Tool ☐
Vertex Color Sets
Create Empty Set ☐
Delete Current Set
Rename Current Set...
Modify Current Set
Set Keyframe for Vertex Color
Color Set Editor
Vertex Bake Sets
Prelight (Maya) ☐
Assign New Set
Assign Existing Set
Edit Assigned Set
Display Attributes
Toggle Display Colors Attribute
Color Material Channel
Material Blend Setting
Per Instance Sharing
Curves
Lock Length L
Unlock Length L
Bend ☐
Curl ☐
Scale Curvature ☐
Smooth ☐
Straighten ☐
Edit
Duplicate Surface Curves ☐
Align ☐
Add Points Tool
Attach ☐
Detach ☐
Edit Curve Tool
Move Seam
Open/Close ☐
Fillet ☐
Cut ☐
Intersect ☐
Extend
Insert Knot ☐
Offset
CV Hardness ☐
Fit B-spline ☐
Project Tangent ☐
Smooth ☐
Bezier Curves
Rebuild ☐
Reverse Direction ☐

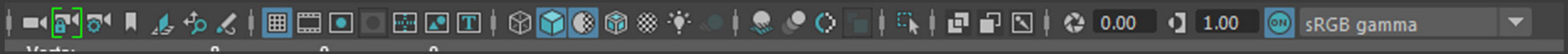

Hypershade
Surfaces
Loft
Planar
Revolve
Birail
Extrude
Boundary
Square
Bevel
Bevel Plus
Edit NURBS Surfaces
Duplicate NURBS Patch
Align
Attach
Attach Without Moving
Detach
Move Seam
Open/Close
Intersect
Project Curve on Surface
Trim Tool
Untrim
Extend
Insert Isoparms
Offset
Round Tool
Stitch
Surface Fillet
Sculpt Geometry Tool
Surface Editing
Booleans
Rebuild
Reverse Direction
Deform
Blend Shape
Cluster
Curve Warp
Delta Mush
Tension
Lattice
Wrap
ShrinkWrap
Wire
Wrinkle
Pose Space Deformation
Muscle
Nonlinear
Soft Modification
Sculpt
Texture
Jiggle
Point On Curve
Edit
Blend Shape
Lattice
Wrap
ShrinkWrap
Wire
Edit Membership Tool
Prune Membership
Mirror Deformer Weights
Display Intermediate Objects
Hide Intermediate Objects
Paint Weights
Blend Shape
Cluster
Delta Mush
Tension
ShrinkWrap
Wire
Nonlinear
Jiggle
Texture Deformer
Set Membership
Weights
UV
UV Editor
UV Set Editor
Create
Assign Checker Shader
Automatic
Best Plane Texturing Tool
Camera-based
Contour Stretch
Normal-Based
Cylindrical
Planar
Spherical
Cut/Sew
Auto Seams
Cut UV Edges
Sew UV Edges
Split UVs
Delete UVs
Merge UVs
Tools
3D Cut and Sew UV Tool
3D Grab UV Tool
Generate
XGen Editor
XGen Library
Create Description...
Import Collections or Descriptions...
Export Collections or Descriptions...
Export Selection as Archive(s)...
Batch Convert Scenes to Archives...
Convert XGen Primitives to Polygons...
Convert to Interactive Groom...
Import Preset...
Export as Preset...
Create Interactive Groom Splines
Interactive Groom Editor
Interactive Grooming Tools
Cache
Convert Interactive Groom to Polygons...
Display HUD
Cloud Services
Character Generator
ReCap
Paint Effects
Paint Effects Tool
Make Paintable
Get Brush...
Template Brush Settings... Ctrl+B
Reset Template Brush
Flip Tube Direction
Make Collide
Paint on Paintable Objects
Paint on View Plane
Apply Settings to Last Stroke
Get Settings from Selected Stroke
Apply Settings to Selected Strokes
Share One Brush
Remove Brush Sharing
Select Brush/Stroke Names Containing...
Create Modifier
Set Modifier Fill Object
Brush Animation
Curve Utilities

Panel Toolbar


Hypershade
View
Shading
Lighting
Show
Renderer
Panels
0.00
1.00
sRGB gamma
View
Select Camera
Lock Camera
Create Camera From View Ctrl+Shift+C
Cycle Through Cameras
Undo View Change Alt+Z
Redo View Change Alt+Y
Default View Alt+Home
View Along Axis
Look at Selection
Center View of Selection
Frame All
Frame Selection F
Frame Selection with Children Ctrl+F
Align Camera To Polygon
Predefined Bookmarks
Bookmarks
Camera Settings
Camera Attribute Editor...
Camera Tools
Image Plane
View Sequence Time
Shading
Wireframe 4
Smooth Shade All
Smooth Shade Selected Items
Flat Shade All
Flat Shade Selected Items
Bounding Box
Points
Use default material
Wireframe on Shaded
X-Ray
X-Ray Joints
X-Ray Active Components
Object Transparency Sorting
Polygon Transparency Sorting
Interactive Shading
Backface Culling
Smooth Wireframe
Hardware Texturing
Hardware Fog
Depth of Field
Apply Current to All
Lighting
Use Default Lighting
Use All Lights 7
Use Selected Lights
Use Flat Lighting
Use No Lights
Two Sided Lighting
Shadows


Autodesk Maya 2017: untitled*
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Modeling
Objects
No Live Surface
Curves / Surfaces
Polygons
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Arnold
Bifrost
MASH
Motion Graphics
myshelfmodeling
XGen
Curves
Deformation
Dynamics
Hypershade
View Shading Lighting Show Renderer Panels
0.00
1.00
sRGB gamma
Verts: 8 0 0
Edges
Faces
Tris:
UVs:
Show
Isolate Select
All
None
✓ NURBS Curves
✓ NURBS Surfaces
✓ NURBS CVs
✓ NURBS Hulls
✓ Polygons
✓ Subdiv Surfaces
✓ Planes
✓ Lights
✓ Cameras
✓ Image Planes
✓ Joints
✓ IK Handles
✓ Deformers
✓ Dynamics
✓ Particle Instancers
✓ Fluids
✓ Hair Systems
✓ Follicles
✓ nCloths
✓ nParticles
✓ nRigids
Renderer
● Viewport 2.0 ☐
○ Legacy Default Viewport
○ Legacy High Quality Viewport ☐
Perspective
Stereo
Orthographic
Look Through Selected ☐
Panel
Hypergraph Panel
Layouts
Saved Layouts
Tear Off...
Tear Off Copy...
Panel Editor...

