

Recipe: Zork Kitchen

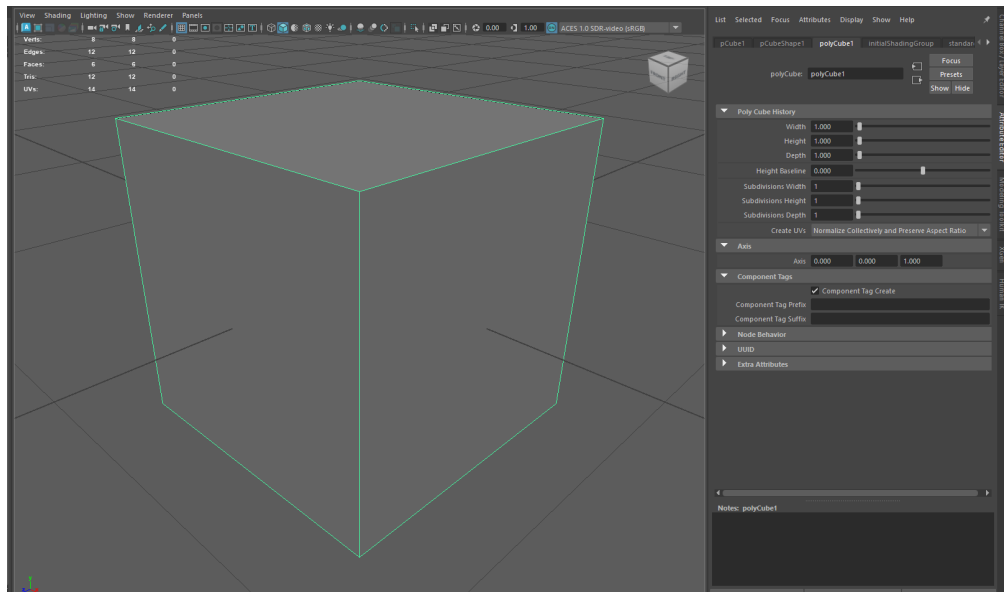
Source: [I Can Teach You Maya 2026 in 20 MINUTES! | Beginner Tutorial](#)

Step 0: Set Up Your Workspace

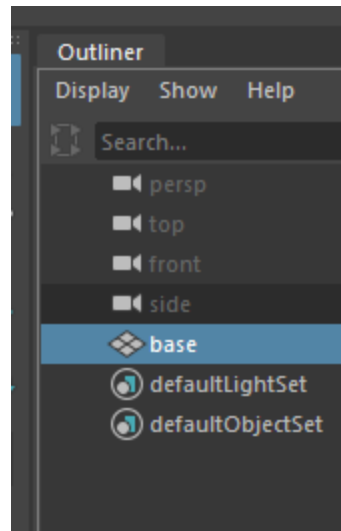
1. [Recipe: Step 0 - Setup Project Folders](#)
 - a. Name the Current Project: ***“Zork Kitchen Project”***
 - b. Press the **[Accept]** button
2. **Save your scene**
 - a. Click on **File > Save** and name your scene ***“Zork Kitchen Scene”***. It should default to the O: drive.

Step 1: Create the Base Platform

1. Open **Maya**.
2. From the **Polygon Modeling shelf**, create a **Cube**.



3. Rename the cube **base**.

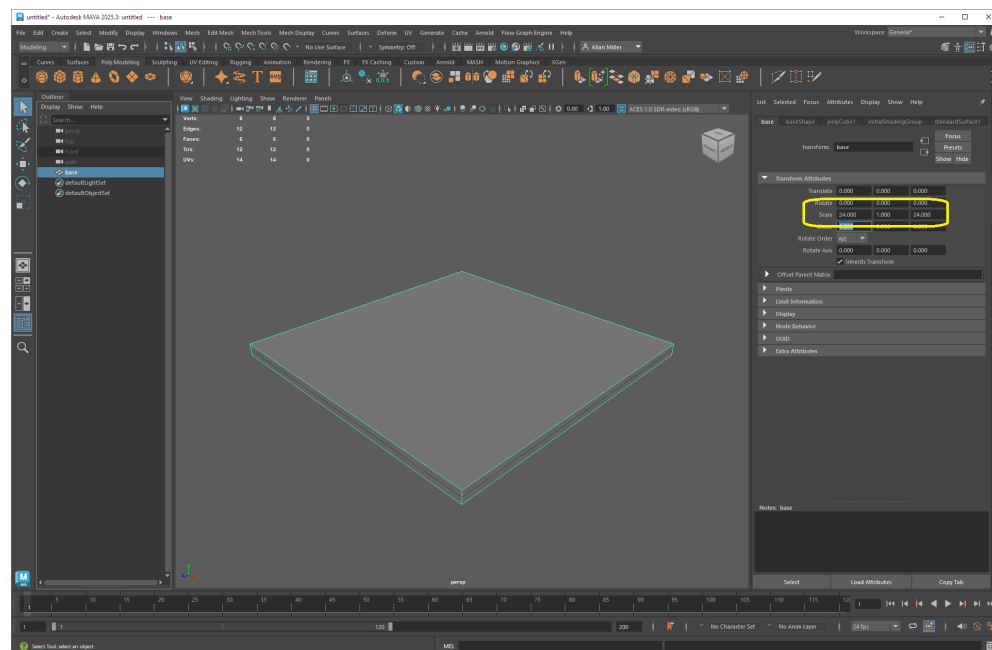


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4. Select the **Scale Tool**.

5. Set:

- Scale X = **24**
- Scale Y = **1**
- Scale Z = **24**



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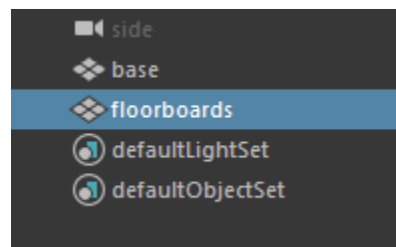
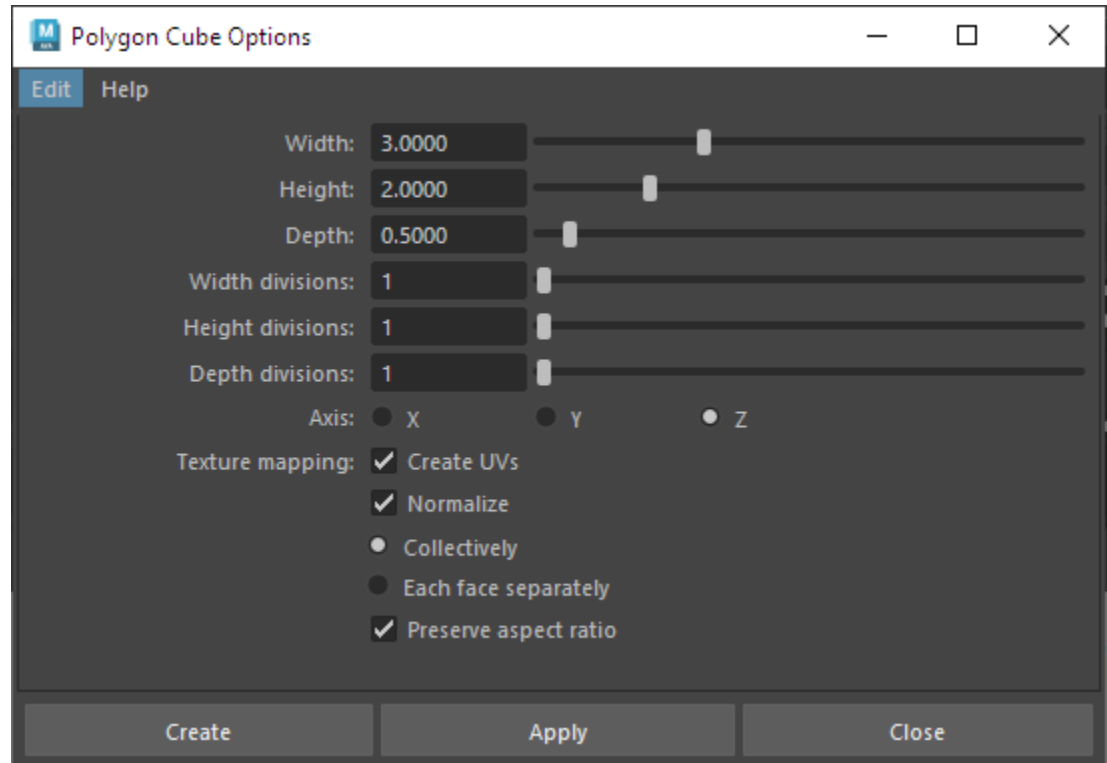
6. *Review of Navigation - Practice viewport movement: (nothing to do with the recipe)*

- **Alt + Left Mouse**
- **Alt + Middle Mouse**

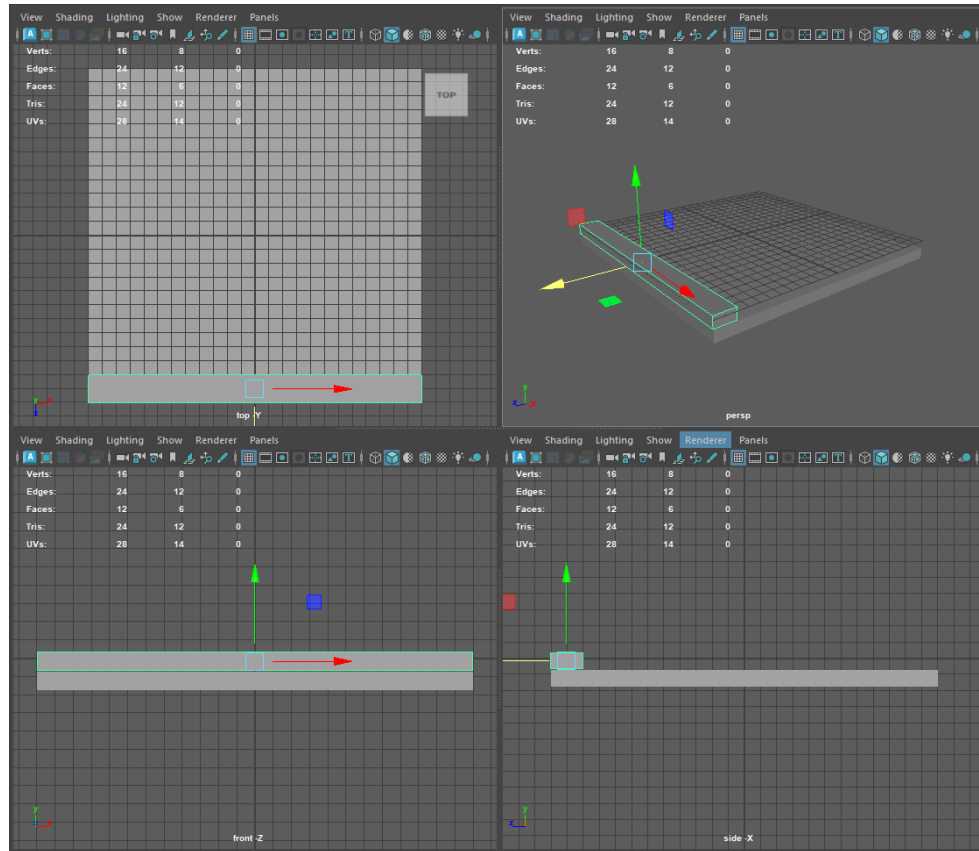
- **Alt + Right Mouse**

Step 2: Create Floorboards

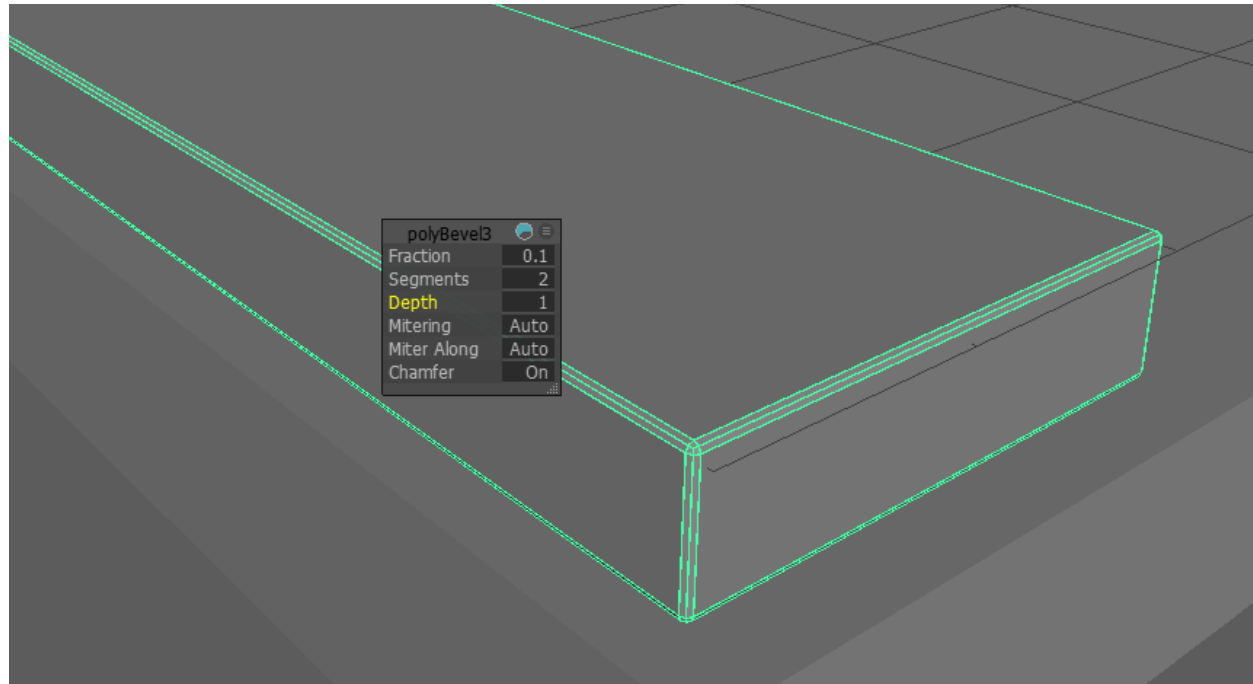
1. Create another **Cube** and rename it **floorboard**.



2. **Move[W]** the **base** downward so the new cube is visible.
3. **Scale[R]** the floorboard into a long plank shape.
4. **Move[W]** it so it sits flush on the base and near the edge.



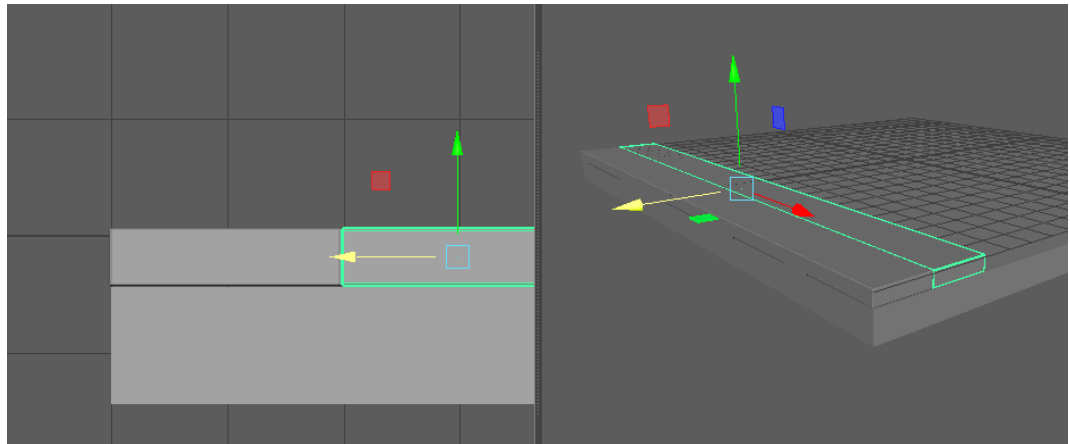
-
- Quit [Q] the move command
- 5. **Bevel [CTRL+B]** the floorboard:
- 6. Select **base**, bevel it:
 - Segments = **2**
 - Fraction = **0.1**



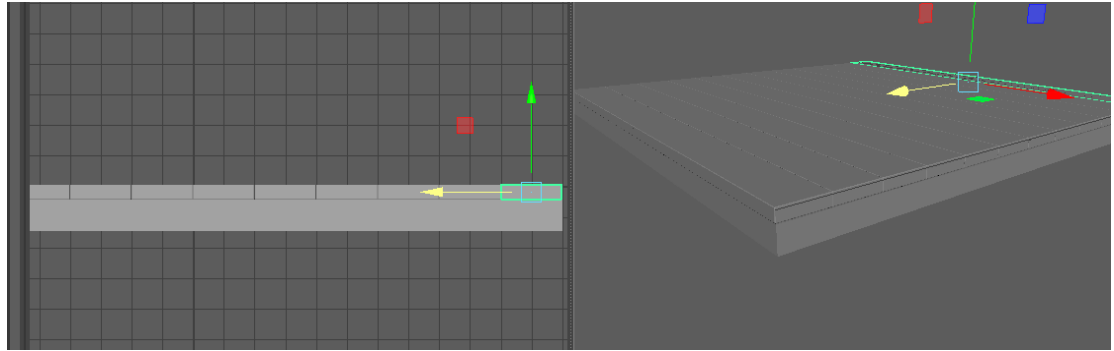
-
- **Quit [Q]** the bevel command

7. Duplicate floorboards:

- Press **Ctrl + D** and **Move[W]** next to the original floorboard.