Panel Toolbar


0.00
1.00
sRGB gamma

HOTKEY

DISPLAY SMOOTH: 1, 2, 3

MOVE: w

ROTATE: e

SCALE: r

ZOOM: Alt + dx

PAN: Alt + cx

ROTATE: Alt + sx

EDIT PIVOT: d

SNAP TO GRID: x

DUPLICATE: Ctrl + d

DUPLICATE SPECIAL: Maiusc + d

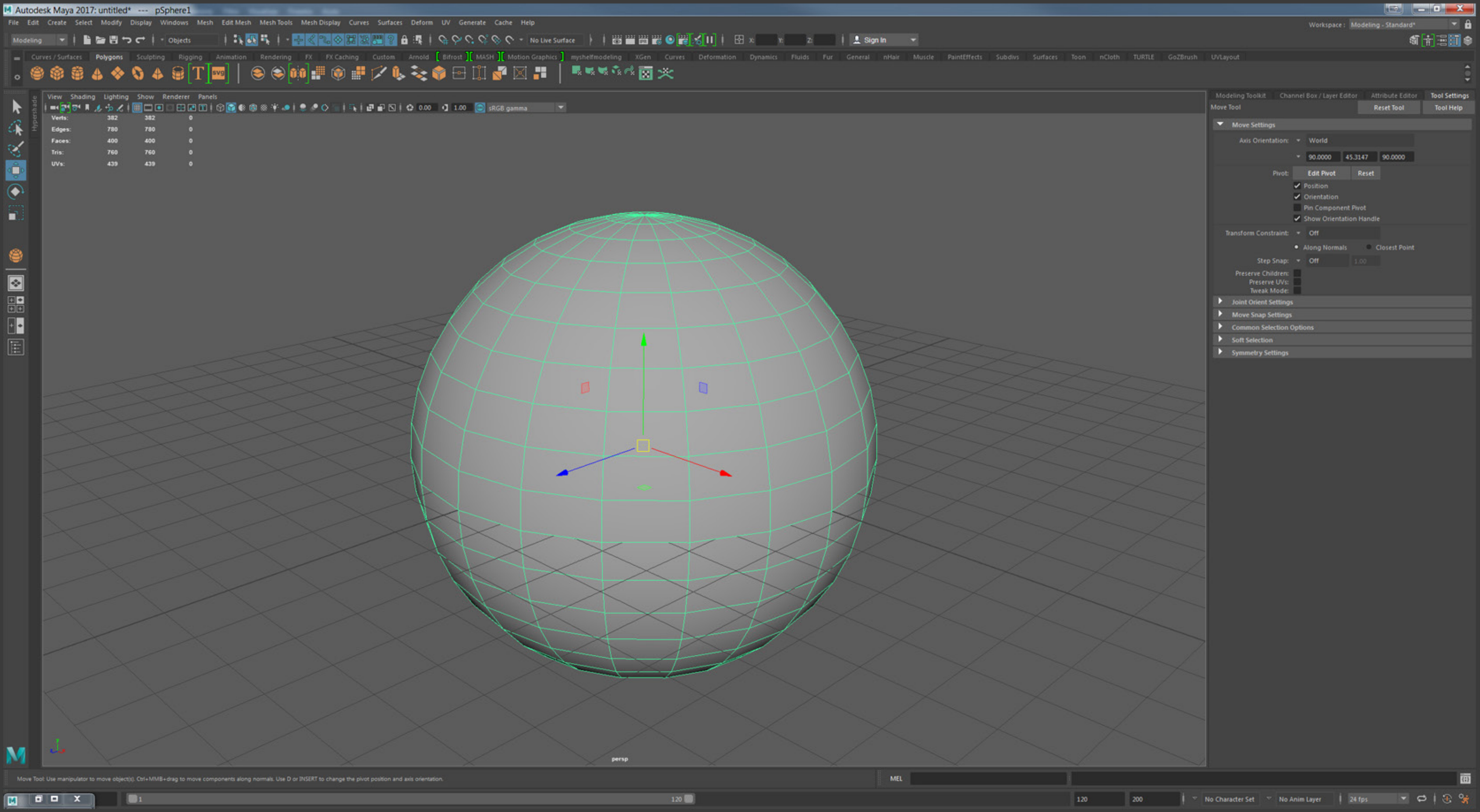
CHANGE VIEW: Space

LAST COMMAND: g

ZOOM ON SELECTION: f

SWEEP ATTRIBUTE EDITOR/CHANNEL BOX: Ctrl + a

MESH


Autodesk Maya 2017: untitled* --- pSphere1
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace : Modeling - Standard*
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon nCloth TURTLE GoZBrush UVLayout
View Shading Lighting Show Renderer Panels
0.00 1.00 sRGB gamma
Hypershade
persp
Modeling Toolkit Channel Box / Layer Editor Attribute Editor Tool Settings
Reset Tool Tool Help
Edit Pivot Reset
Joint Orient Settings
Move Snap Settings
Common Selection Options
Soft Selection
Symmetry Settings
MEL
120 120 200 No Character Set No Anim Layer 24 fps
1

Verts:	382	382	0
Edges:	780	780	0
Faces:	400	400	0
Tris:	760	760	0
UVs:	439	439	0

Move Tool

Move Settings

Axis Orientation: World

90.0000 45.3147 90.0000

Pivot:
- ☑ Position
- ☑ Orientation
- ☐ Pin Component Pivot
- ☑ Show Orientation Handle

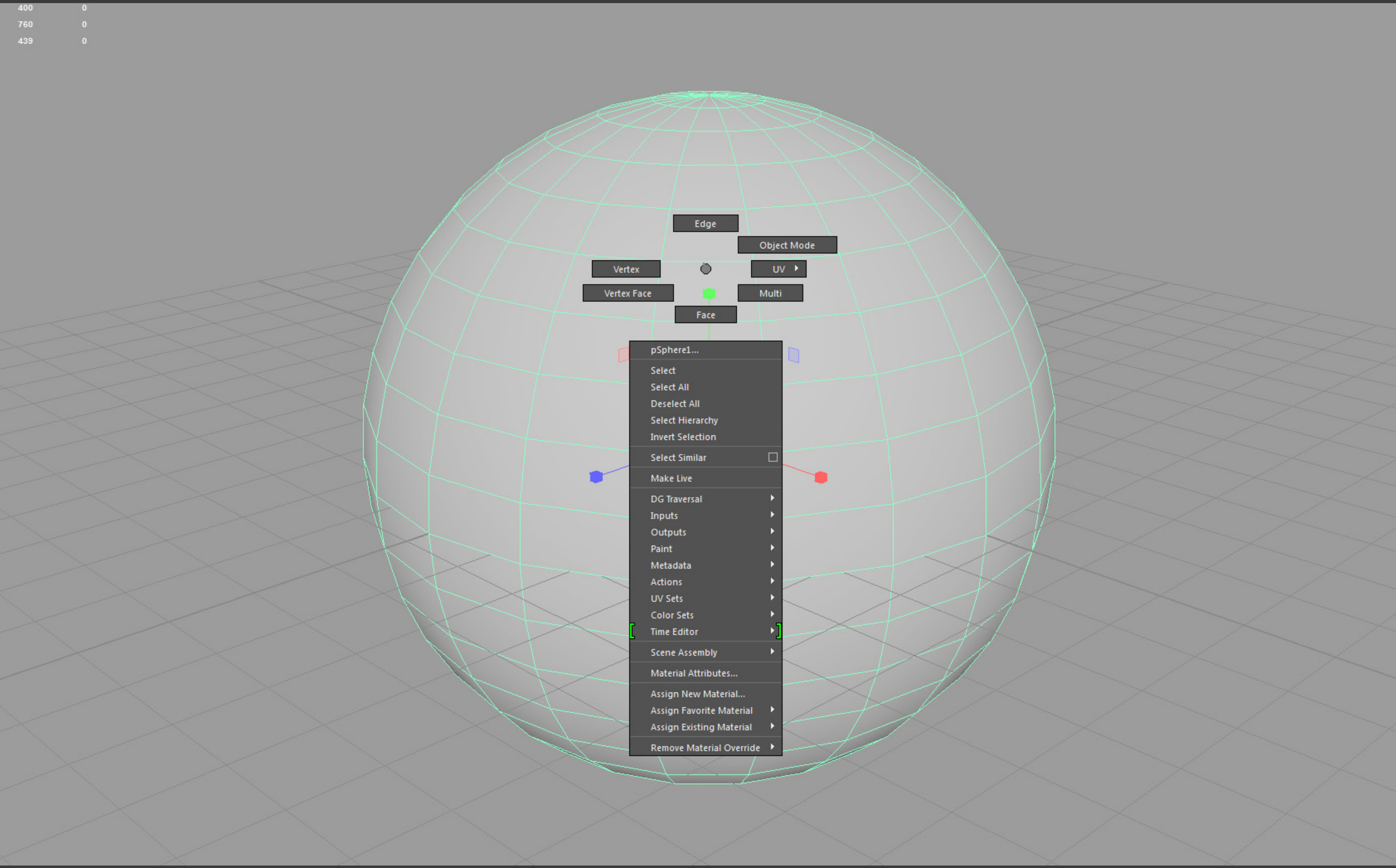
Transform Constraint: Off

● Along Normals ○ Closest Point

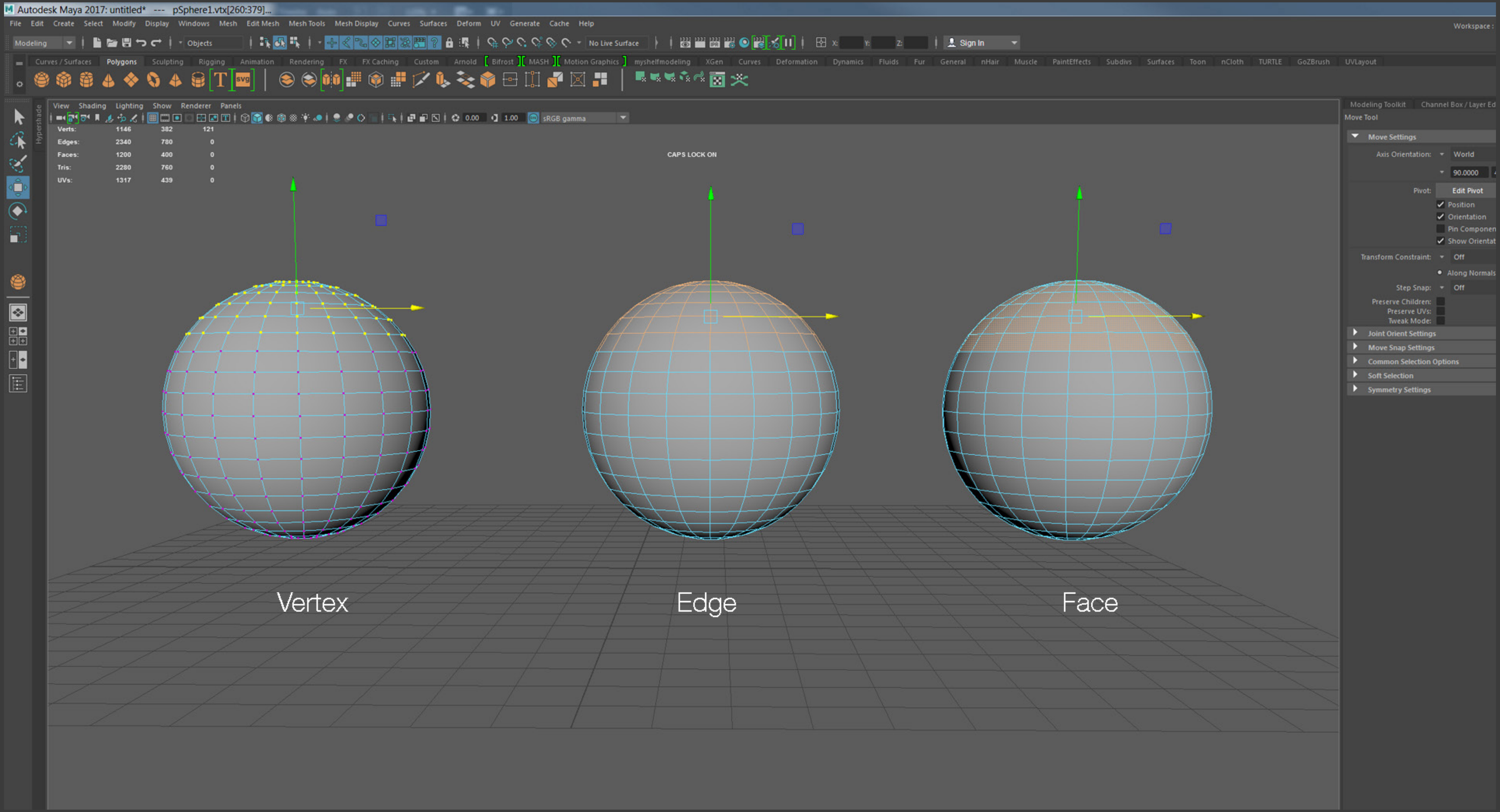
Step Snap: Off 1.00

Preserve Children: ☐
Preserve UVs: ☐
Tweak Mode: ☐

Move Tool: Use manipulator to move object(s). Ctrl+MMB+drag to move components along normals. Use D or INSERT to change the pivot position and axis orientation.


400 0
760 0
439 0
Edge
Object Mode
Vertex
UV
Vertex Face
Multi
Face
pSphere1...
Select
Select All
Deselect All
Select Hierarchy
Invert Selection
Select Similar ☐
Make Live
DG Traversal
Inputs
Outputs
Paint
Metadata
Actions
UV Sets
Color Sets
Time Editor
Scene Assembly
Material Attributes...
Assign New Material...
Assign Favorite Material
Assign Existing Material
Remove Material Override

EDIT MESH


Autodesk Maya 2017: untitled* --- pSphere1.vtx[260:379]...
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace :
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon nCloth TURTLE GoZBrush UVLayout
View Shading Lighting Show Renderer Panels
Hypershade
0.00
1.00
sRGB gamma
CAPS LOCK ON
Modeling Toolkit
Channel Box / Layer Ed
Vertex
Edge
Face

Verts:	1146	382	121
Edges:	2340	780	0
Faces:	1200	400	0
Tris:	2280	760	0
UVs:	1317	439	0