-
- Press **Shift + D** repeatedly to fill the base

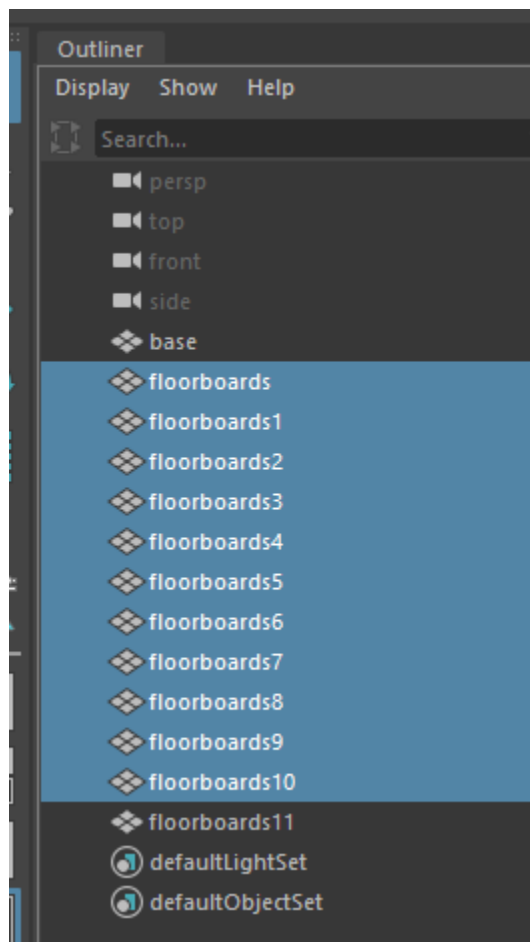


○

○ **Quit [Q]**

8. Since we know the floorboards will not be altered, let's combine them into one mesh.

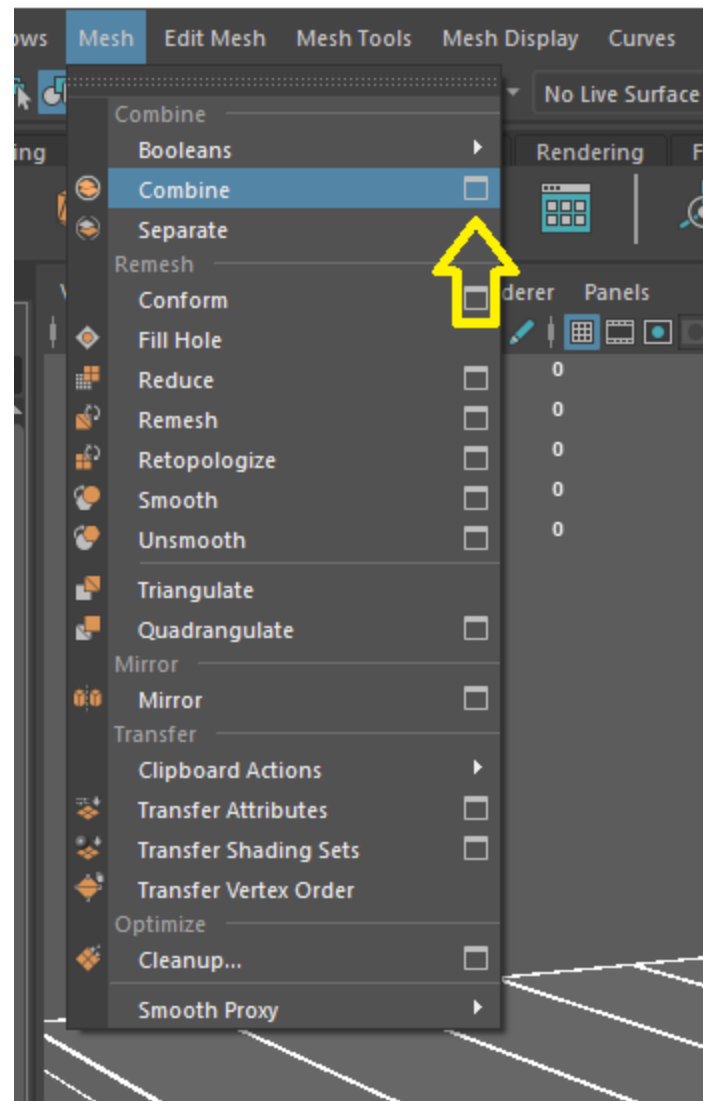
○ Select all the floorboards in the **Outliner**



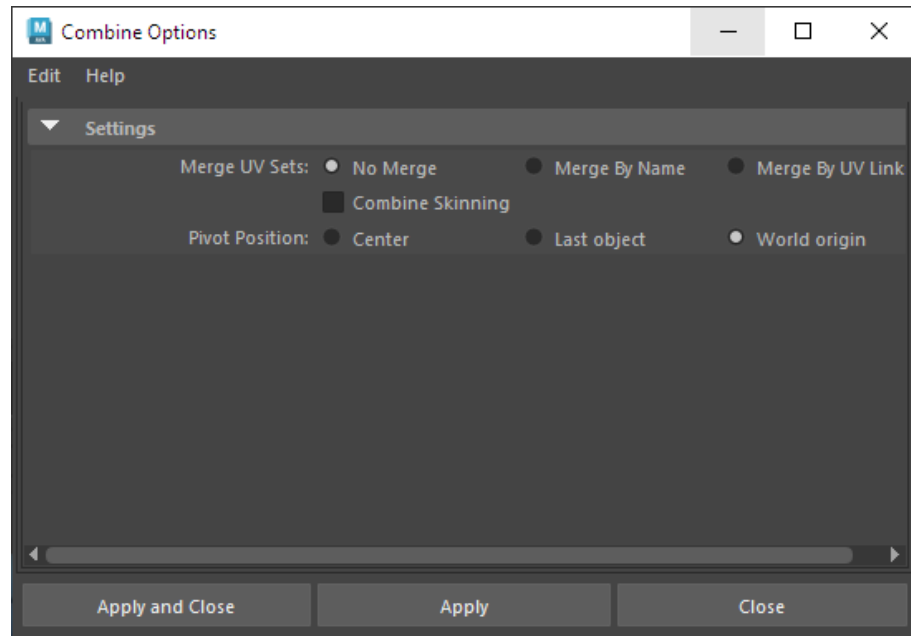
○

○ Select Mesh > Combine > option box

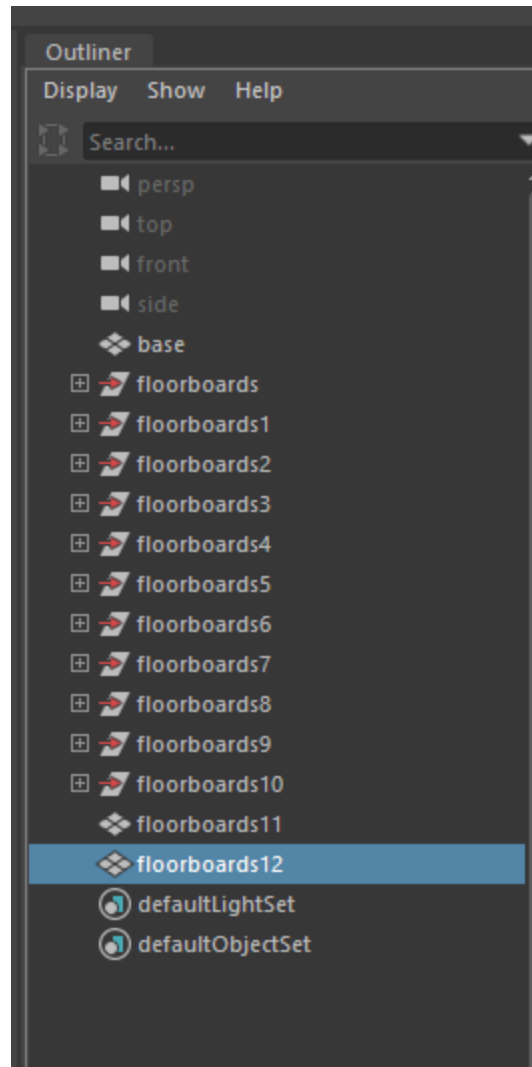
documents\maya\projects\default\scenes\Room.mb --- floorboa



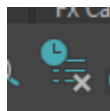
○



-
- Notice the new object created in the Outliner, with all the floorboards linked

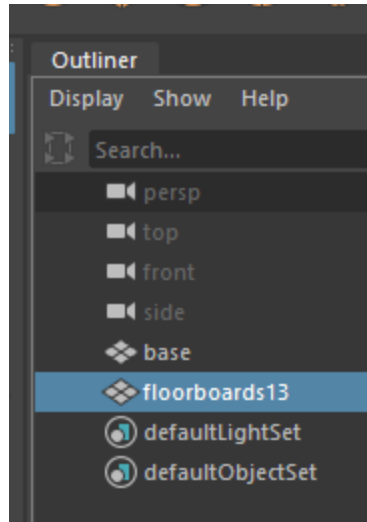


-
- Clearing the **History** will combine all the linked objects into one mesh.

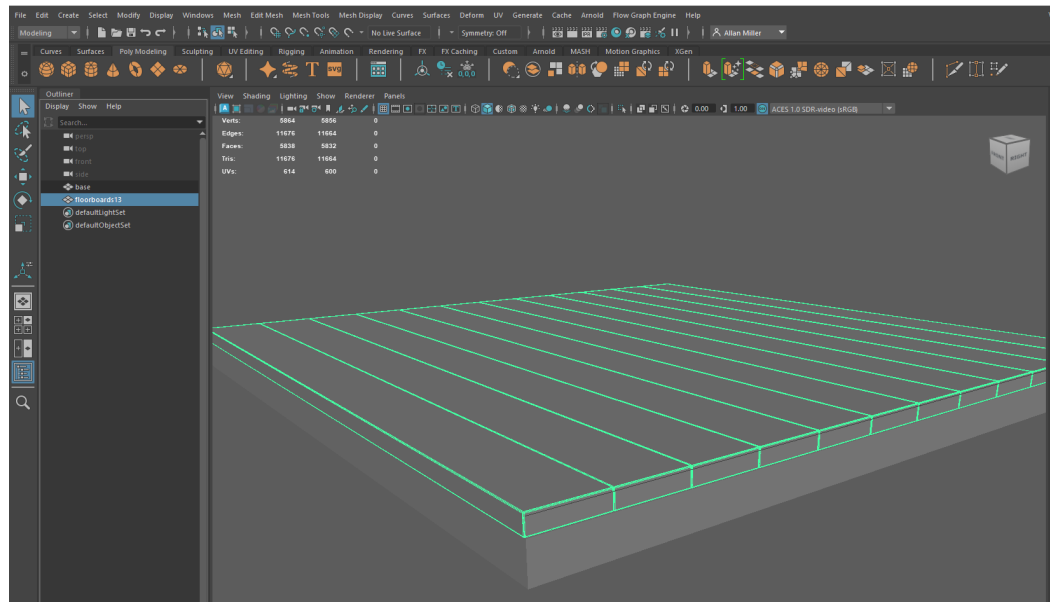


i.

- *Note: It is good practice to just simplify your scene objects and make Maya less prone to crashing.*



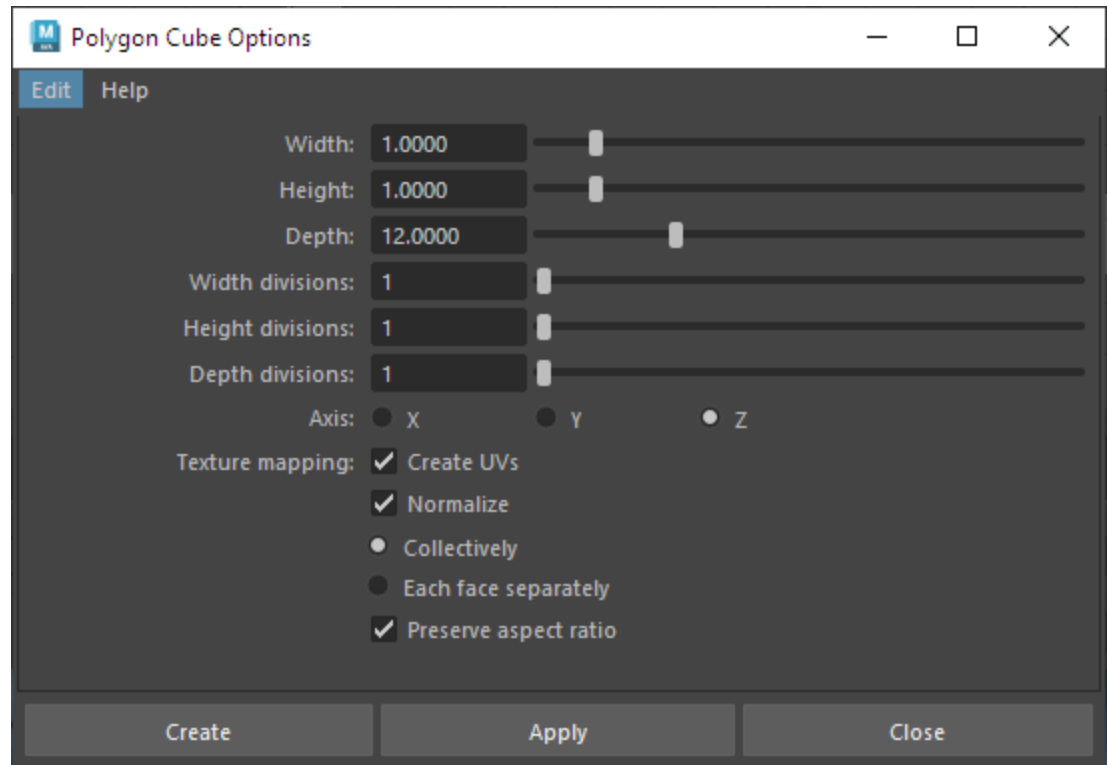
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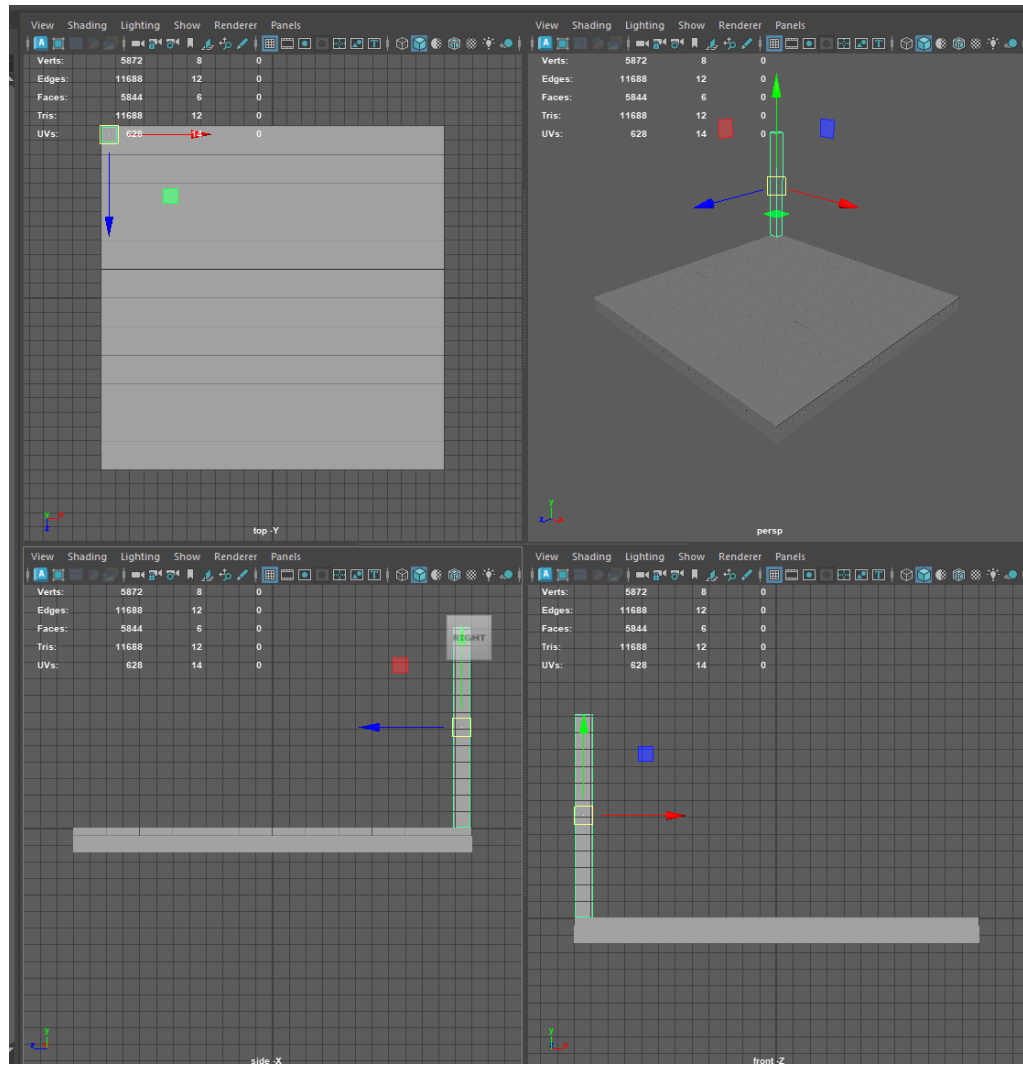
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Step 3: Create Walls

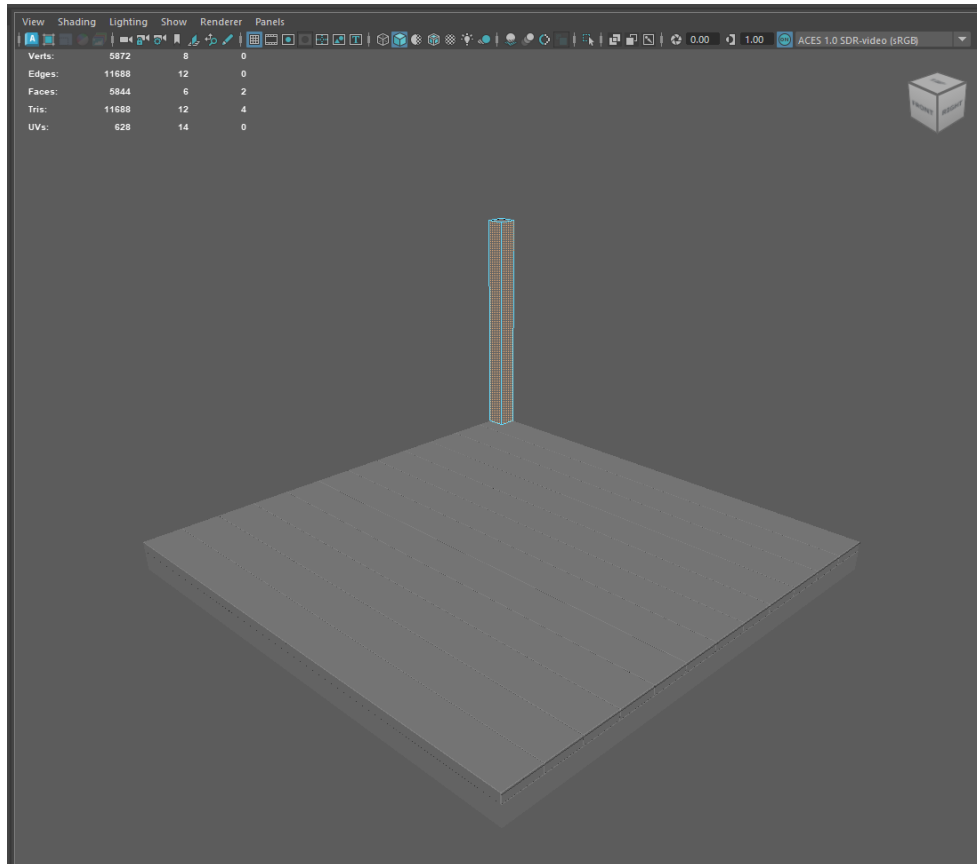
1. Create a **Cube**



2. In the **Outliner**, rename it to “**walls**”.
3. **Move[W]** the cube to form the corner of the room.

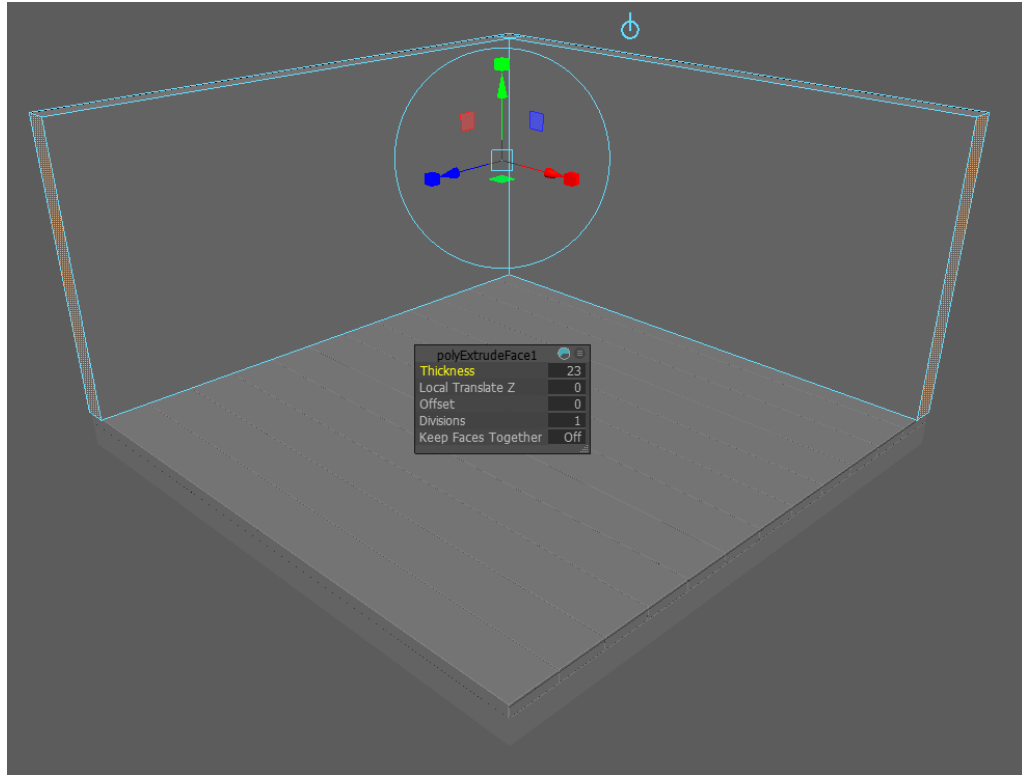


4. Switch to **Face Selection Mode** and select two faces (inside & outside).



5. **Extrude:**

- Thickness: **23**
- Turn **Keep Faces Together OFF**



-
- **Quit [Q]** the extrude command

This is a good time to save your basic room for use later.