Move Tool

Move Settings

Axis Orientation: World

90.0000

Pivot: Edit Pivot

☑ Position
☑ Orientation
☐ Pin Componen
☑ Show Orientat

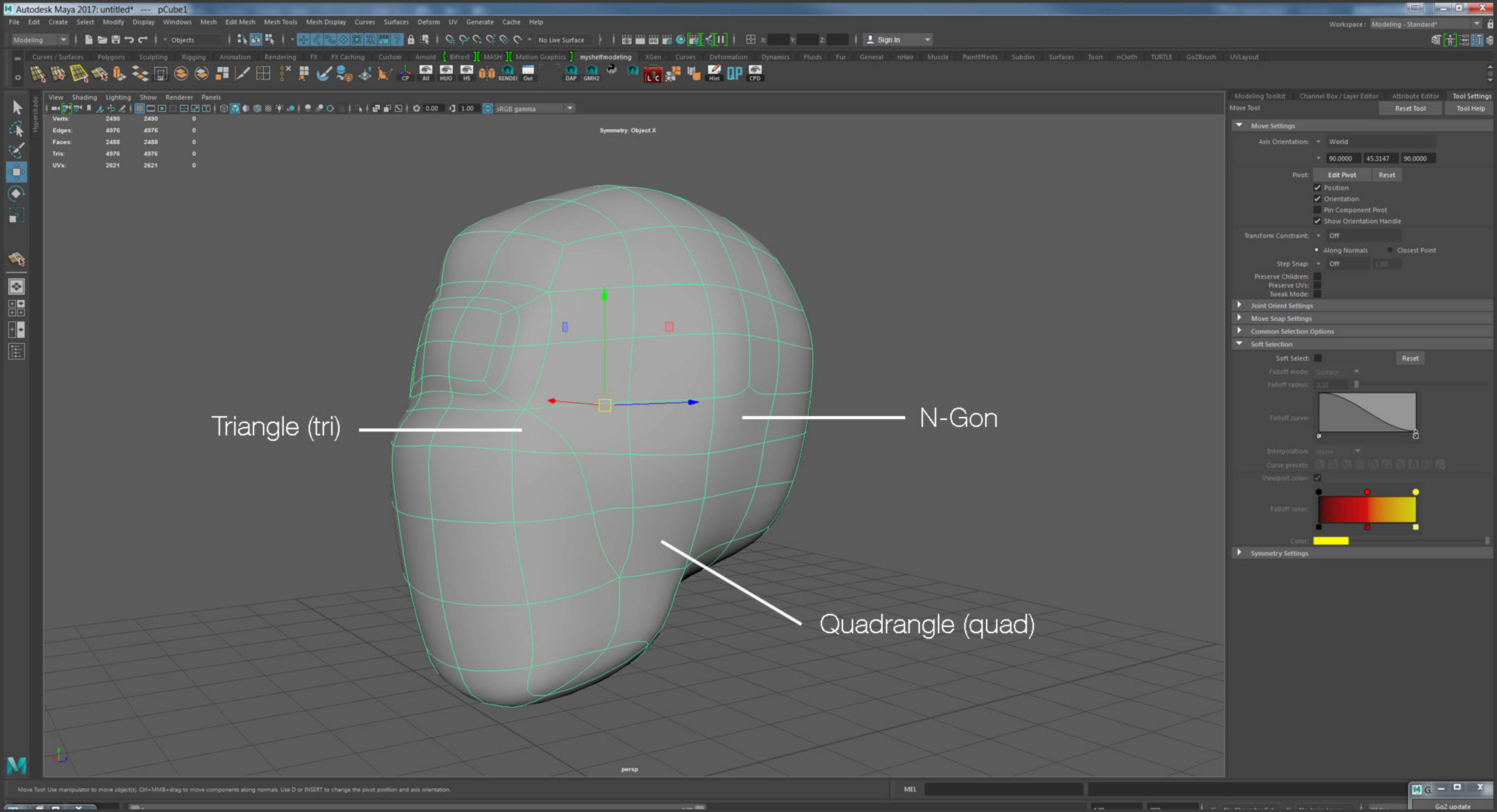
Transform Constraint: Off

● Along Normals

Step Snap: Off

Preserve Children: ☐
Preserve UVs: ☐
Tweak Mode: ☐

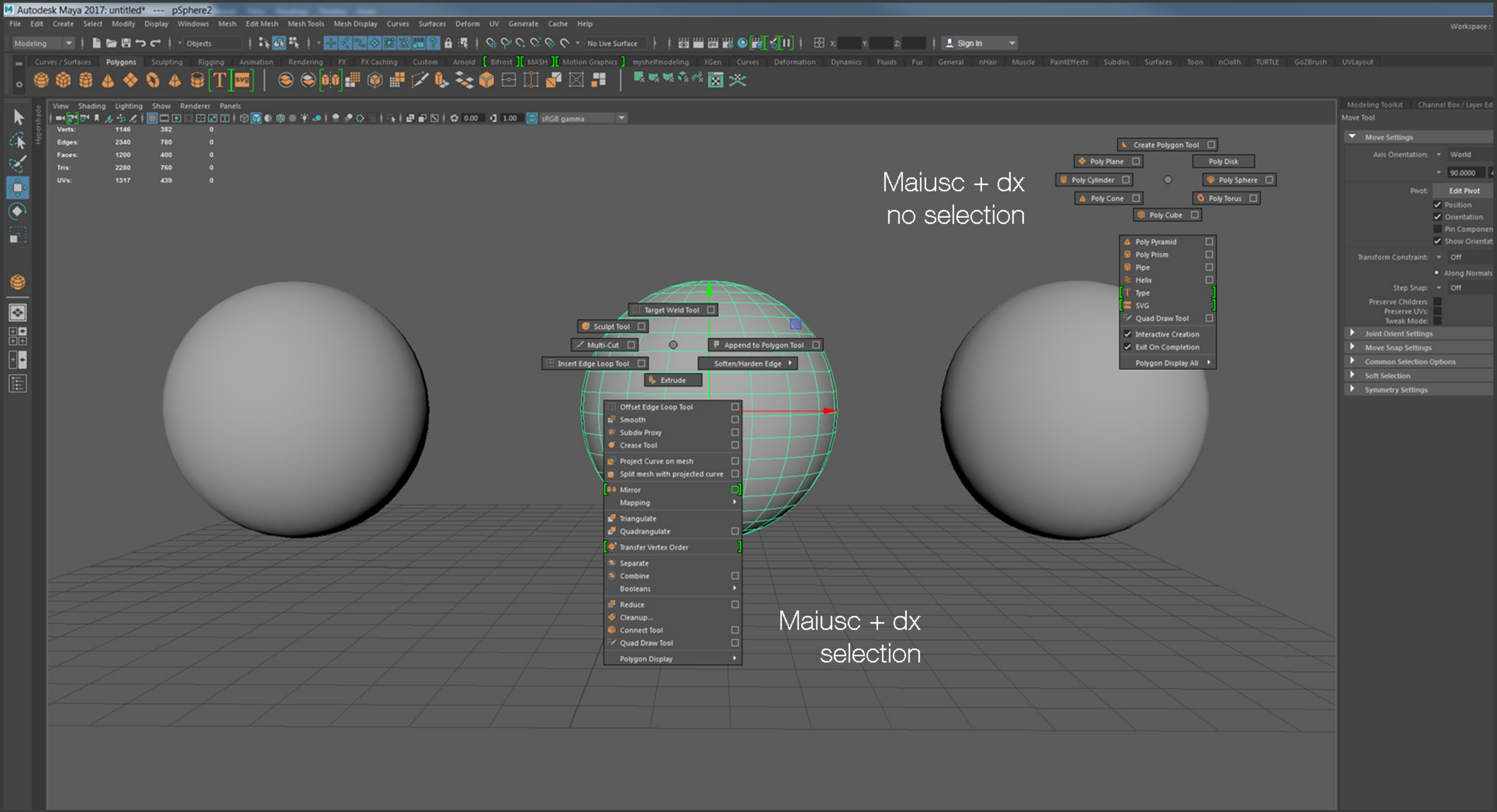
Joint Orient Settings
Move Snap Settings
Common Selection Options
Soft Selection
Symmetry Settings



Autodesk Maya 2017: untitled* --- pCube1
Symmetry: Object X
Triangle (tri)
N-Gon
Quadrangle (quad)
persp