SAVE YOUR SCENE AS “Basic 2-Wall Room”

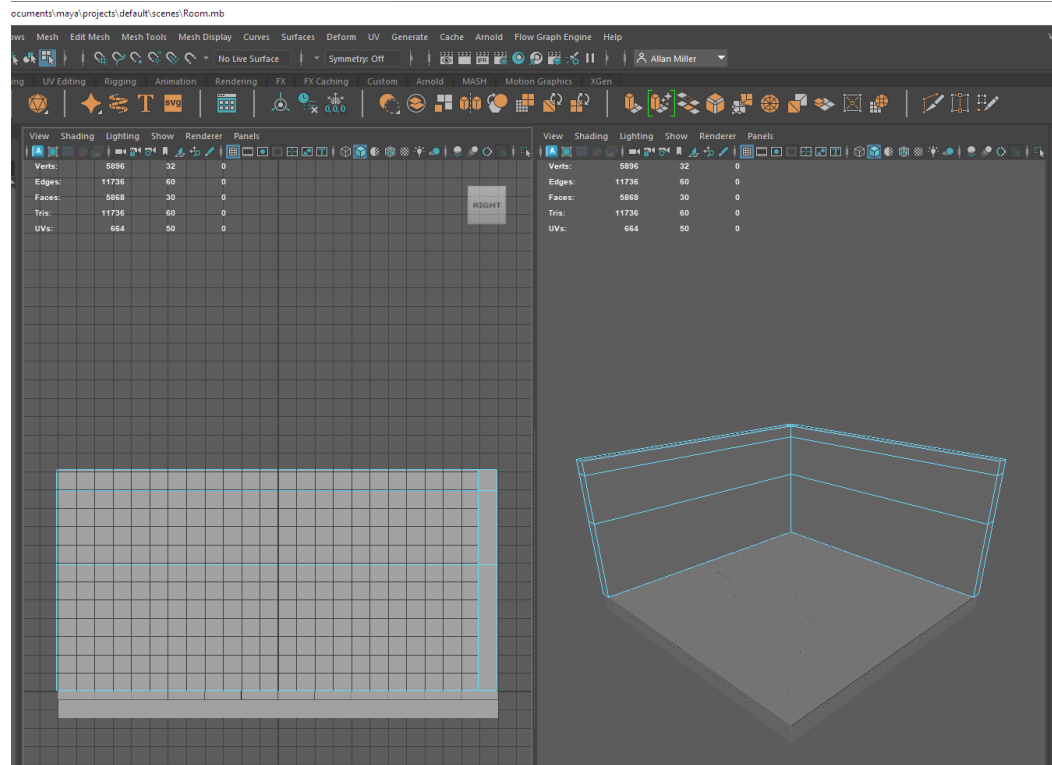
Now reload your “Zork Kitchen Scene” and continue the modeling.

Step 4: Add details to the kitchen:

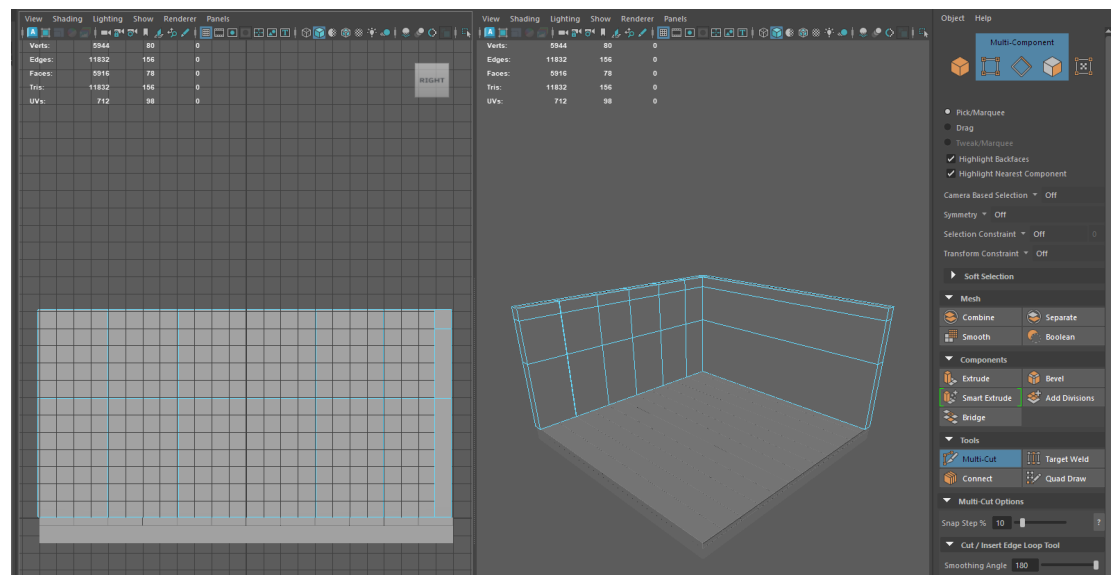
Modeling tip: By holding **[Ctrl]** key down when using the **Multi-Cut Tool**, it is the same as the **Insert Edge Loop** tool.



1. Select the Multi-Cut tool icon
2. Hold the **[CTRL]** and select Multi-Cut tool
 - Using the grid and the **front-X** view to ensure equal spacing, create the top and bottom cuts for the top kitchen cabinets.

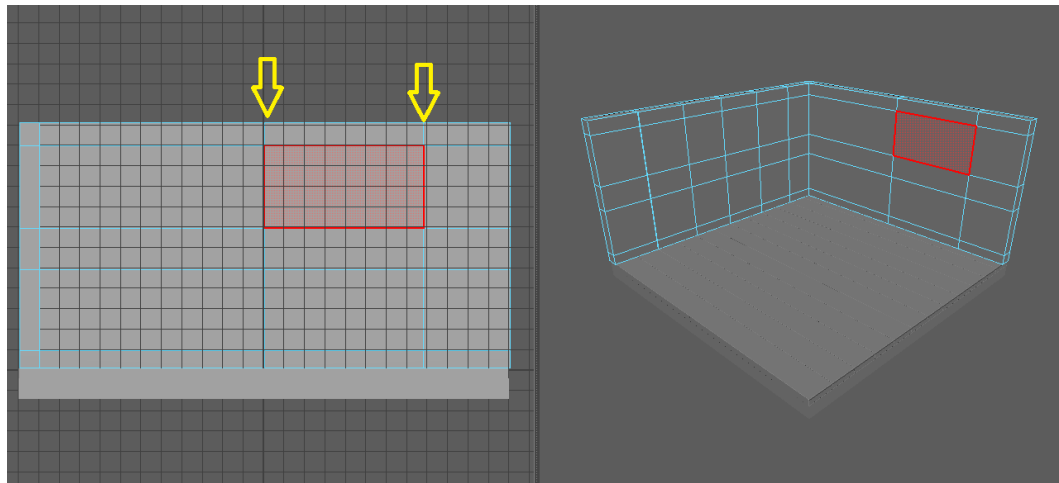


3. Continue to use the front-X and select again to create the cabinet doors.
 - *Note: make the cabinets 4 squares wide.*

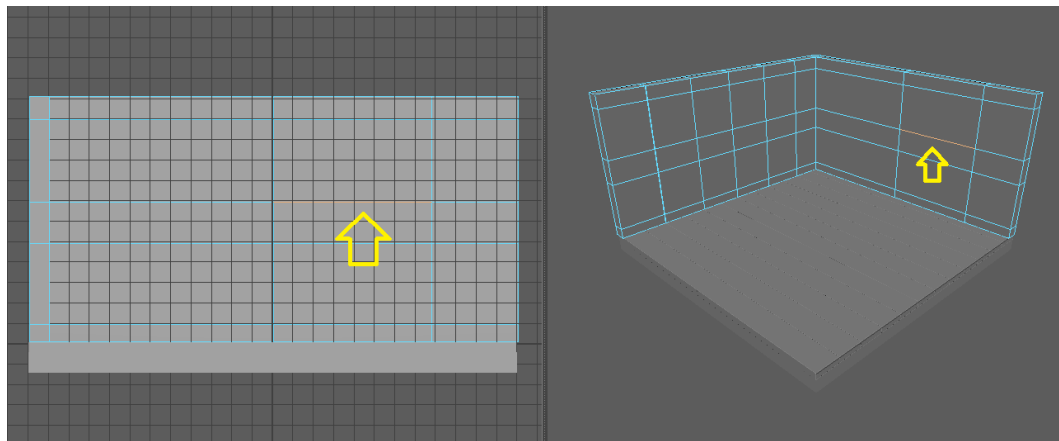


4. Repeat for the bottom cabinets

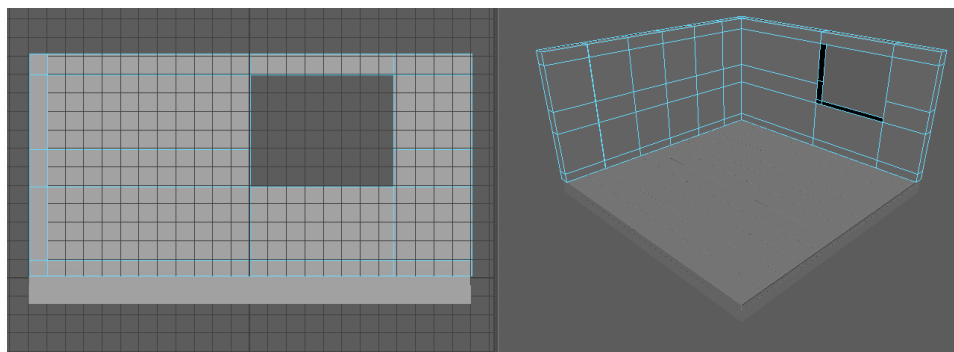
5. Create the edge loops for the window

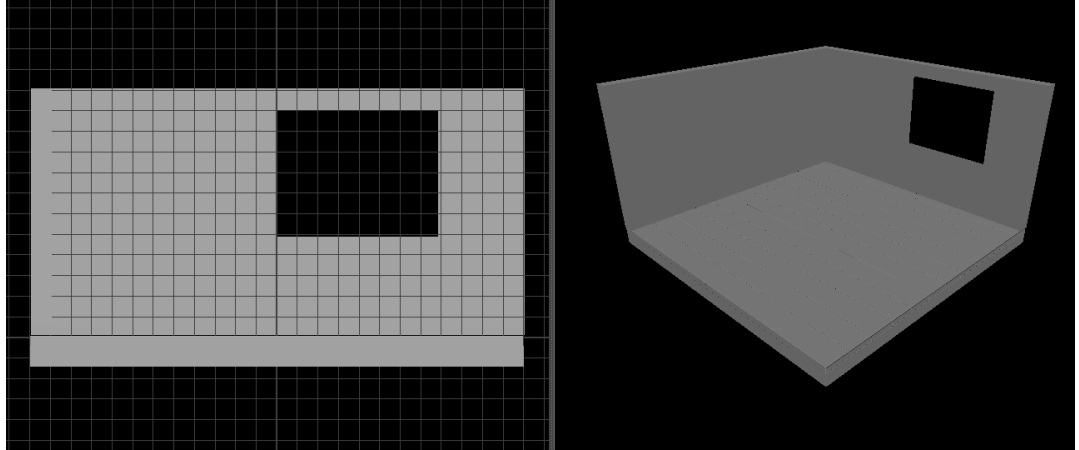


6. Switch to Edge Select[F10]
7. Delete the the bottom edge to create a larger window

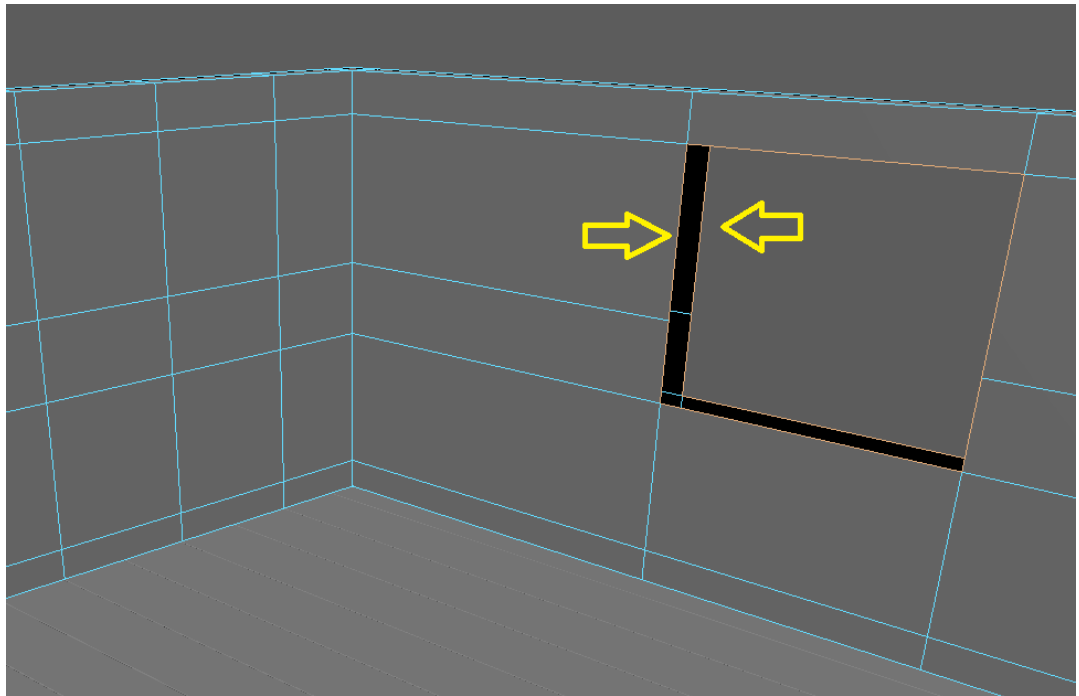


8. Switch to Face Select mode [F11]
 - Delete the window (both sides)
 - *Note: you will need to delete the edge of the back side too.*

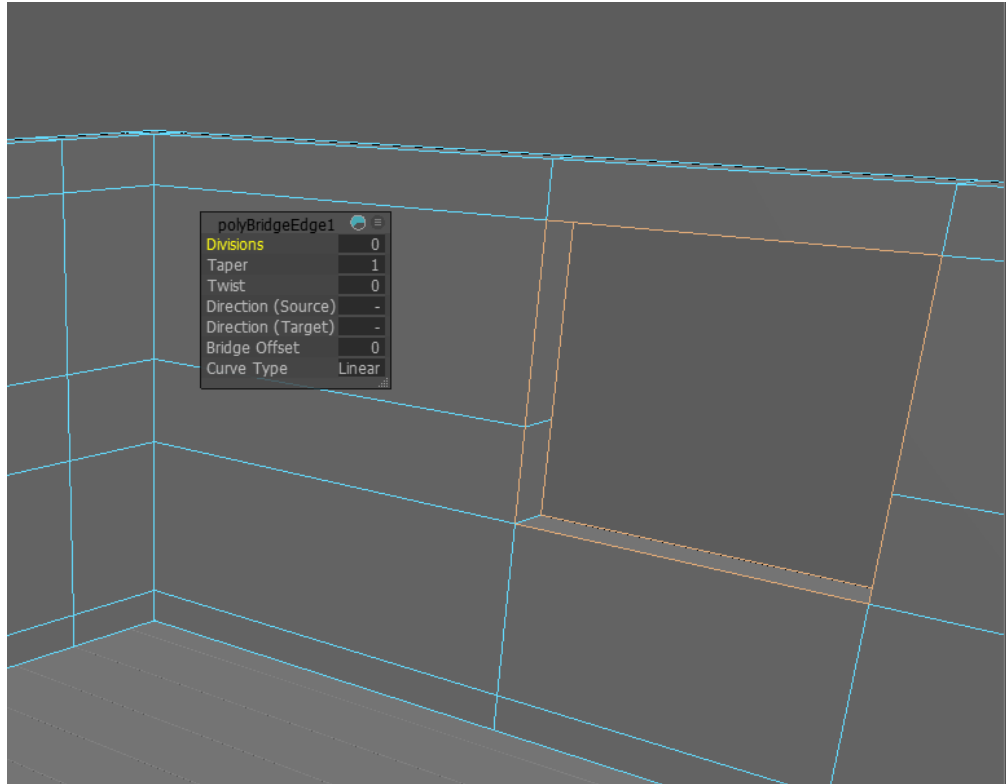




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- 9. Fill the whole on the edges of the window
 - Switch to Edge Select mode [F10]
 - **Double-click on the one edge around the window hole.**
 - **Hold [SHIFT] and double-click on the other edge around the window hole**



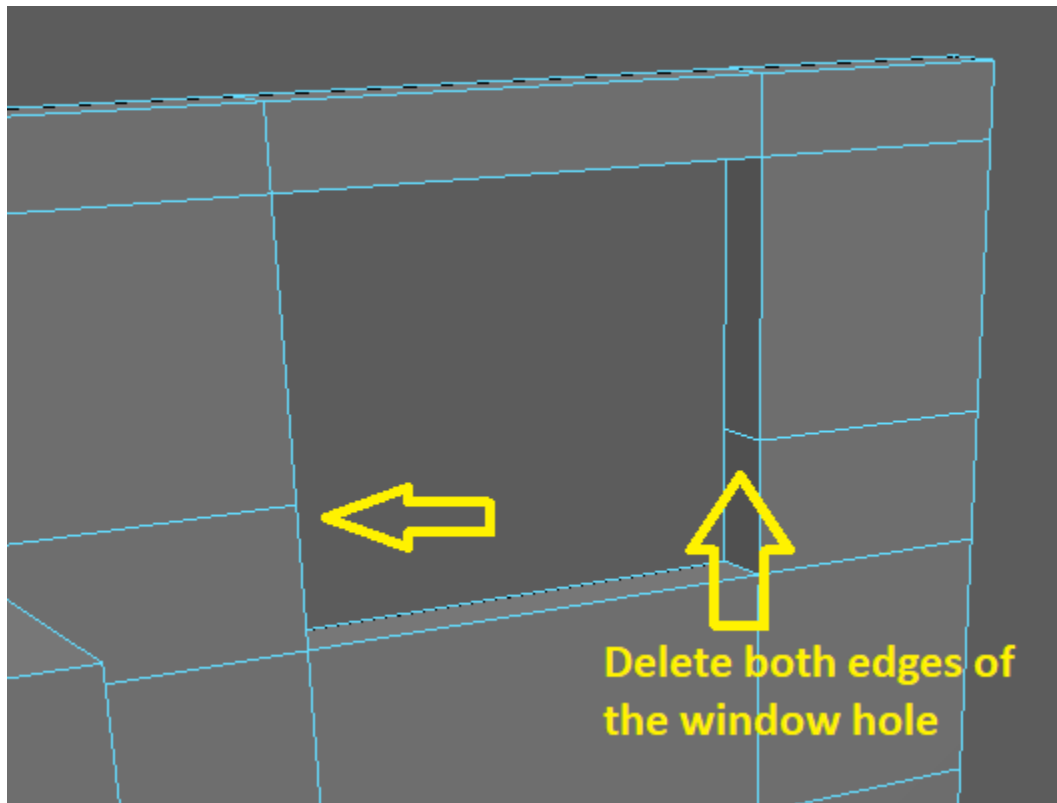
-
- 10. Select **Edit Mesh > Bridge** to fill the holes around the window.



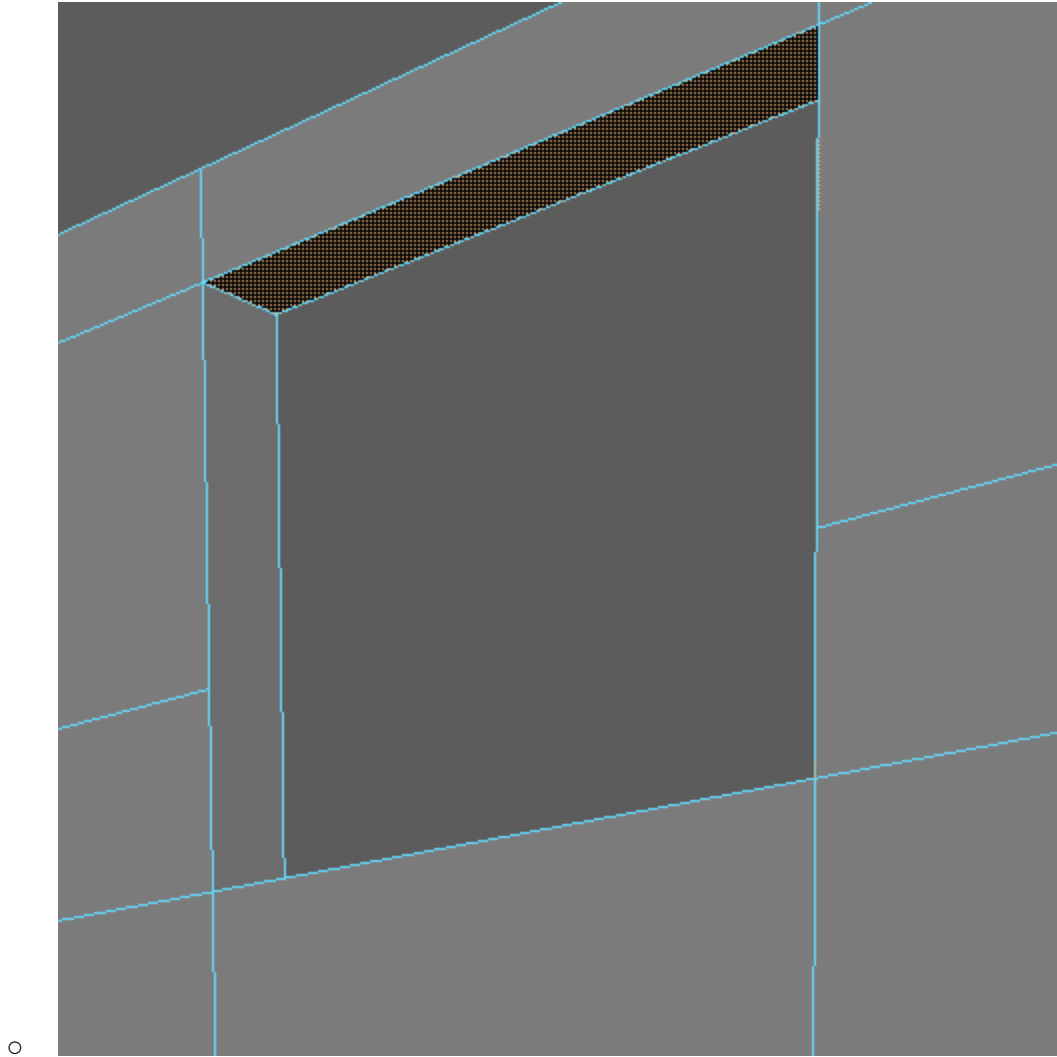
○

○ **Quit [Q]**

11. Delete the two extra edges, so the window frame is one continual face.

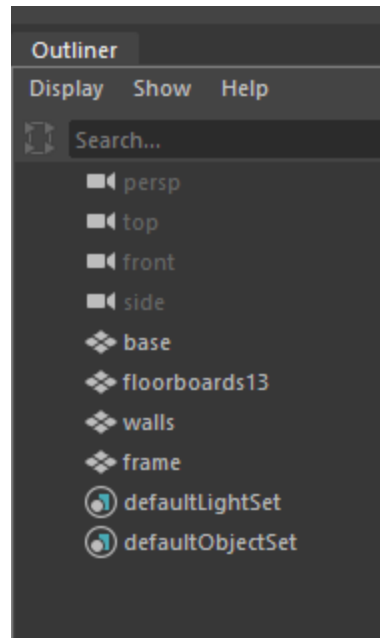


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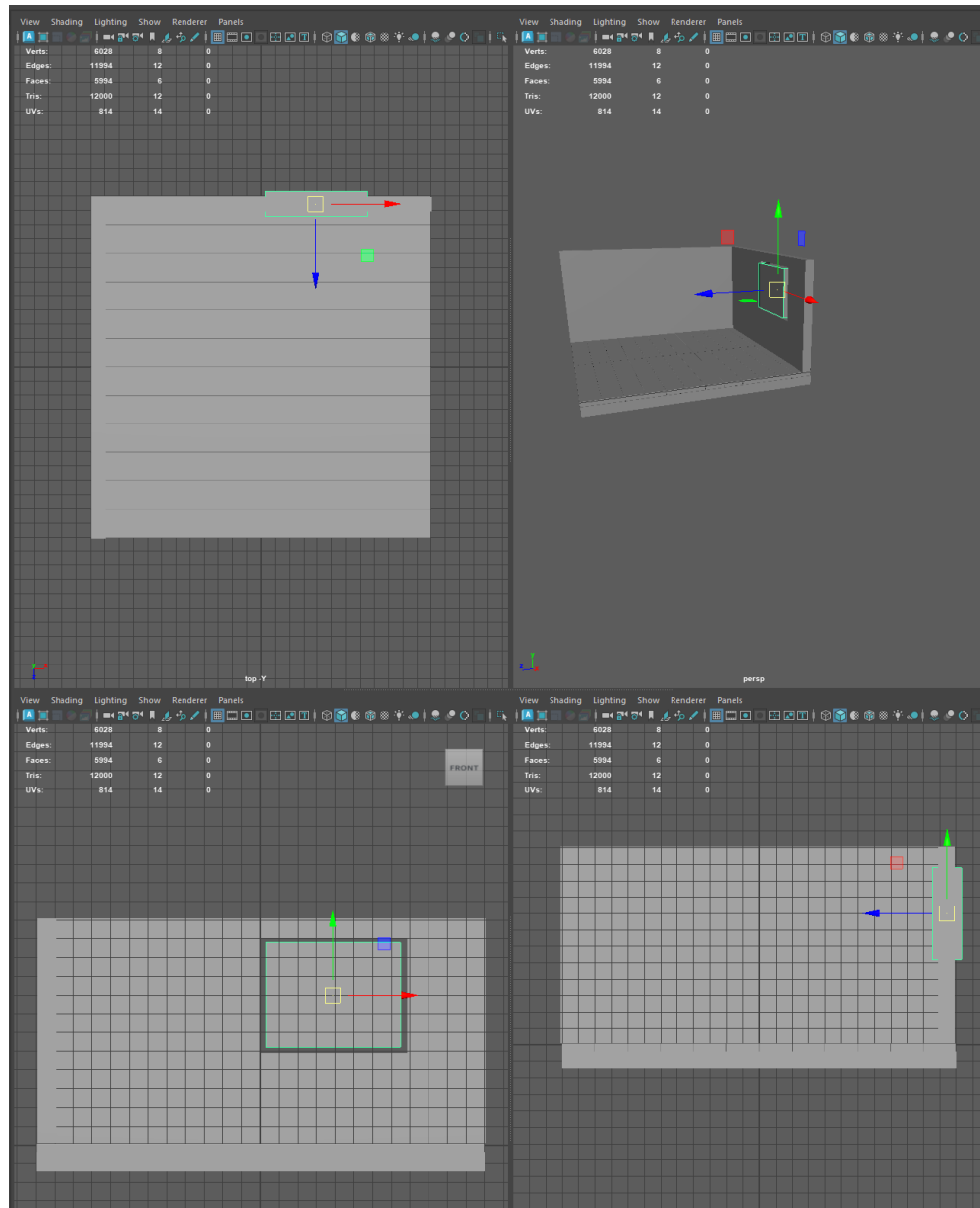


Step 4: Add a Window Frame

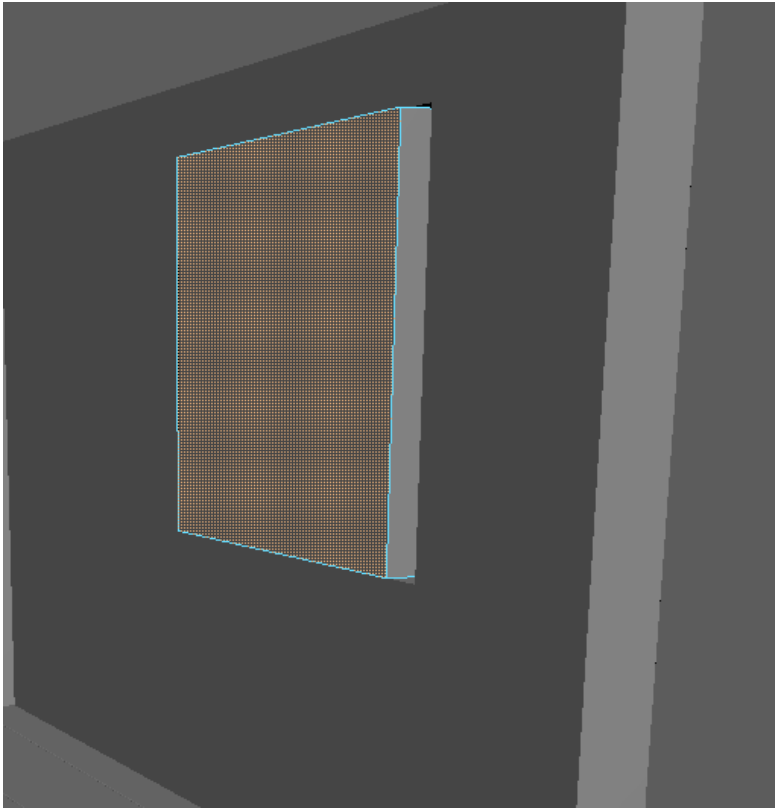
1. Create a cube → rename **frame**.

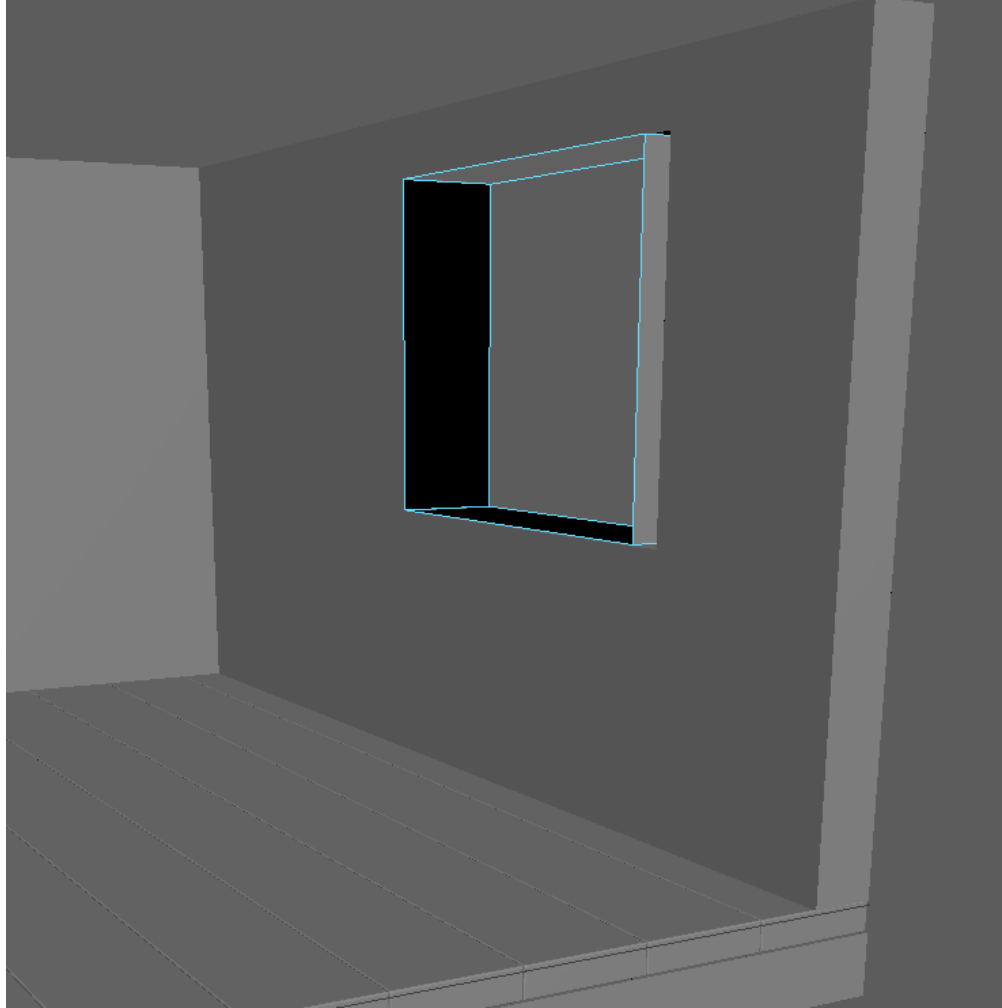


- 2. Move[W] and Resize[R] to fit inside the opening.



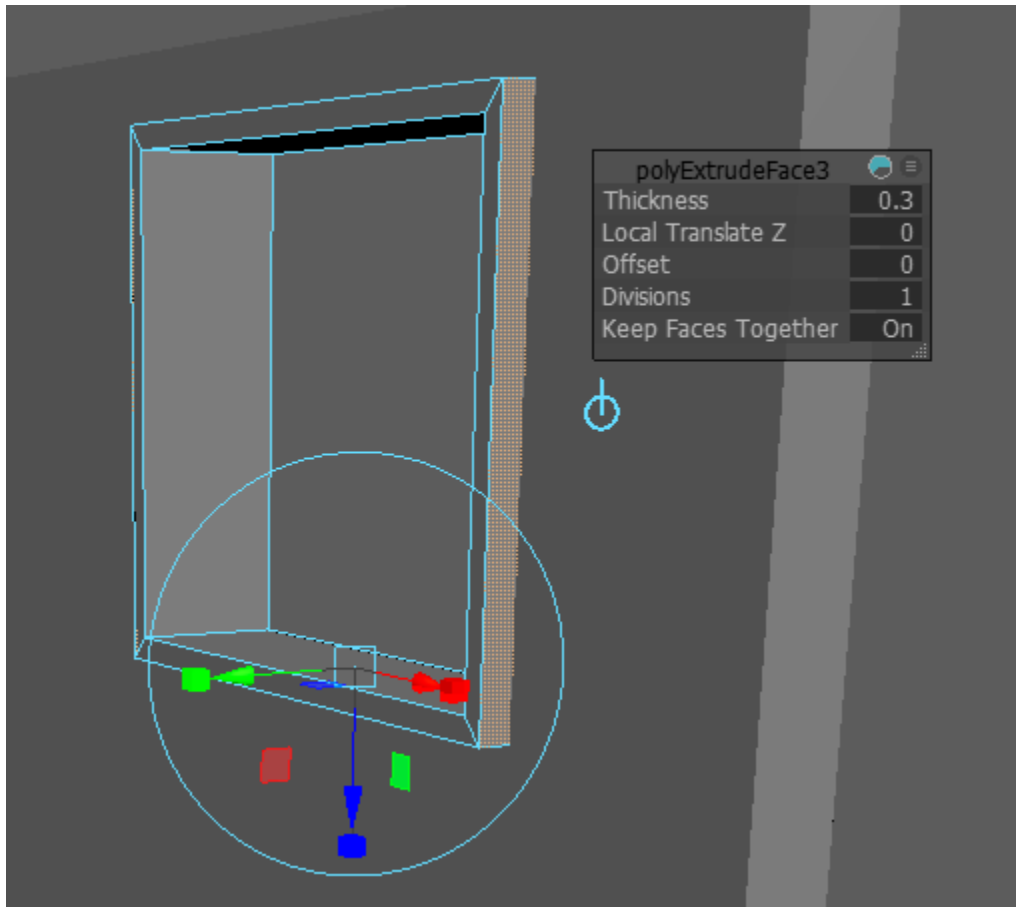
3. Delete front & back faces. This leave only the frame