Verts:	2490	2490	0
Edges:	4976	4976	0
Faces:	2488	2488	0
Tris:	4976	4976	0
UVs:	2621	2621	0

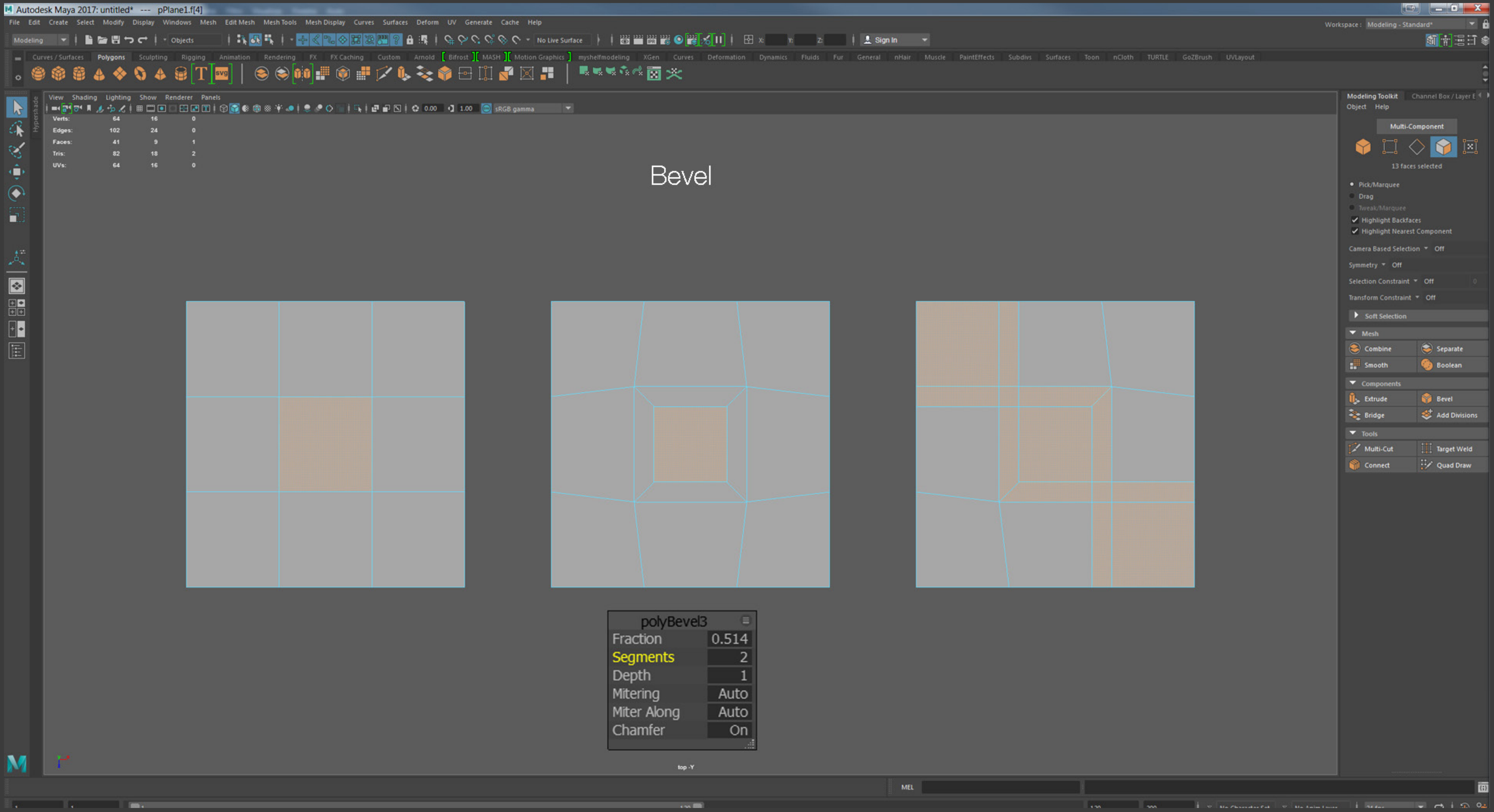
Move Tool: Use manipulator to move object(s). Ctrl+MMB+drag to move components along normals. Use D or INSERT to change the pivot position and axis orientation.


Autodesk Maya 2017: untitled* --- pSphere2
Create Polygon Tool
Poly Plane
Poly Disk
Poly Cylinder
Poly Sphere
Poly Cone
Poly Torus
Poly Cube
Poly Pyramid
Poly Prism
Pipe
Helix
Type
SVG
Quad Draw Tool
Interactive Creation
Exit On Completion
Polygon Display All
Target Weld Tool
Sculpt Tool
Multi-Cut
Append to Polygon Tool
Insert Edge Loop Tool
Soften/Harden Edge
Extrude
Offset Edge Loop Tool
Smooth
Subdiv Proxy
Crease Tool
Project Curve on mesh
Split mesh with projected curve
Mirror
Mapping
Triangulate
Quadrangulate
Transfer Vertex Order
Separate
Combine
Booleans
Reduce
Cleanup...
Connect Tool
Quad Draw Tool
Polygon Display

Maiusc + dx
no selection

Maiusc + dx
selection

Blend


Autodesk Maya 2017: untitled* --- pPlane1.f[4]
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace : Modeling - Standard*
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon nCloth TURTLE GoZBrush UVLayout
View Shading Lighting Show Renderer Panels
sRGB gamma
Bevel
top -Y
Modeling Toolkit
Channel Box / Layer E
Object Help
Multi-Component
Mesh
Combine Separate
Smooth Boolean
Components
Extrude Bevel
Bridge Add Divisions
Tools
Multi-Cut Target Weld
Connect Quad Draw
MEL

Verts:	64	16	0
Edges:	102	24	0
Faces:	41	9	1
Tris:	82	18	2
UVs:	64	16	0

polyBevel3

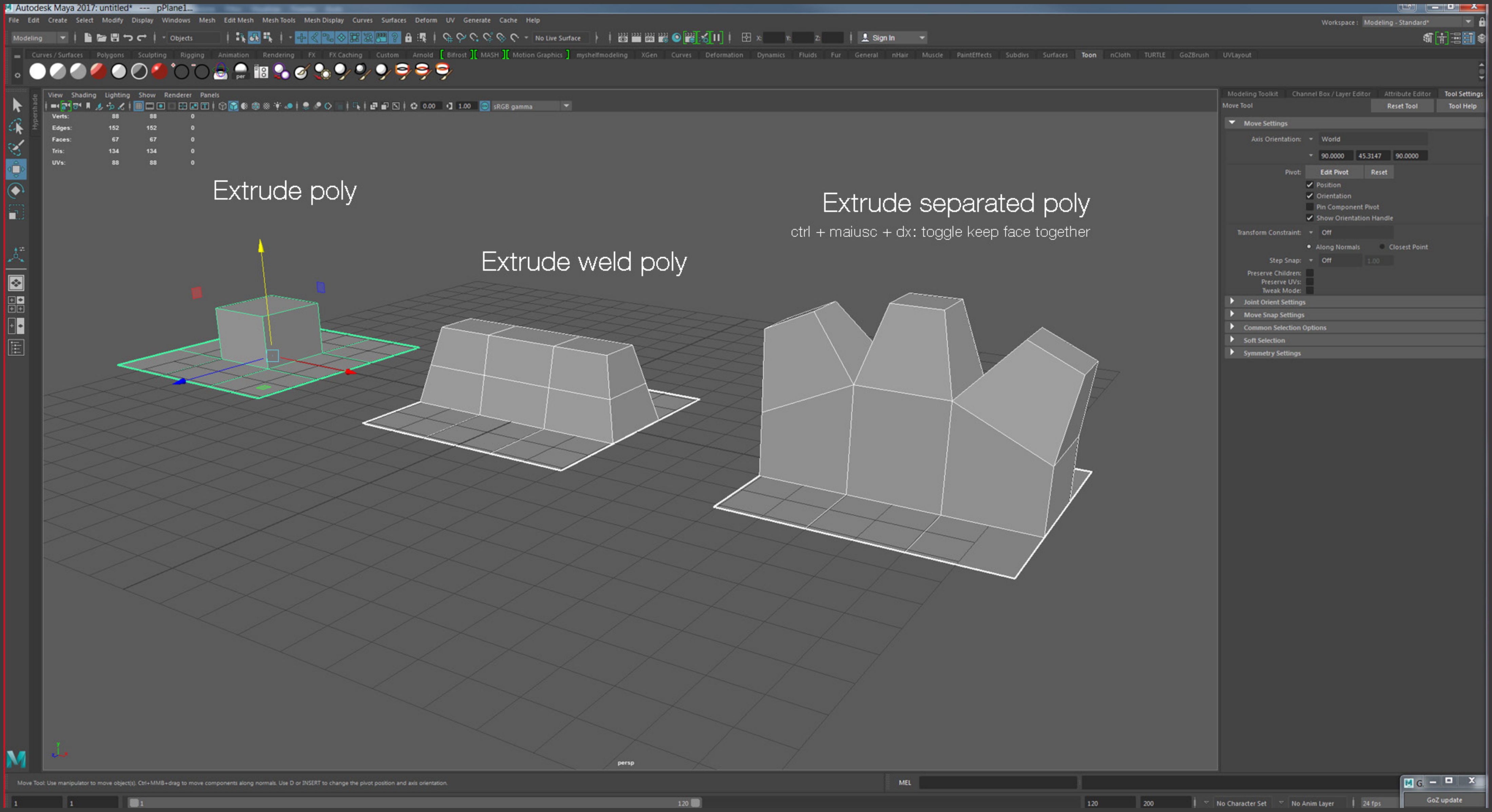
Fraction	0.514
Segments	2
Depth	1
Mitering	Auto
Miter Along	Auto
Chamfer	On

13 faces selected

● Pick/Marquee
● Drag
● Tweak/Marquee
☑ Highlight Backfaces
☑ Highlight Nearest Component

Camera Based Selection: Off
Symmetry: Off
Selection Constraint: Off
Transform Constraint: Off
Soft Selection

Extrude


Autodesk Maya 2017: untitled* --- pPlane1...
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace : Modeling - Standard*
Modeling
Objects
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Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Surfaces Toon nCloth TURTLE GoZBrush UVLayout
View Shading Lighting Show Renderer Panels
0.00
1.00
sRGB gamma
Hypershade
persp
Modeling Toolkit
Channel Box / Layer Editor
Attribute Editor
Tool Settings
Reset Tool
Tool Help
MEL
No Character Set
No Anim Layer
24 fps
GoZ update