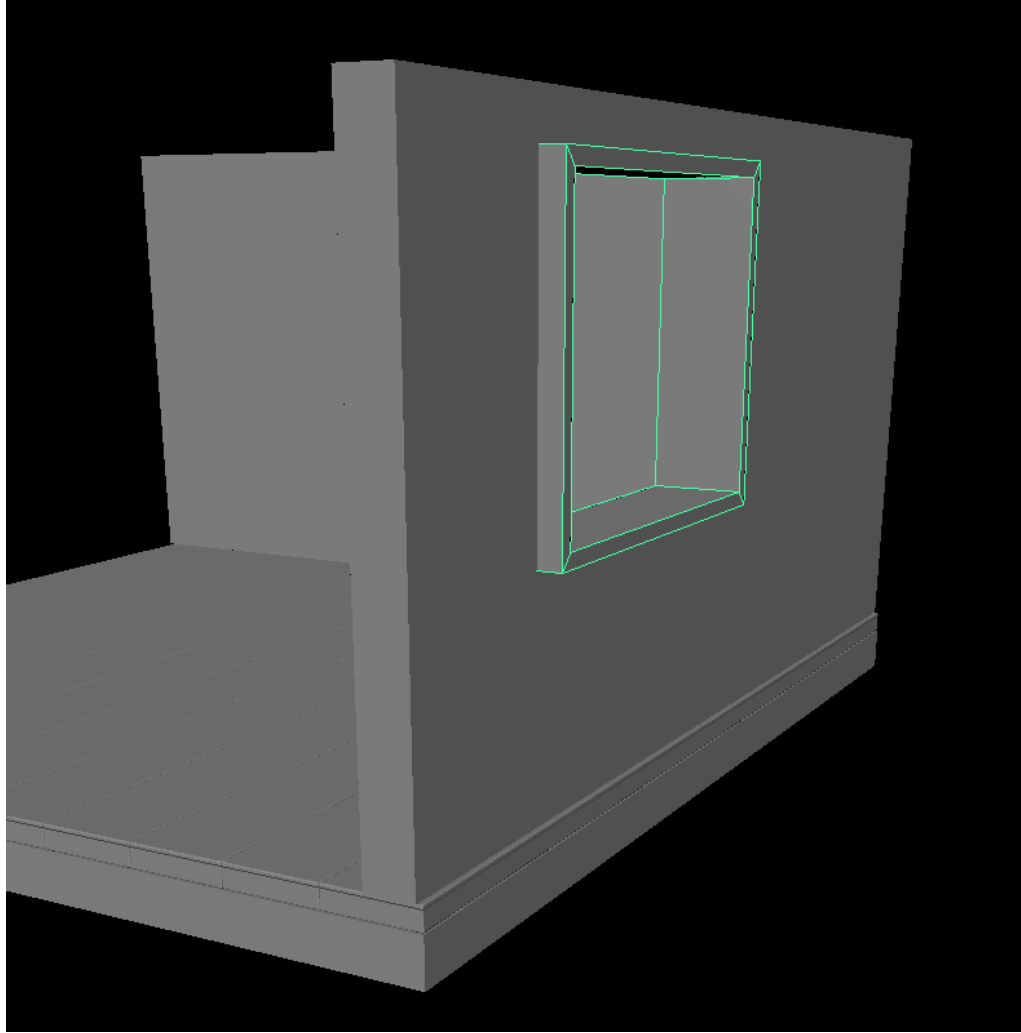




-
4. Switch to Object Select[F8] mode

5. Extrude [CTRL+E] to create the frame

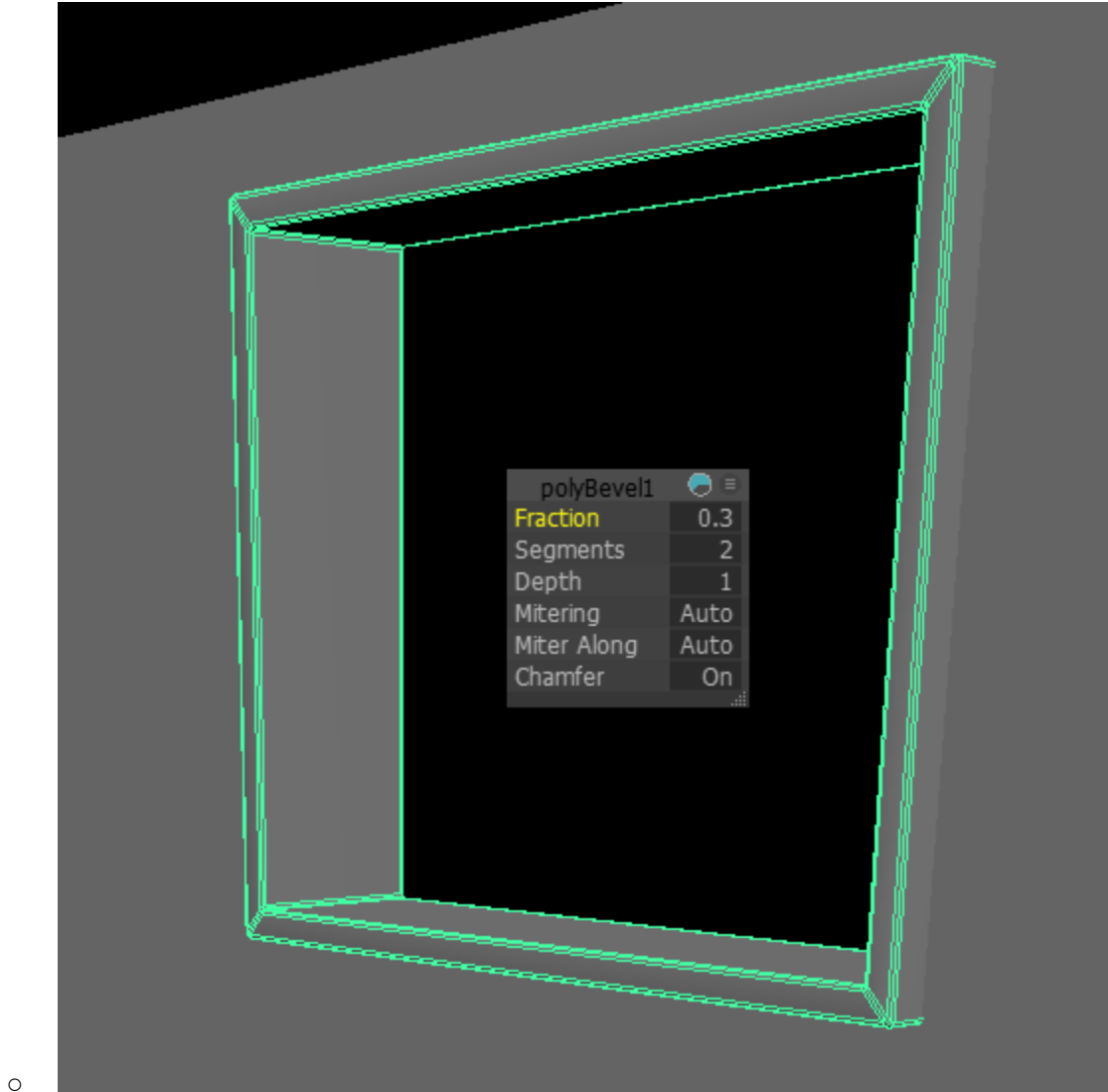




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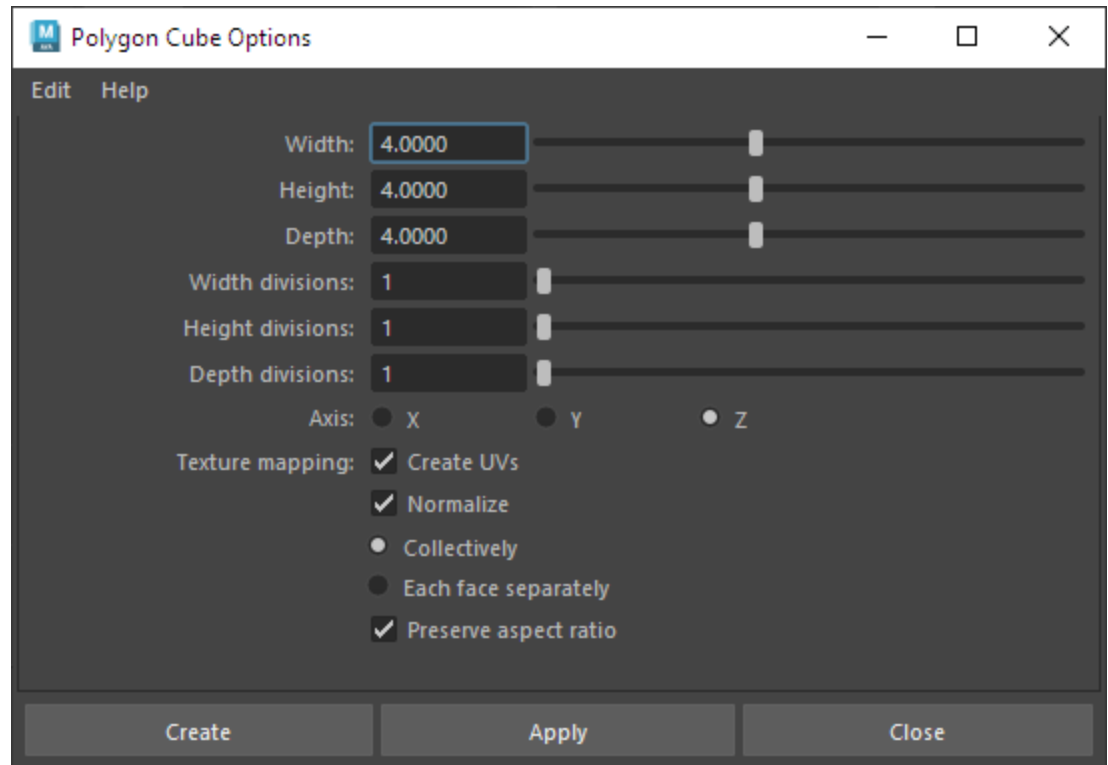
6. Bevel [CTRL+B] edges:

- Segments = **2**
- Fraction $\approx$ **0.3**

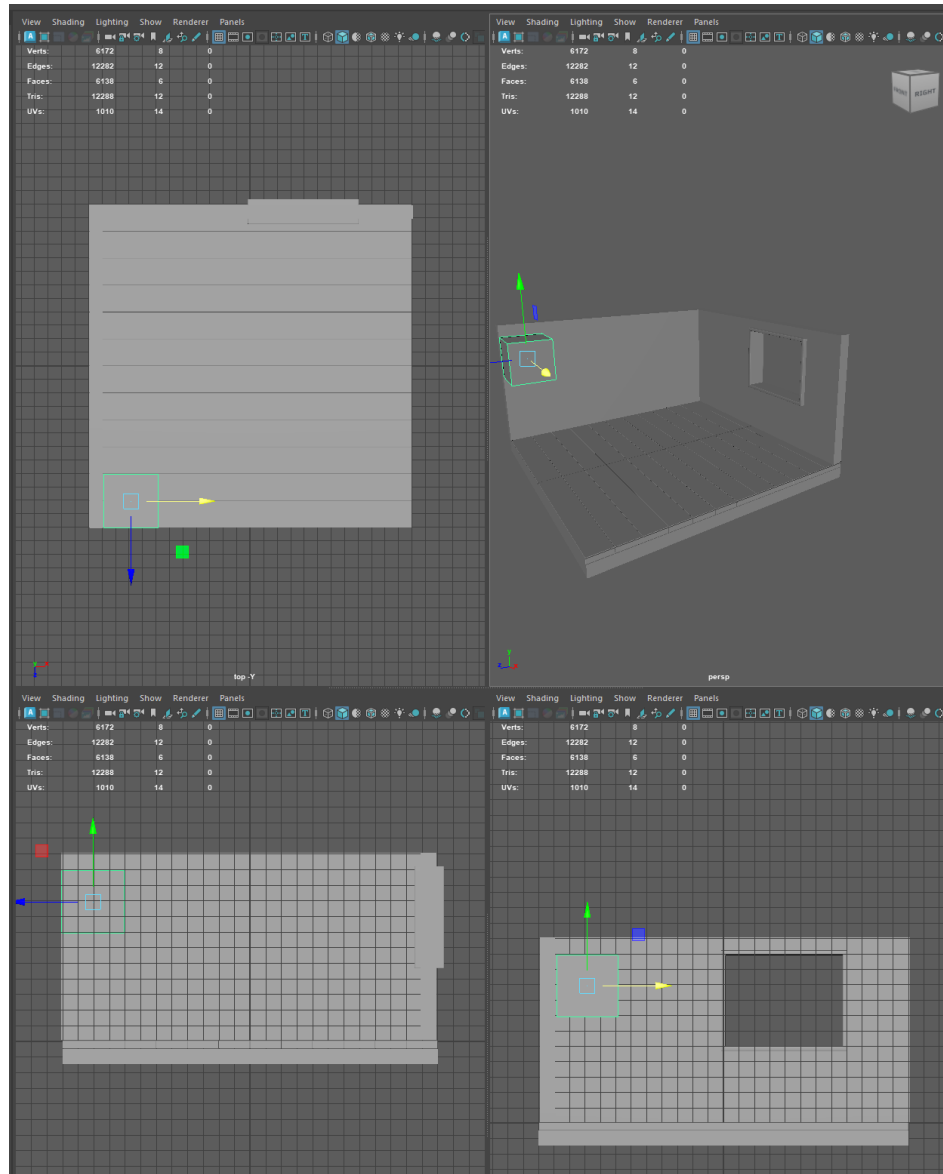


Step 5: Kitchen Cabinets

1. Create a cube and label it “**Top Cabinet**”



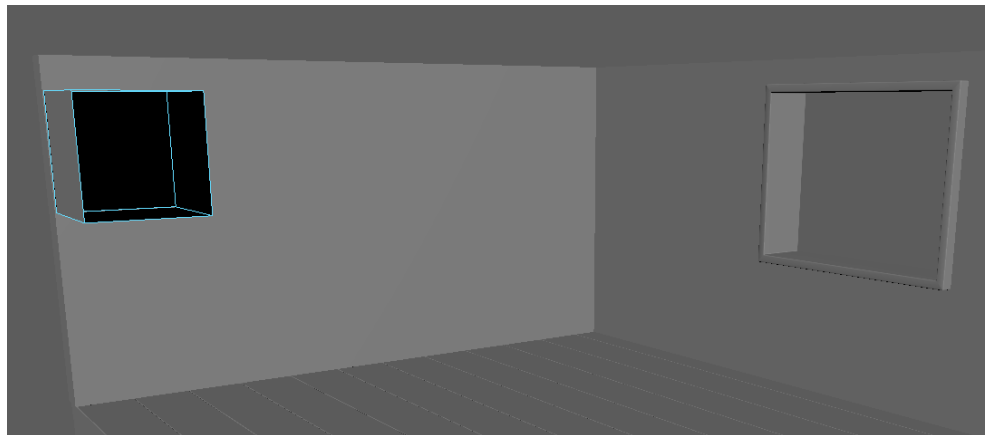
- a.
- b. Move into place



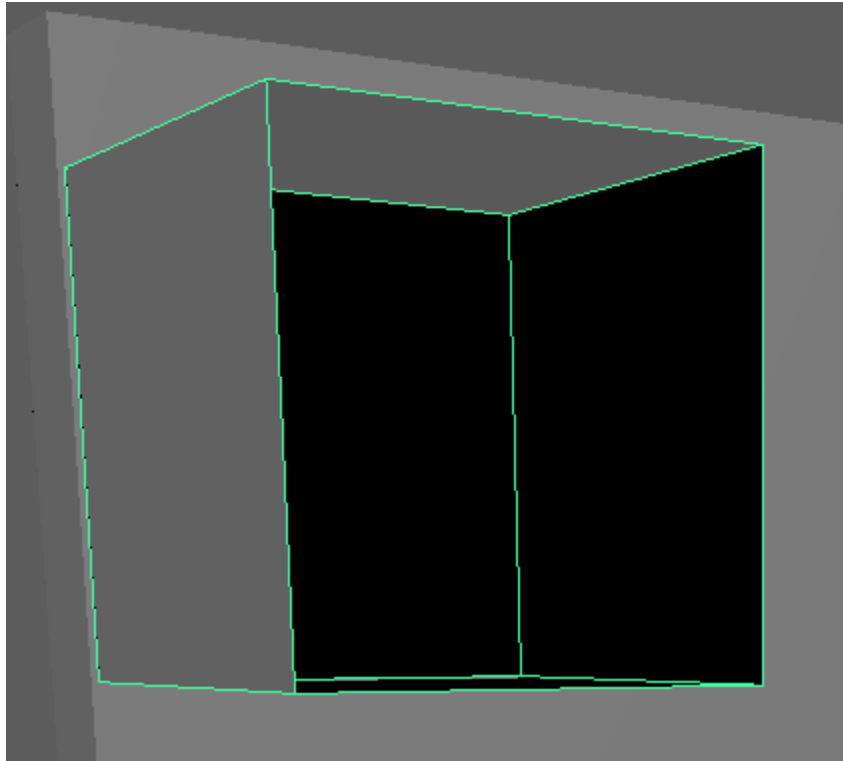
c.

d. Switch to Face mode and delete the front face of the cabinet

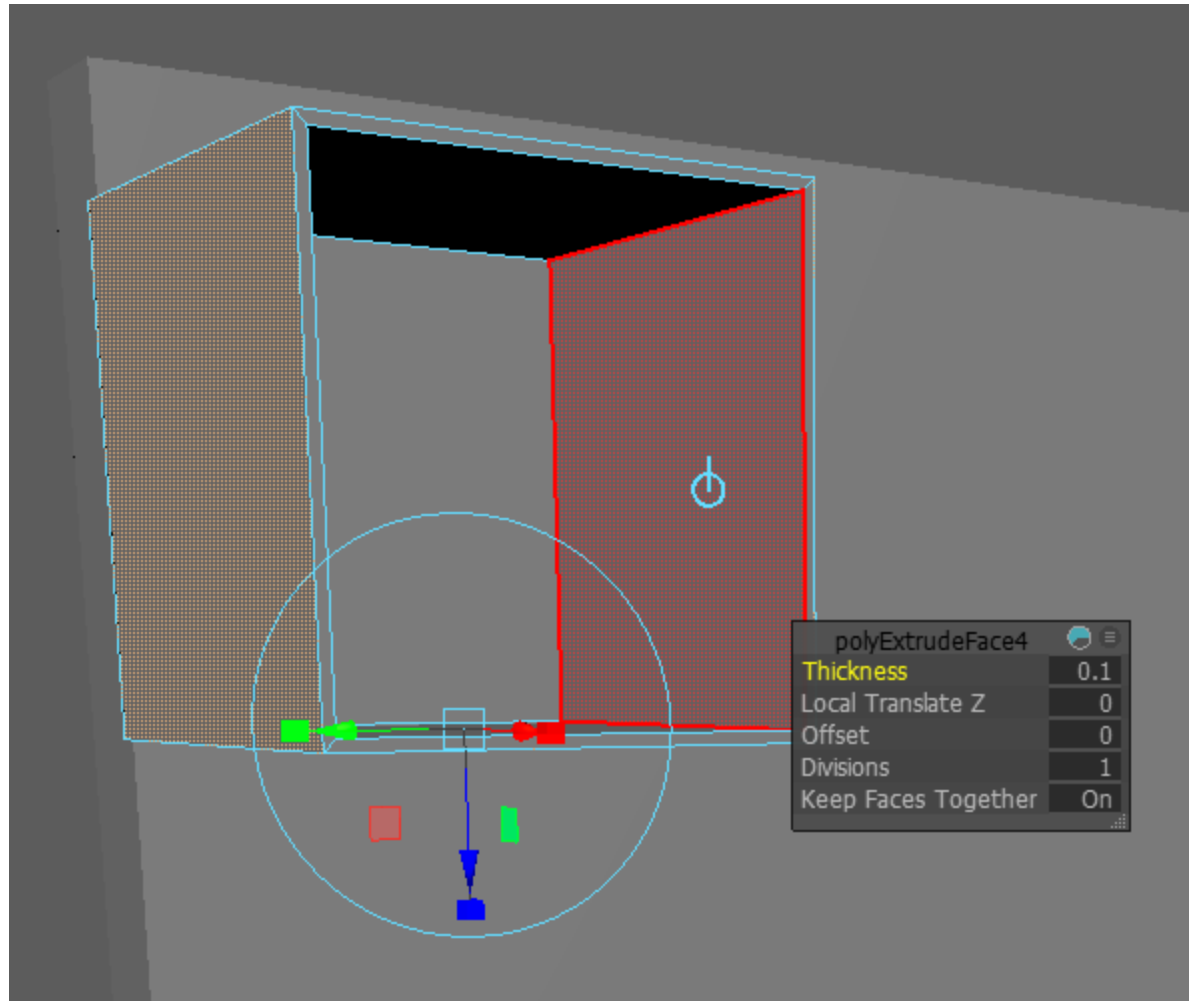
i.



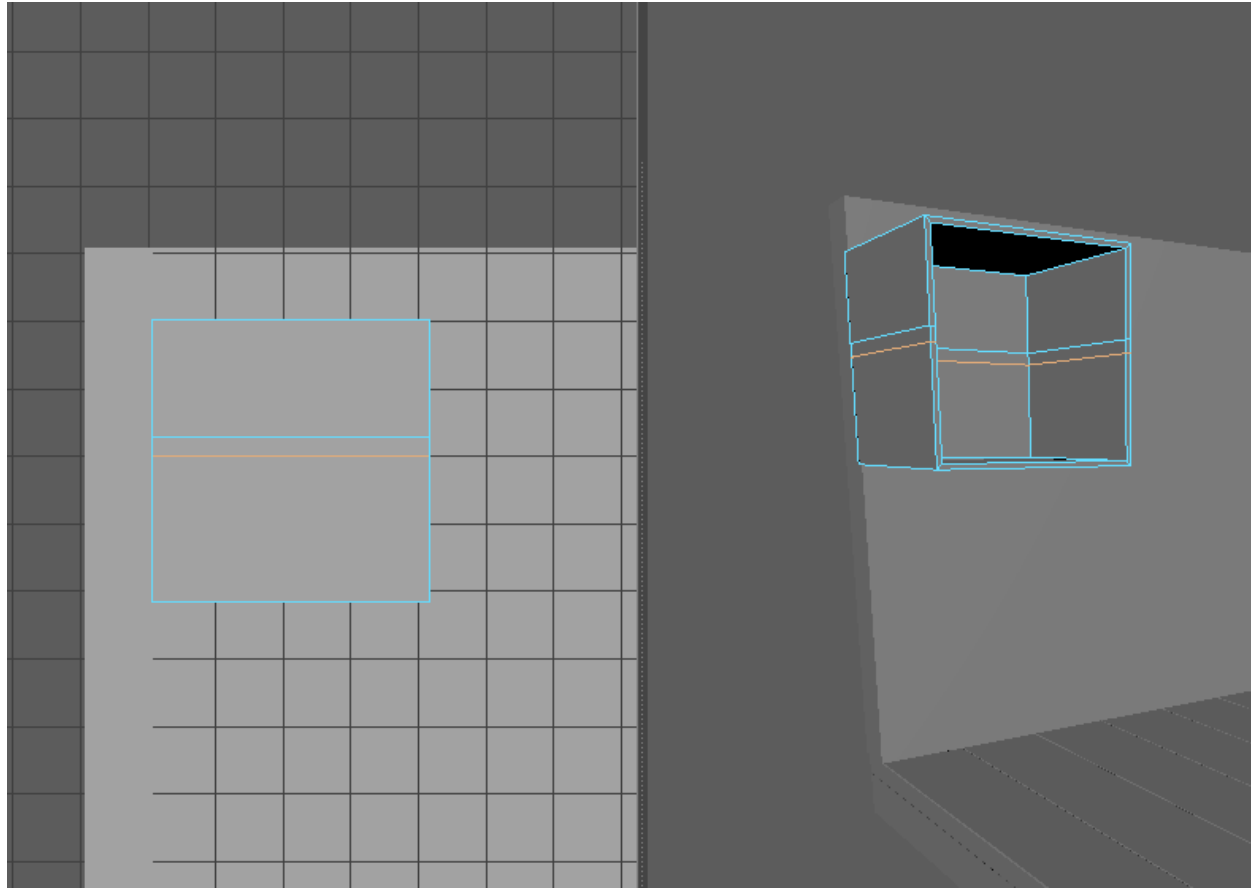
2. Give the cabinet some thickness
 - a. Switch to Face Select



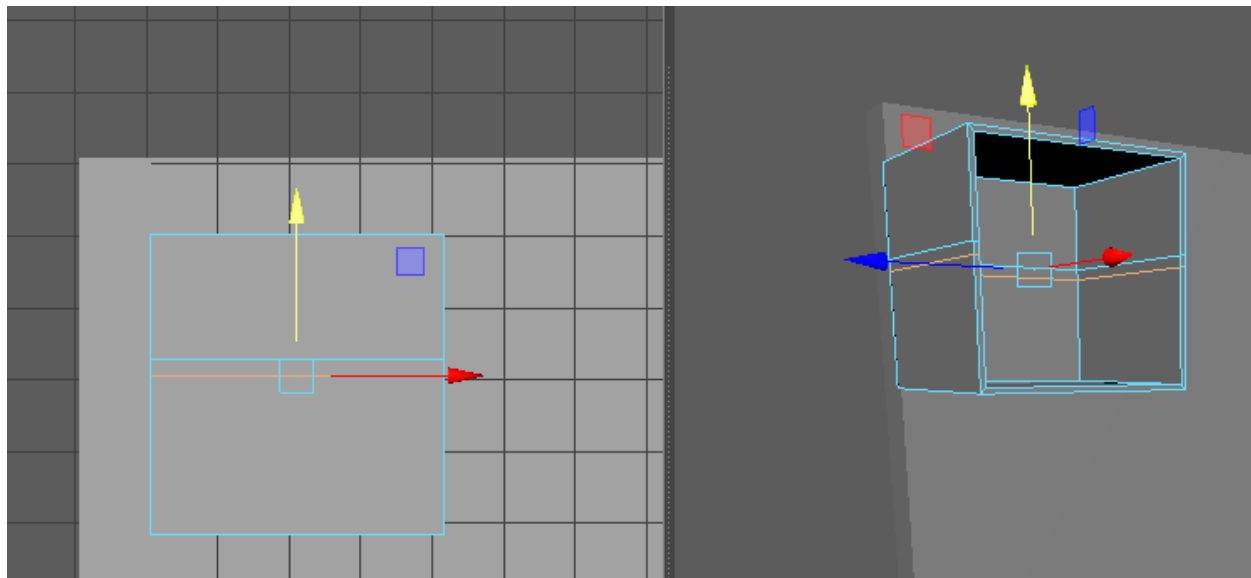
- b.
 - c. **Extrude [CTRL+E]**



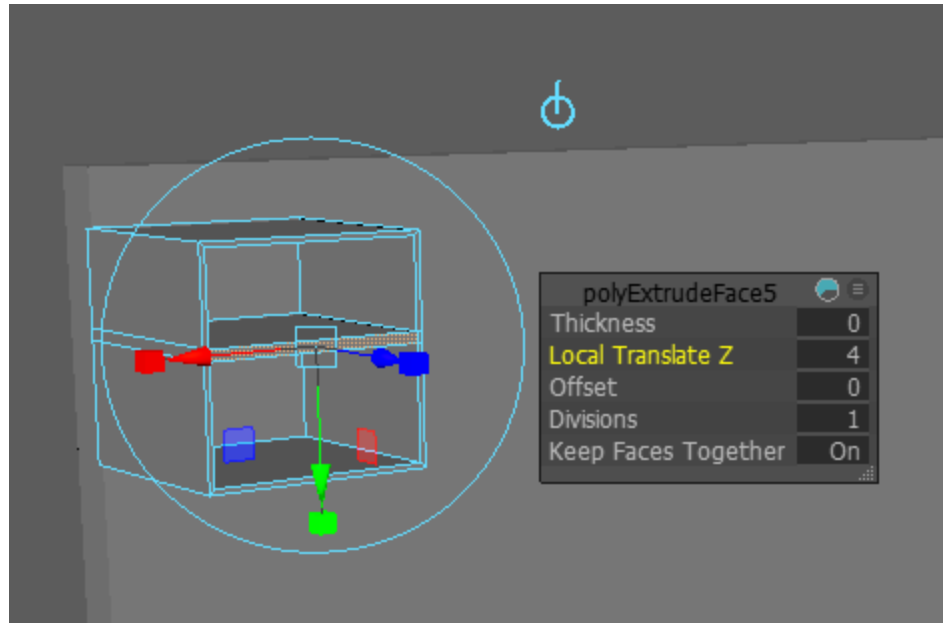
- d.
- e. **Quit[Q]** the extrude command
- 3. Creating the shelf
 - a. Insert two edge loops for the shelf



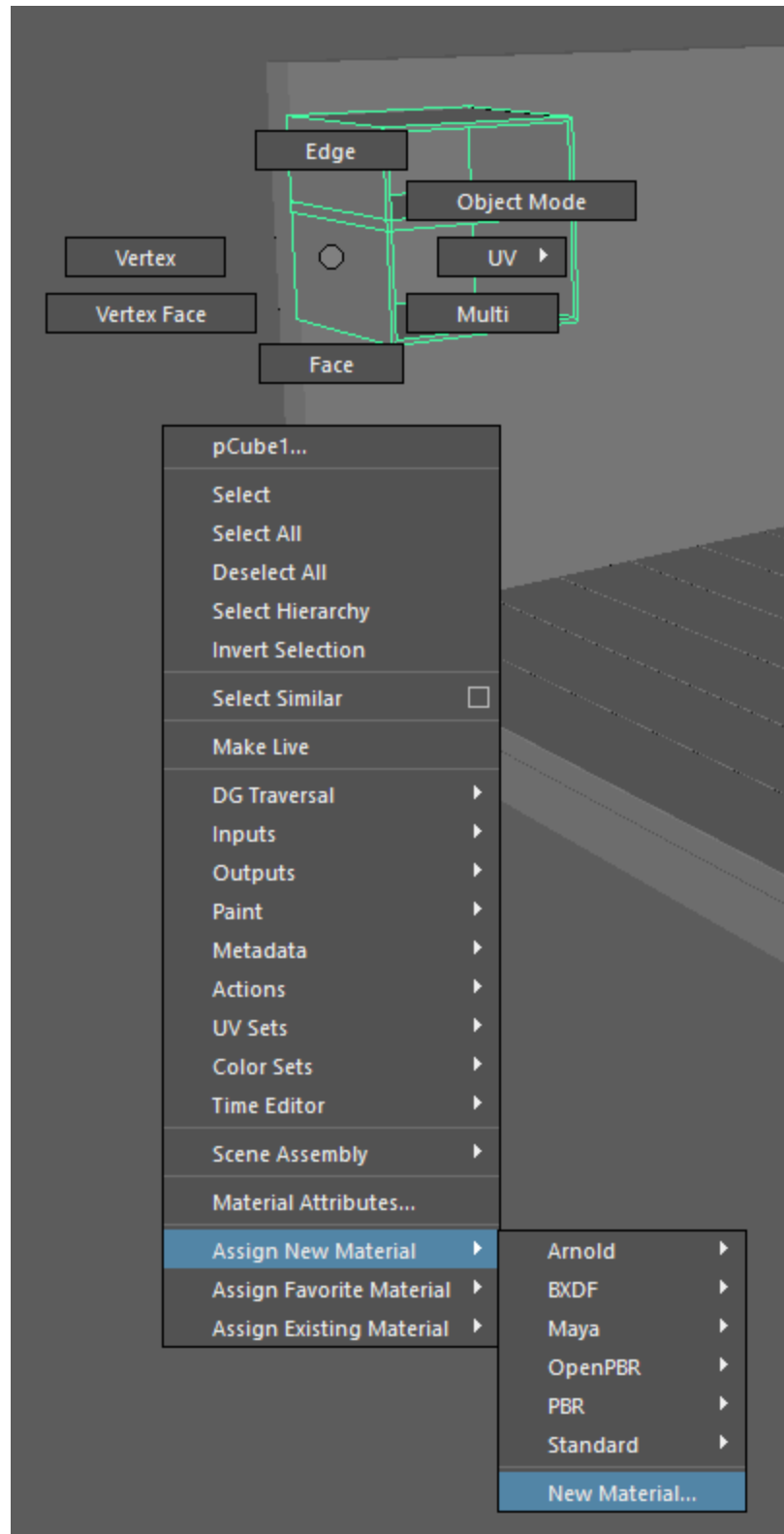
- b.
- c. **Quit [Q]** to the insert edge loop
- d. *Note: you can use the move tool if your shelf is too thick/thin or not in the correct location*



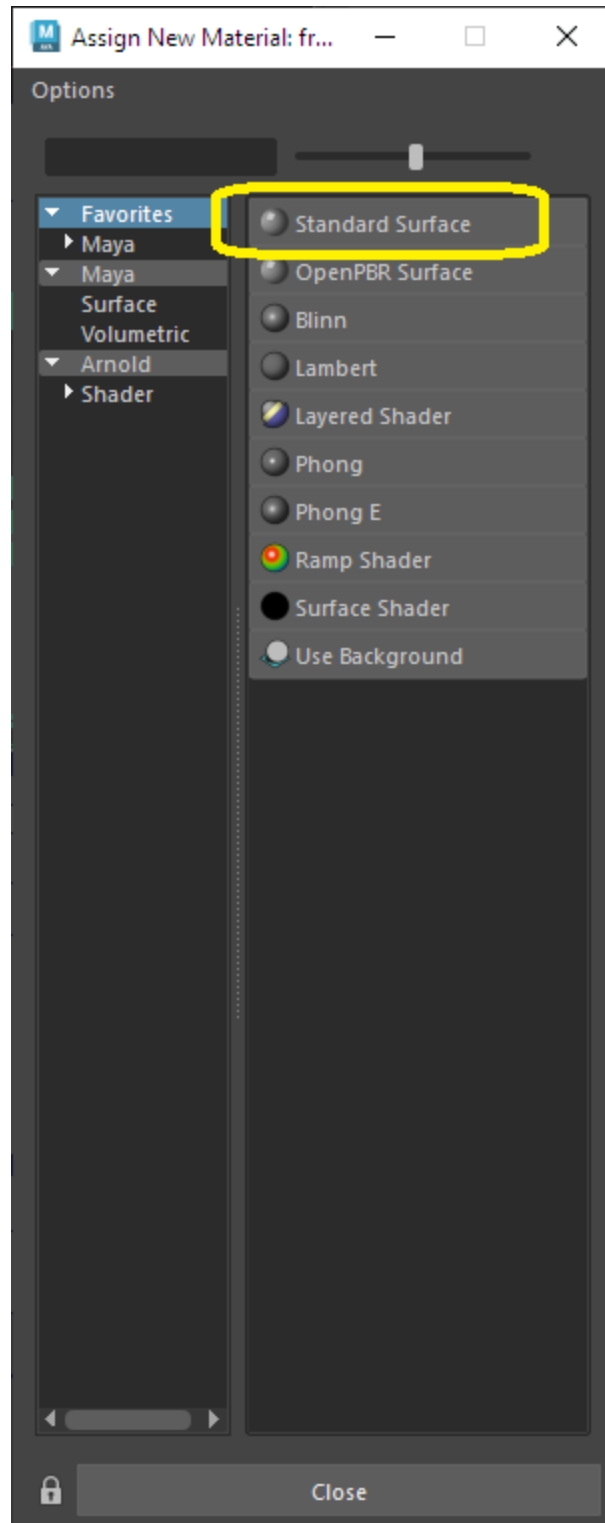
- e.
- 4. Create the shelf
 - a. Switch to Face Select and select the back face
 - b. Extrude[CTRL+E]



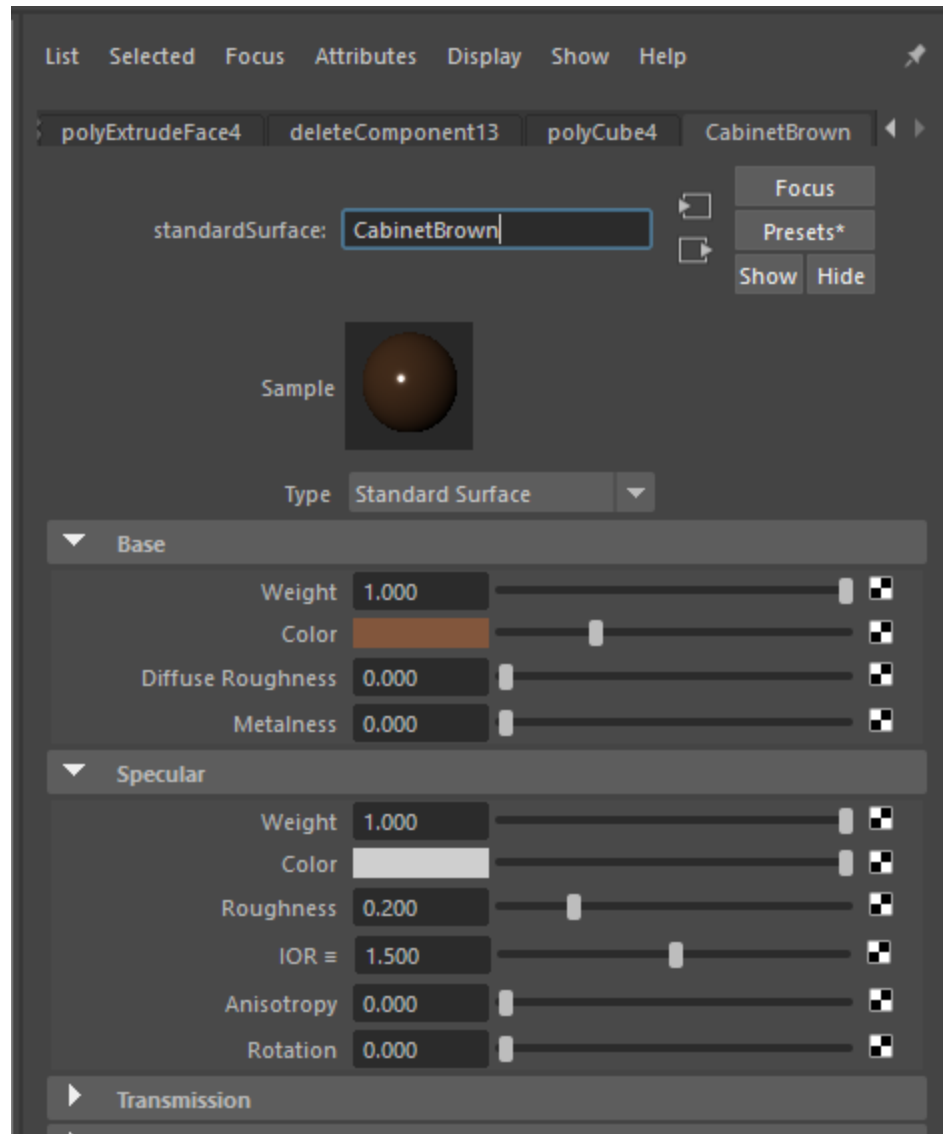
- c.
- d. **Quit [Q]**
- 5. Add some shaders for color to our cabinet
 - a. Ensure you are Object Select Mode[F8] (i.e. green)



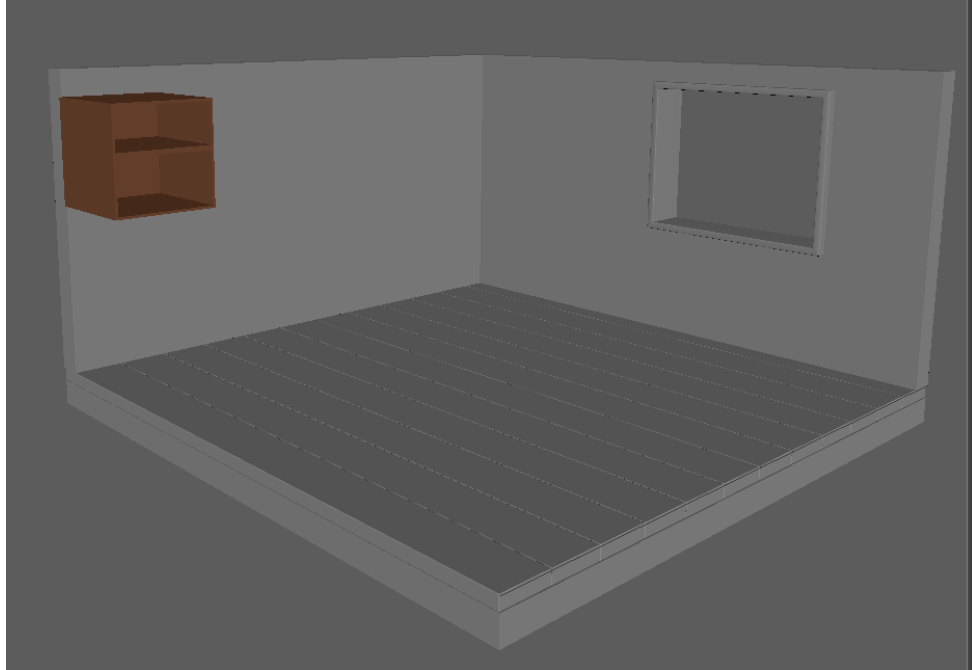
b.