Verts:	88	88	0
Edges:	152	152	0
Faces:	67	67	0
Tris:	134	134	0
UVs:	88	88	0

Extrude poly

Extrude weld poly

Extrude separated poly

ctrl + maiusc + dx: toggle keep face together

Move Tool

Move Settings

Axis Orientation: World

90.0000 45.3147 90.0000

Pivot: Edit Pivot Reset

☑ Position

☑ Orientation

☐ Pin Component Pivot

☑ Show Orientation Handle

Transform Constraint: Off

● Along Normals ○ Closest Point

Step Snap: Off 1.00

Preserve Children: ☐

Preserve UVs: ☐

Tweak Mode: ☐

Joint Orient Settings

Move Snap Settings

Common Selection Options

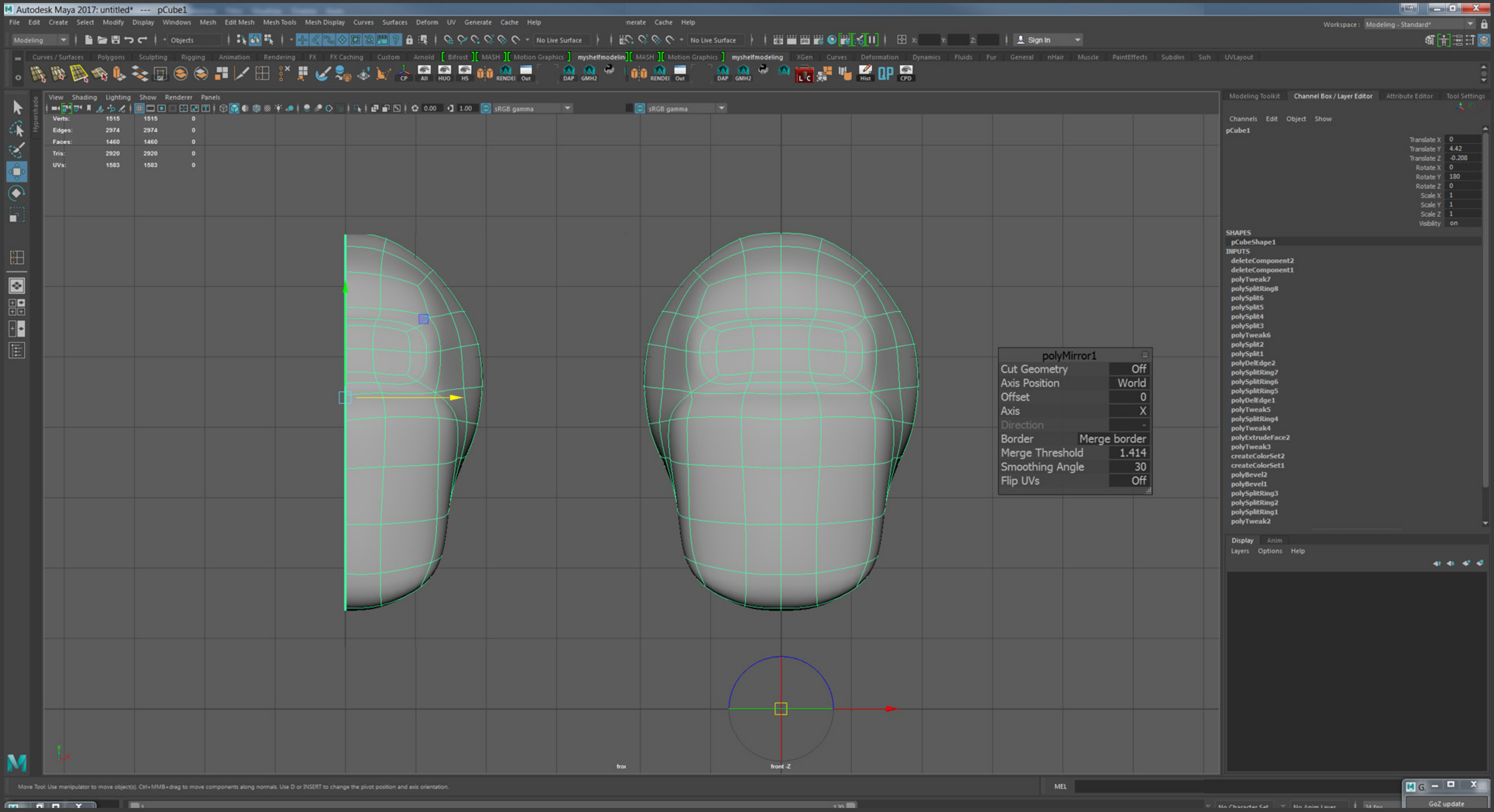
Soft Selection

Symmetry Settings

Move Tool: Use manipulator to move object(s). Ctrl+MMB+drag to move components along normals. Use D or INSERT to change the pivot position and axis orientation.

1 1 1 120 120 200

Mirror


Autodesk Maya 2017: untitled* --- pCube1
File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help
Workspace : Modeling - Standard*
Modeling
Objects
No Live Surface
Sign In
Curves / Surfaces Polygons Sculpting Rigging Animation Rendering FX FX Caching Custom Arnold Bifrost MASH Motion Graphics myshelfmodeling XGen Curves Deformation Dynamics Fluids Fur General nHair Muscle PaintEffects Subdivs Sish UVLayout
View Shading Lighting Show Renderer Panels
sRGB gamma
Hypershade
Modeling Toolkit Channel Box / Layer Editor Attribute Editor Tool Settings
Channels Edit Object Show
Display Anim
Layers Options Help
front -Z
MEL
GoZ update

Verts:	1515	1515	0
Edges:	2974	2974	0
Faces:	1460	1460	0
Tris:	2920	2920	0
UVs:	1583	1583	0

polyMirror1

Cut Geometry	Off
Axis Position	World
Offset	0
Axis	X
Direction	-
Border	Merge border
Merge Threshold	1.414
Smoothing Angle	30
Flip UVs	Off

pCube1

Translate X	0
Translate Y	4.42
Translate Z	-0.208
Rotate X	0
Rotate Y	180
Rotate Z	0
Scale X	1
Scale Y	1
Scale Z	1
Visibility	on

SHAPES
- pCubeShape1

INPUTS
- deleteComponent2
- deleteComponent1
- polyTweak7
- polySplitRing8
- polySplit6
- polySplit5
- polySplit4
- polySplit3
- polyTweak6
- polySplit2
- polySplit1
- polyDelEdge2
- polySplitRing7
- polySplitRing6
- polySplitRing5
- polyDelEdge1
- polyTweak5
- polySplitRing4
- polyTweak4
- polyExtrudeFace2
- polyTweak3
- createColorSet2
- createColorSet1
- polyBevel2
- polyBevel1
- polySplitRing3
- polySplitRing2
- polySplitRing1
- polyTweak2

Move Tool: Use manipulator to move object(s). Ctrl+MMB+drag to move components along normals. Use D or INSERT to change the pivot position and axis orientation.

To be Continue...