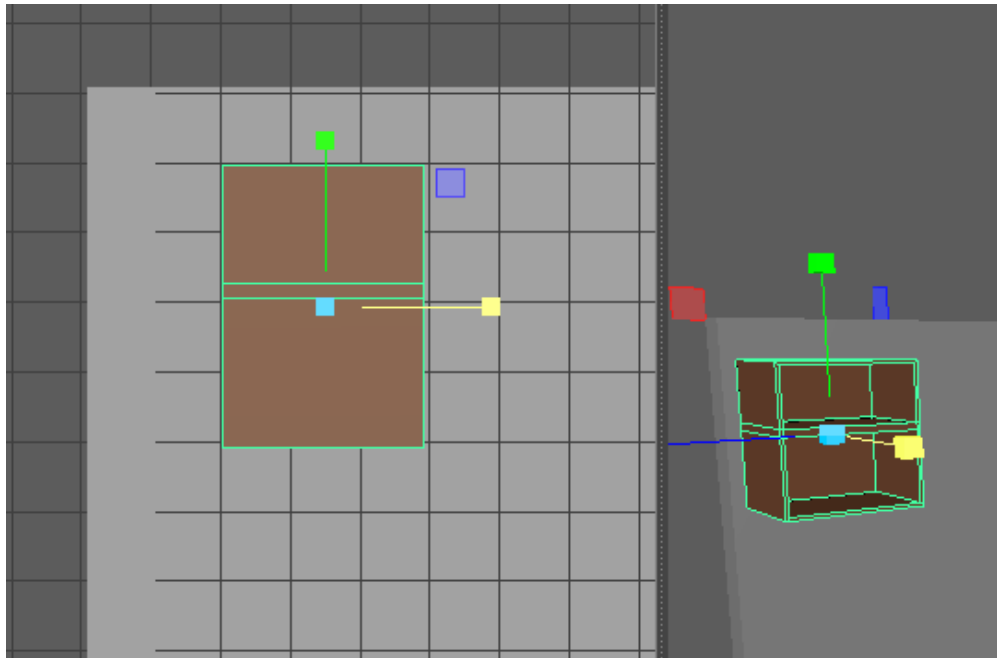
- c.
- d. Name your shader for easy reference later



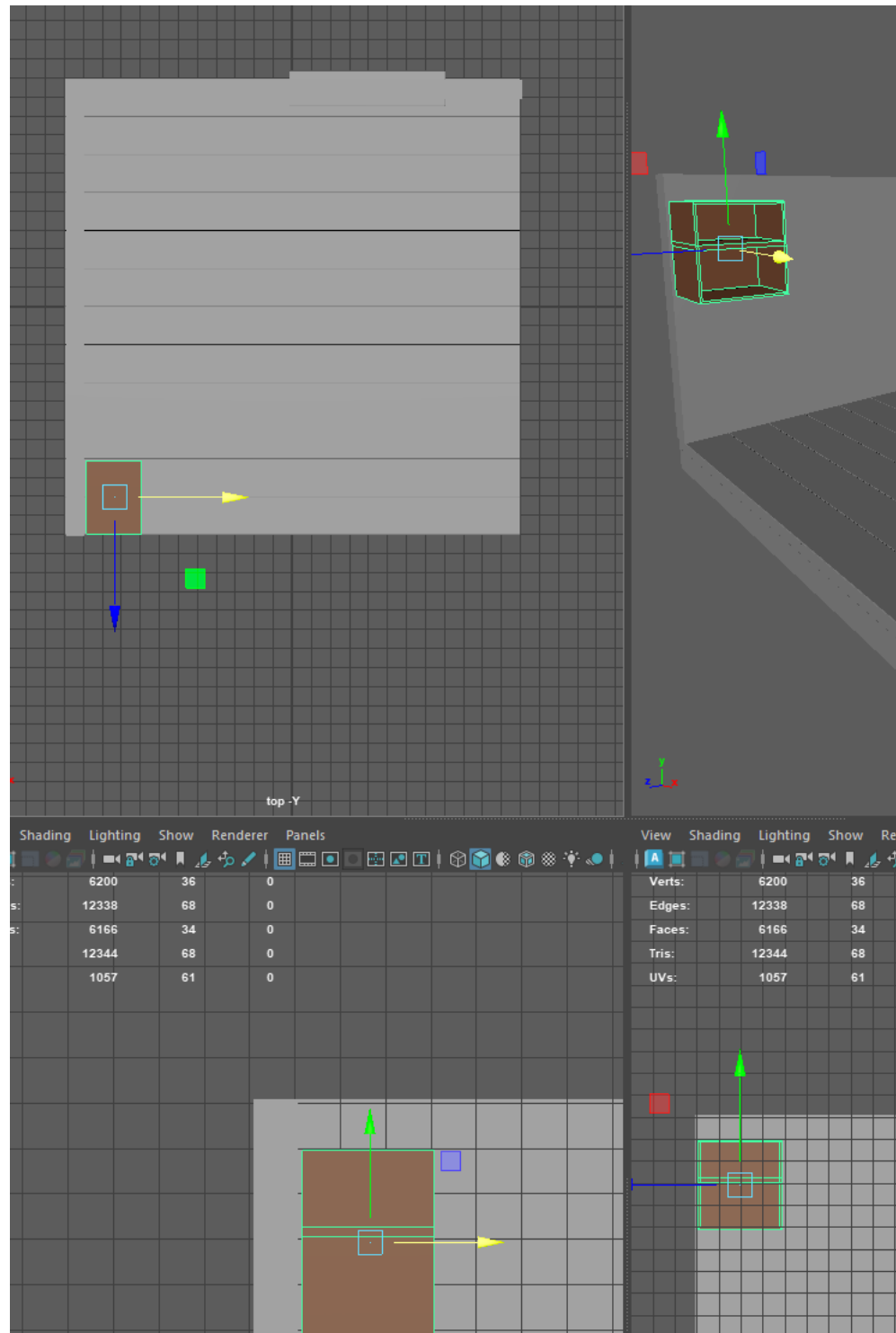
e.



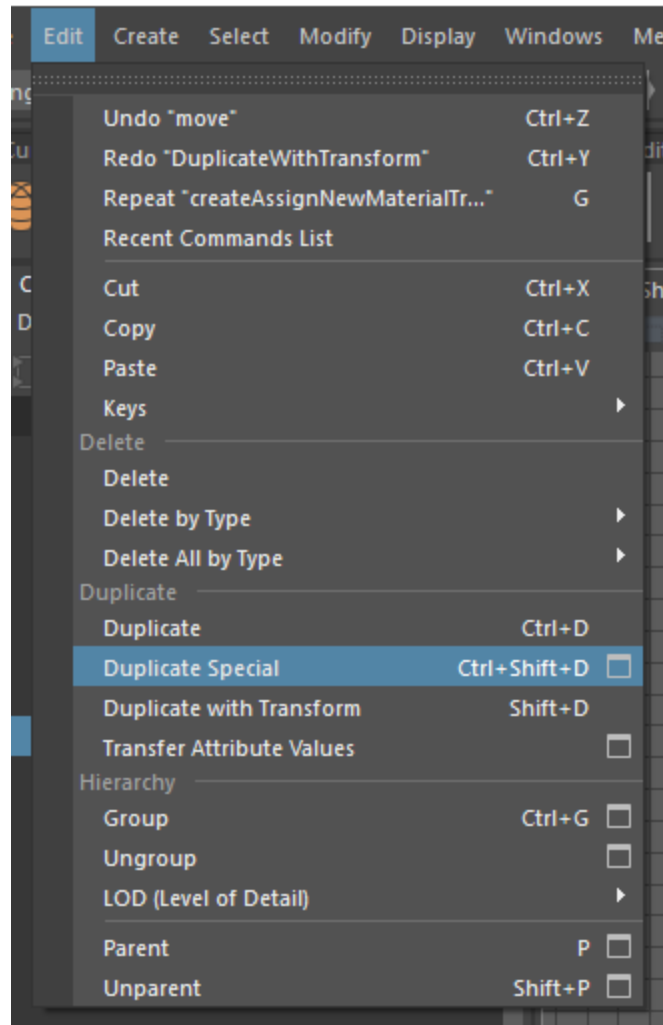
- f.
- g. Use a combination of Move and Scale to ensure your cabinet is 4x4 and on the grid



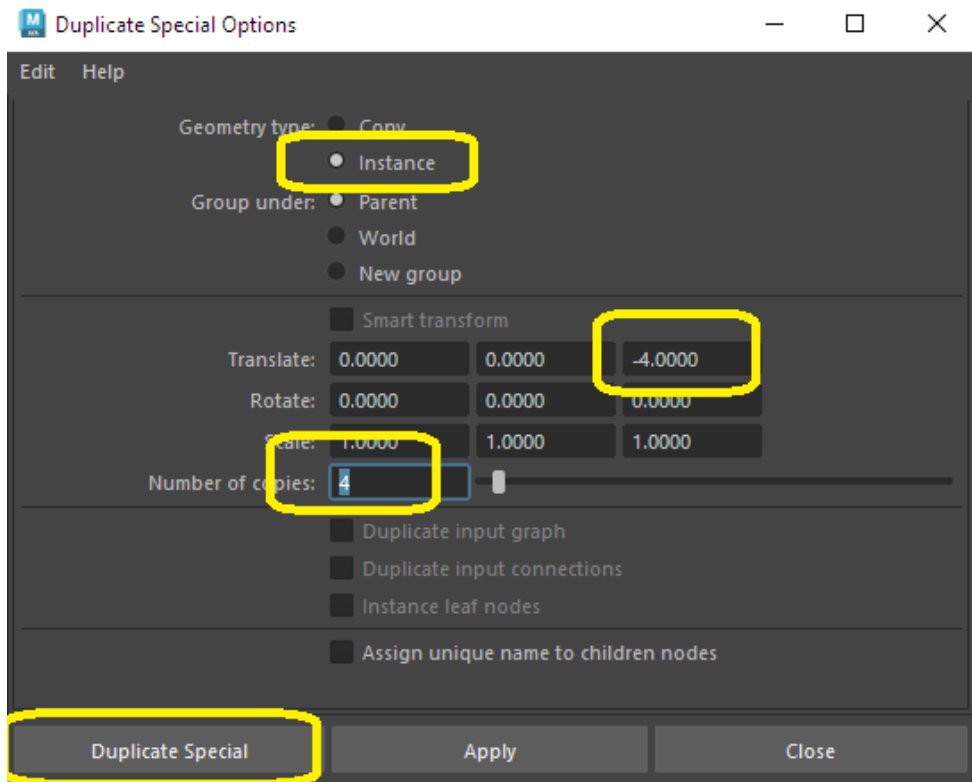
- h.



- i.
6. Lets make copies of our cabinets (as independent objects) by using the Duplicate Special and the Instance option.



a.



b.



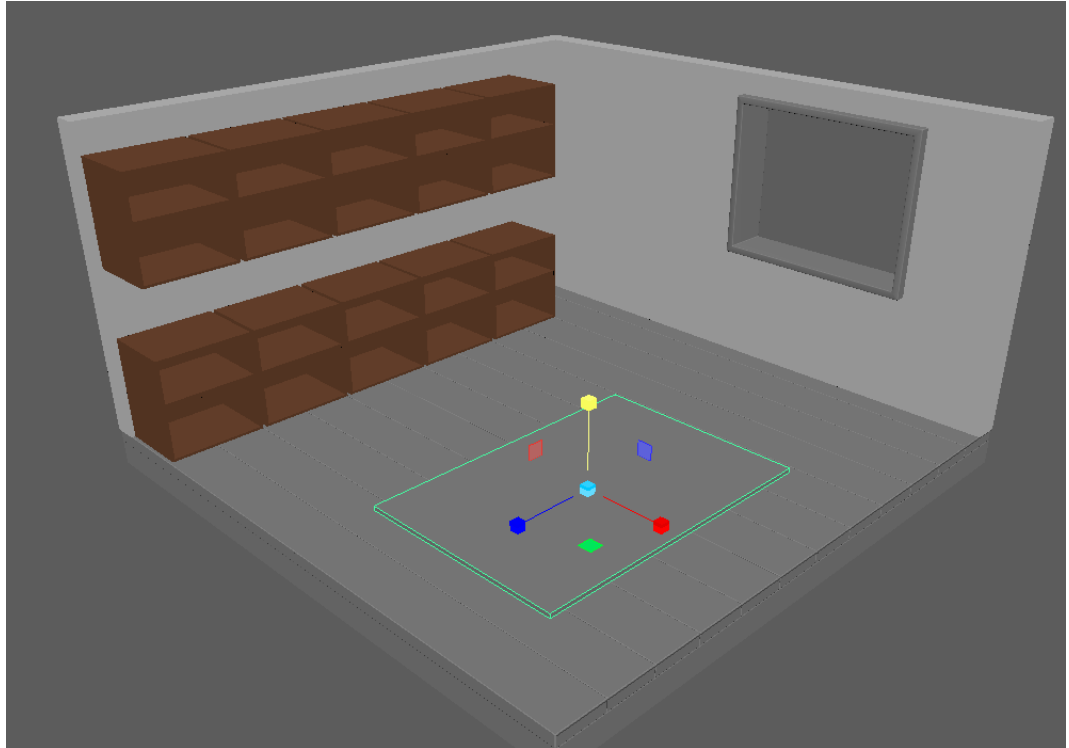
c.

7. Highlight all your cabinets in the Outliner and press [CTRL+G] to create a group
 - a. Rename it to be **"Top_Cabinet_Group"**
8. Select the "Top Cabinet Group" and press [CTRL+D] to create another group
 - a. Rename it to be **"Bottom_Cabinet_Group"**
 - b. Move the to bottom

Step 6: Rug

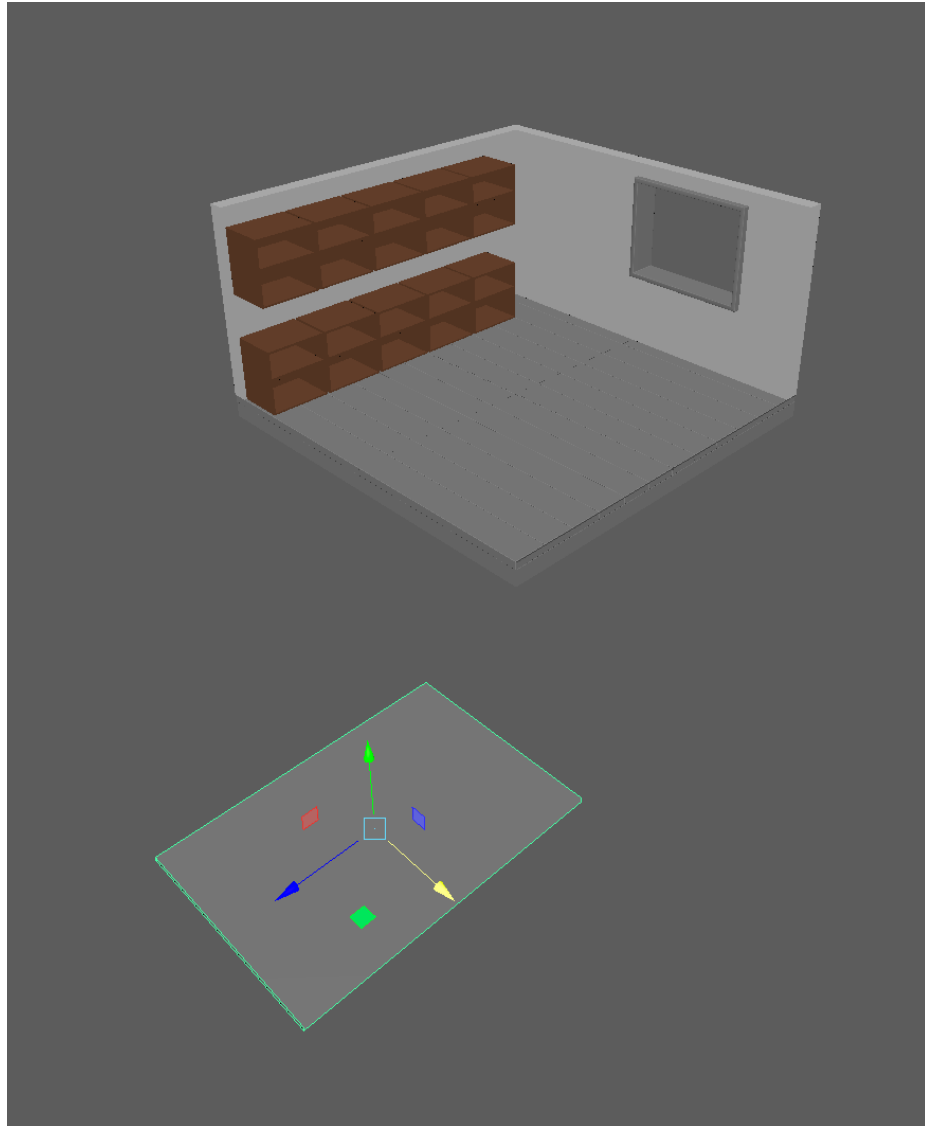
1. Create cube

2. Rename **rug**.
3. Scale flat and wide.

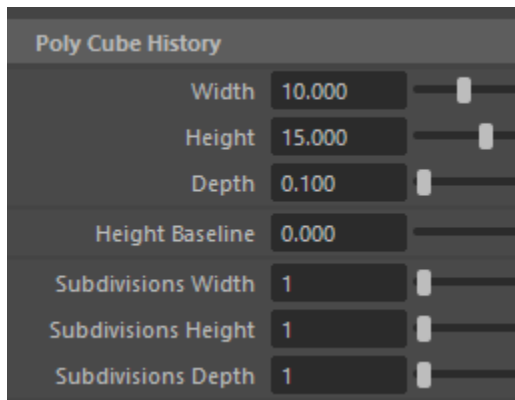


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4. To make our life easier, move the rug out into open space

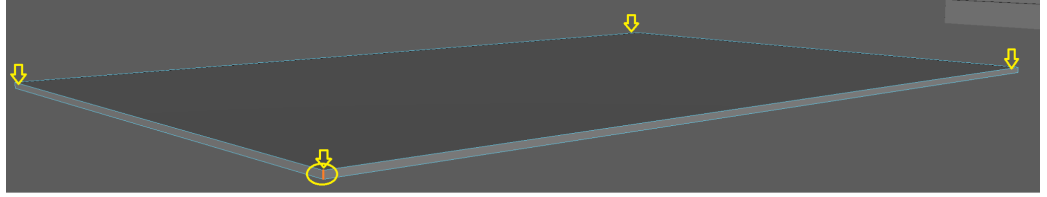


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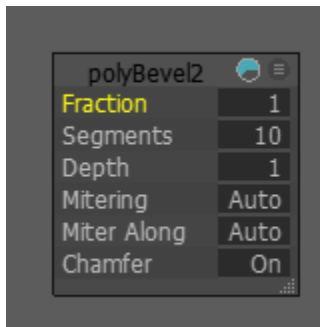
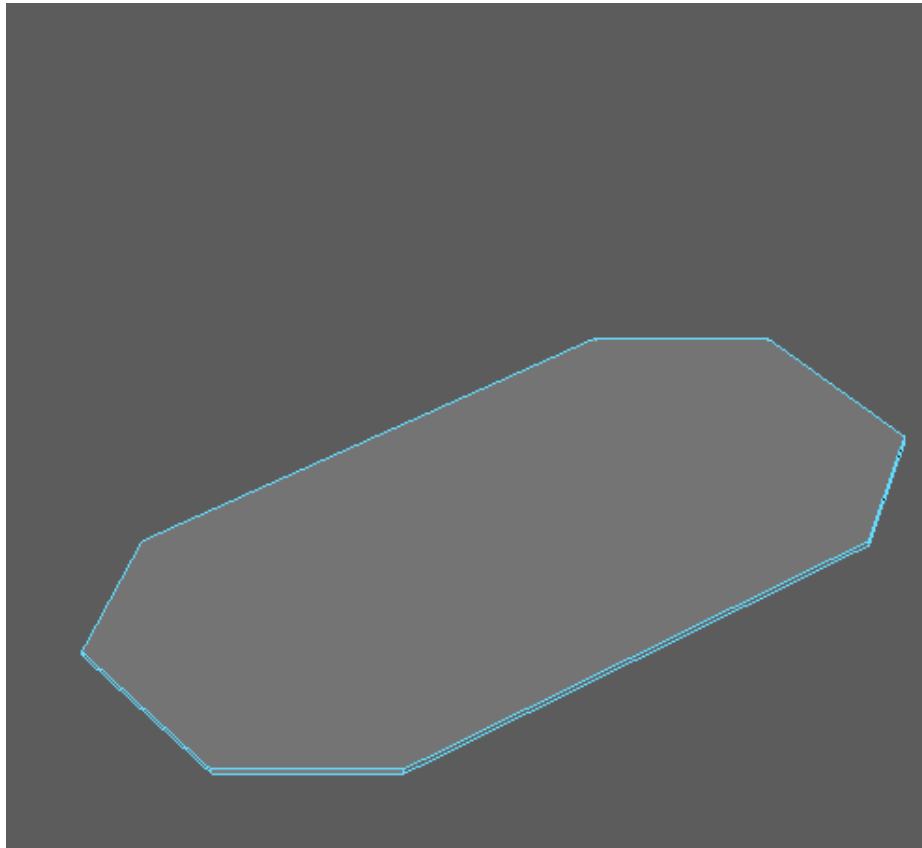


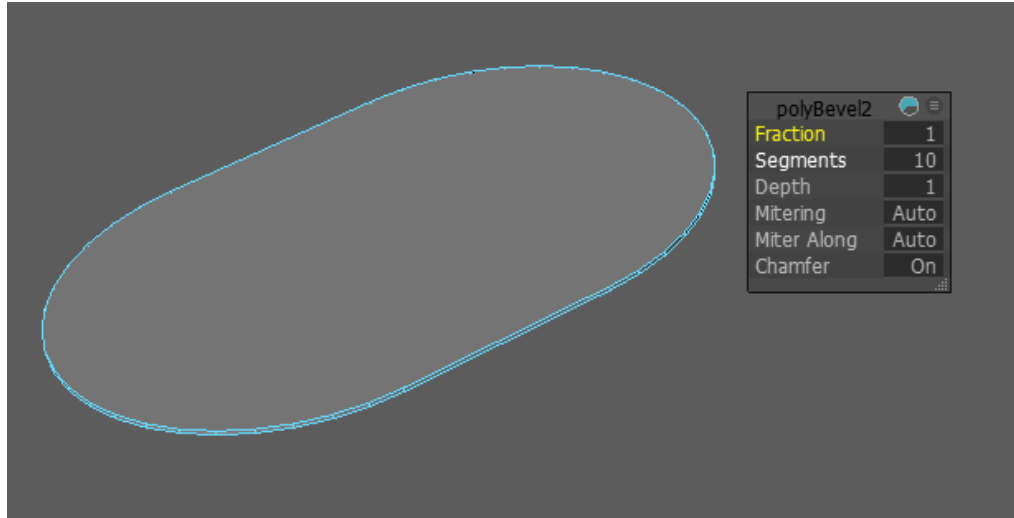
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5. Switch the **Edge Select[F10]** mode
6. Select the 4 edges of the rug



7. Bevel [CTRL+B]

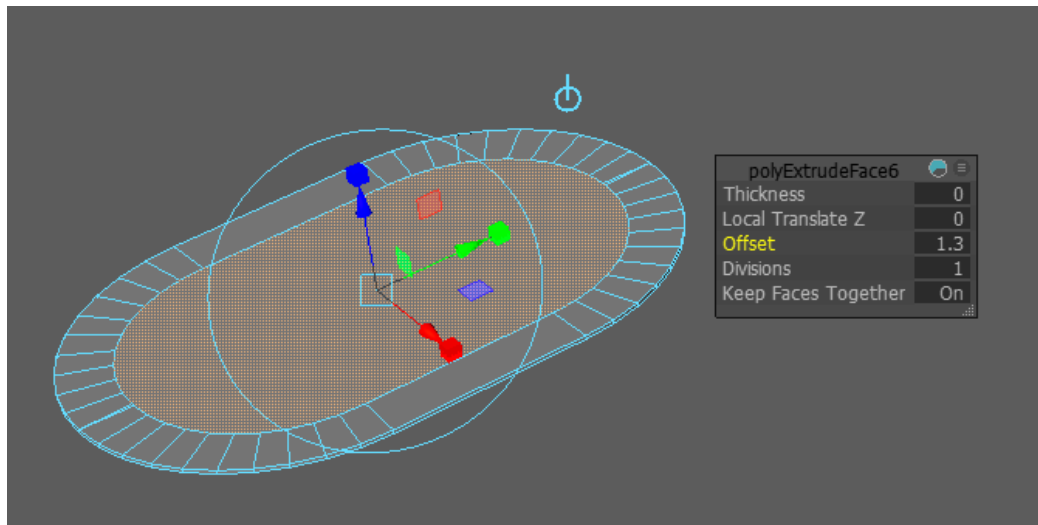




-
- **Quit [Q]**

8. Face Select Mode[F11]:

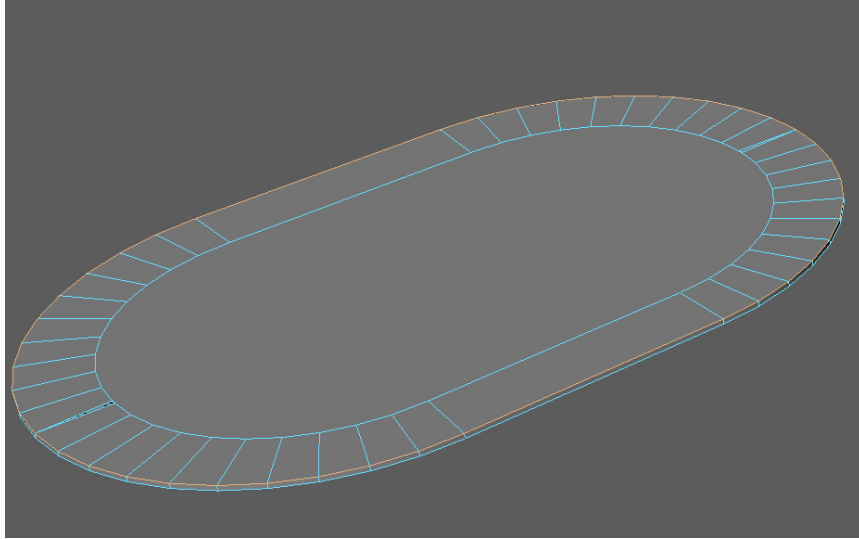
- Select top face
- Extrude [CTRL+E]



-
- **Quit [Q]**
- *Note: This extra geometry will allow us to set 2 colors easily.*

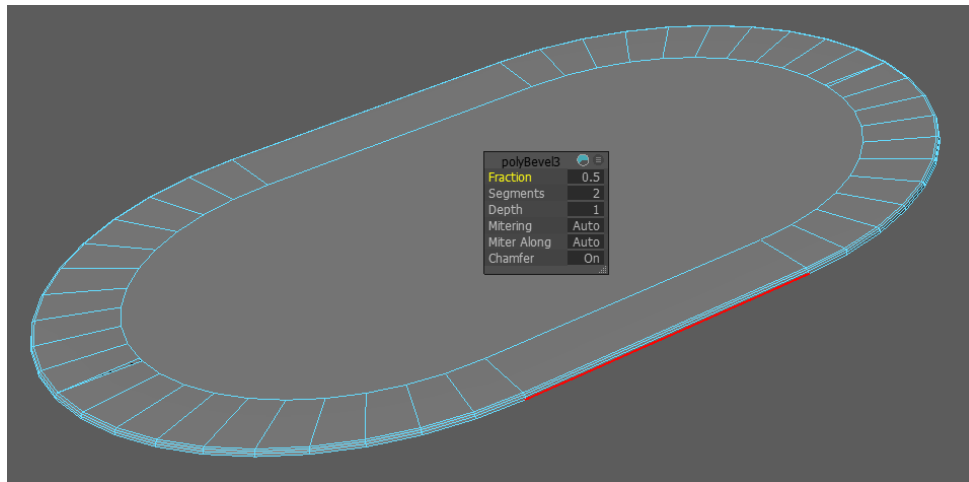
9. Bevel outer edge loop.

- **Edge Select[F10]** mode
- Double-click to select the entire on the top edge rim



i.

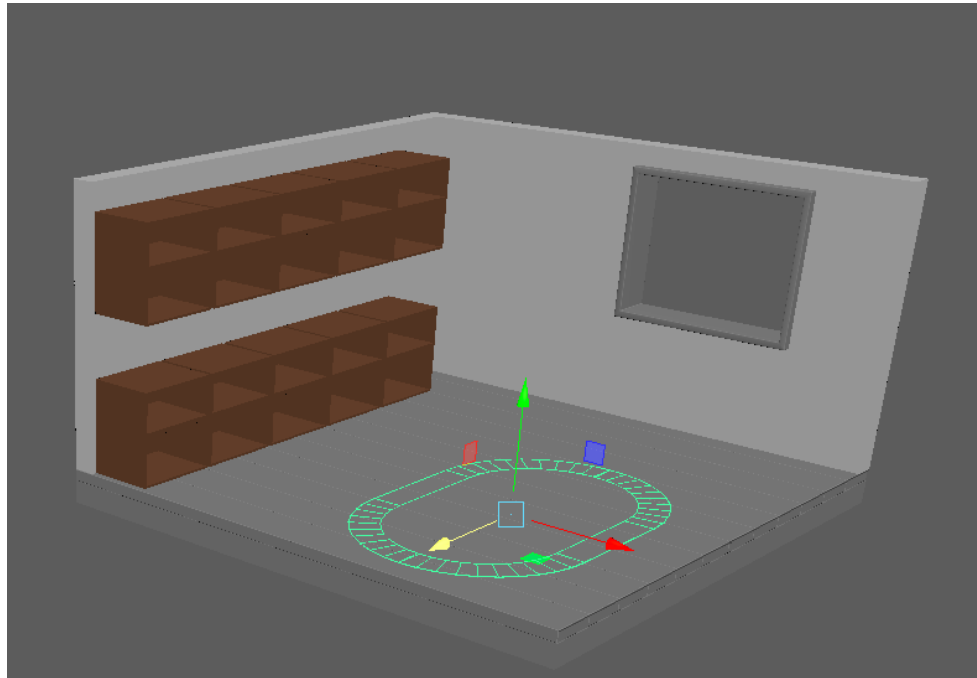
- **Bevel [CTRL+B]**



○

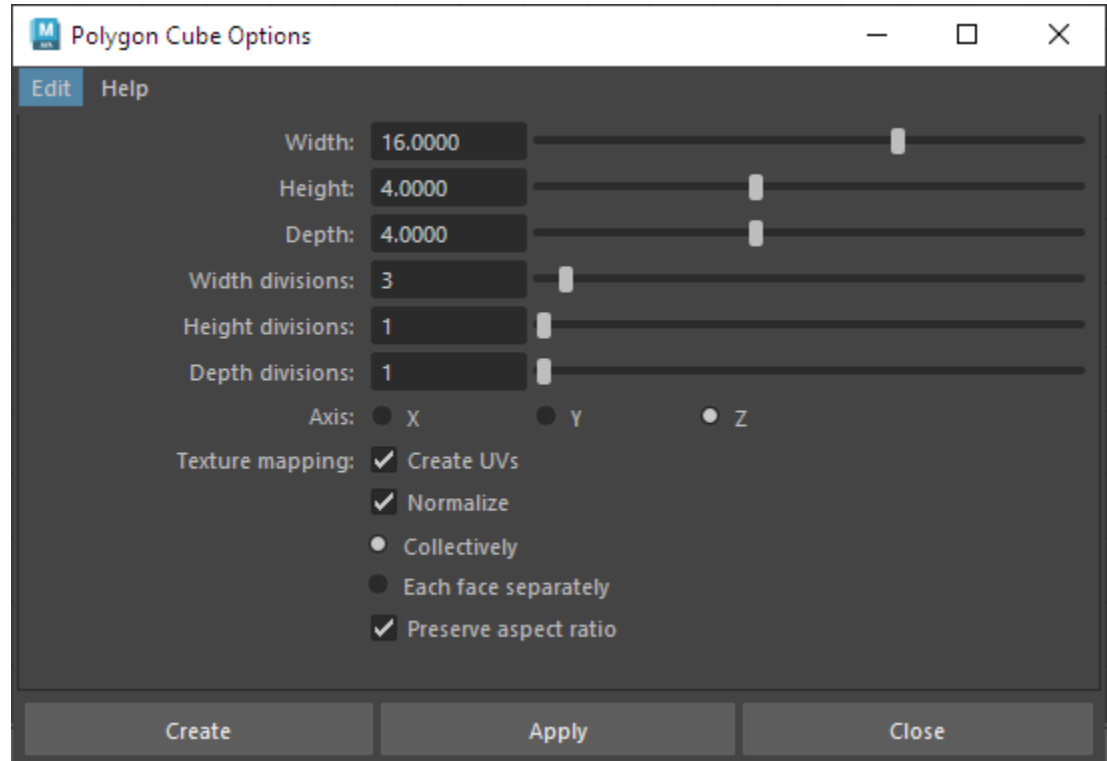
- **Quit [Q]**

10. Move[W] back into place

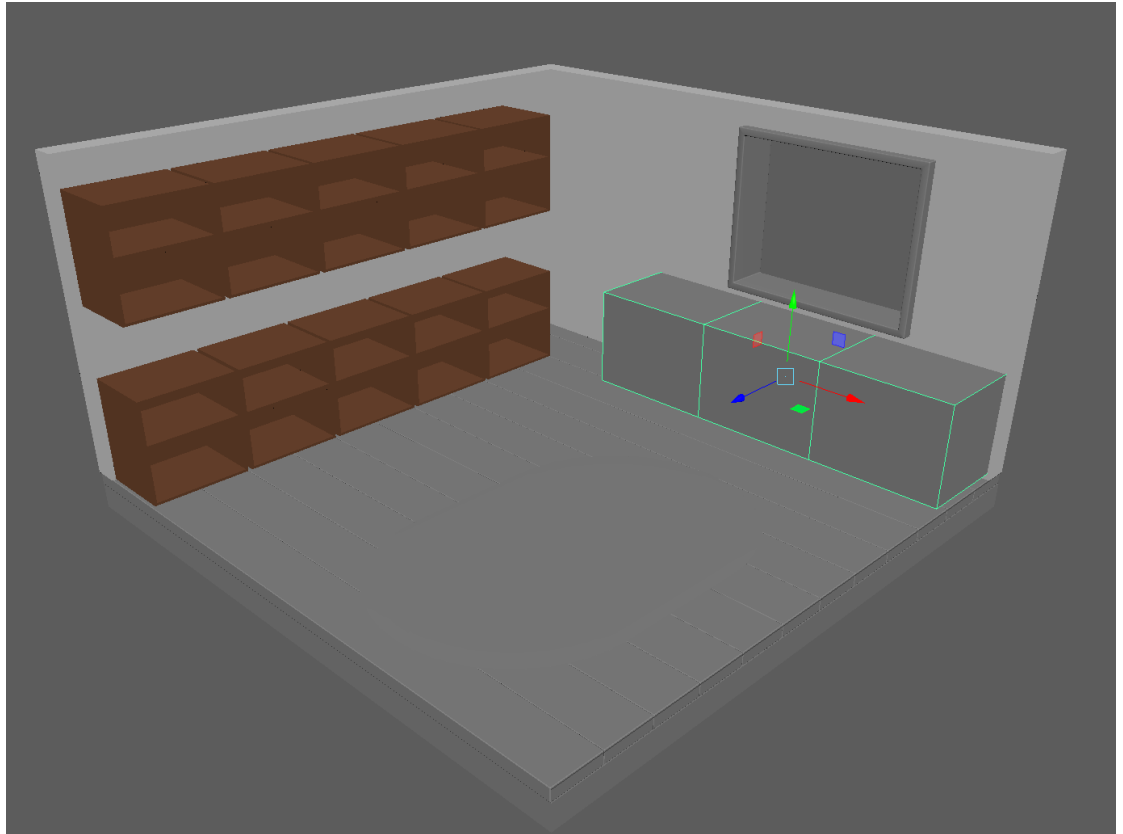


Step 7: Kitchen Sink

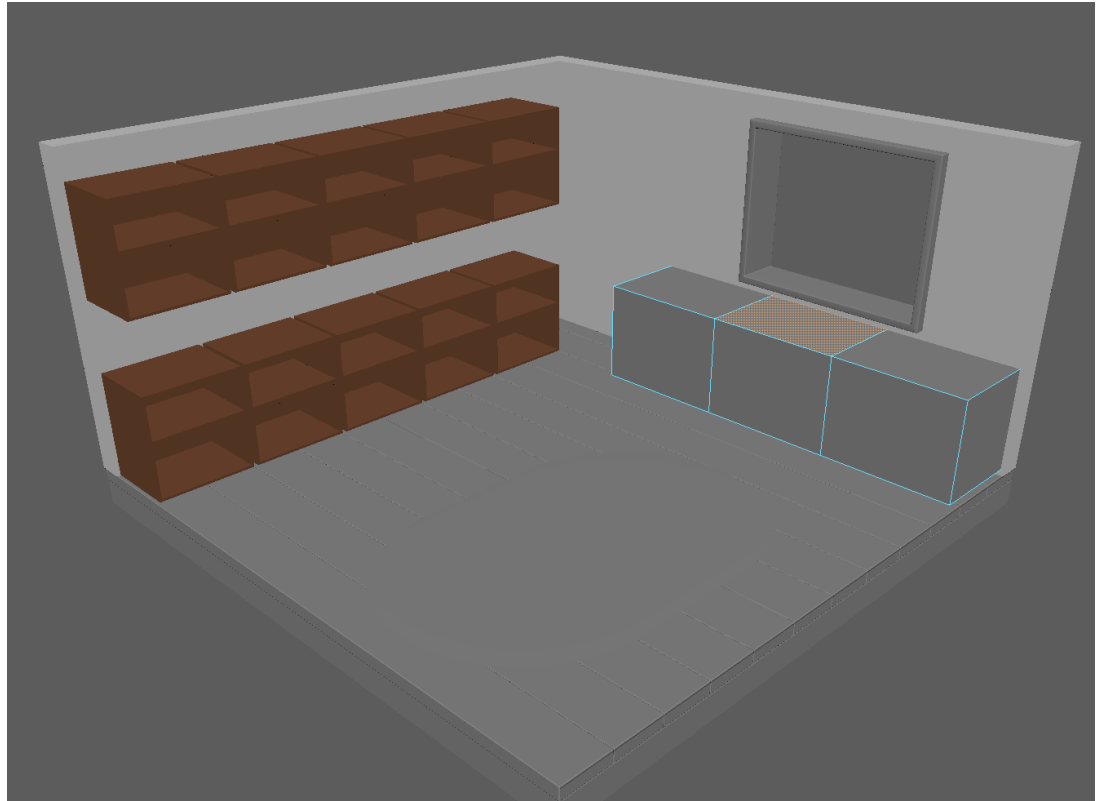
1. Create a cube



- a.
- b. Move and center under the window

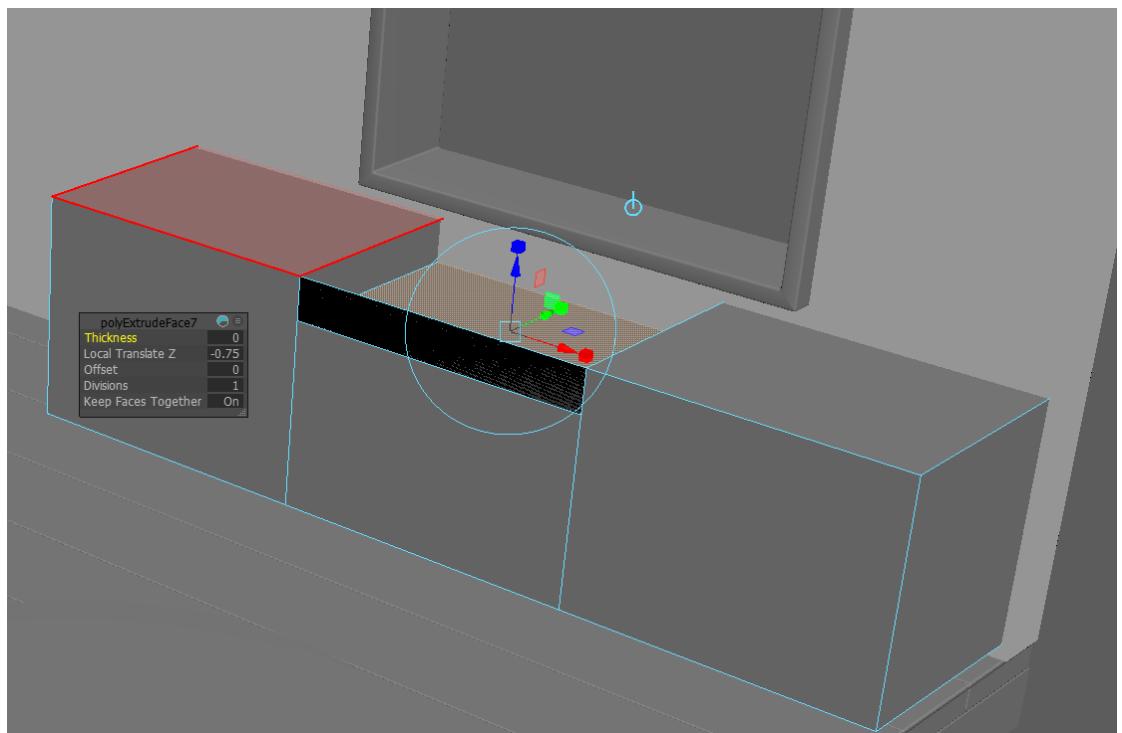


- c.
2. Switch to Face Select mode
 3. Select the center-top face



a.

4. Extrude [CTRL+E]

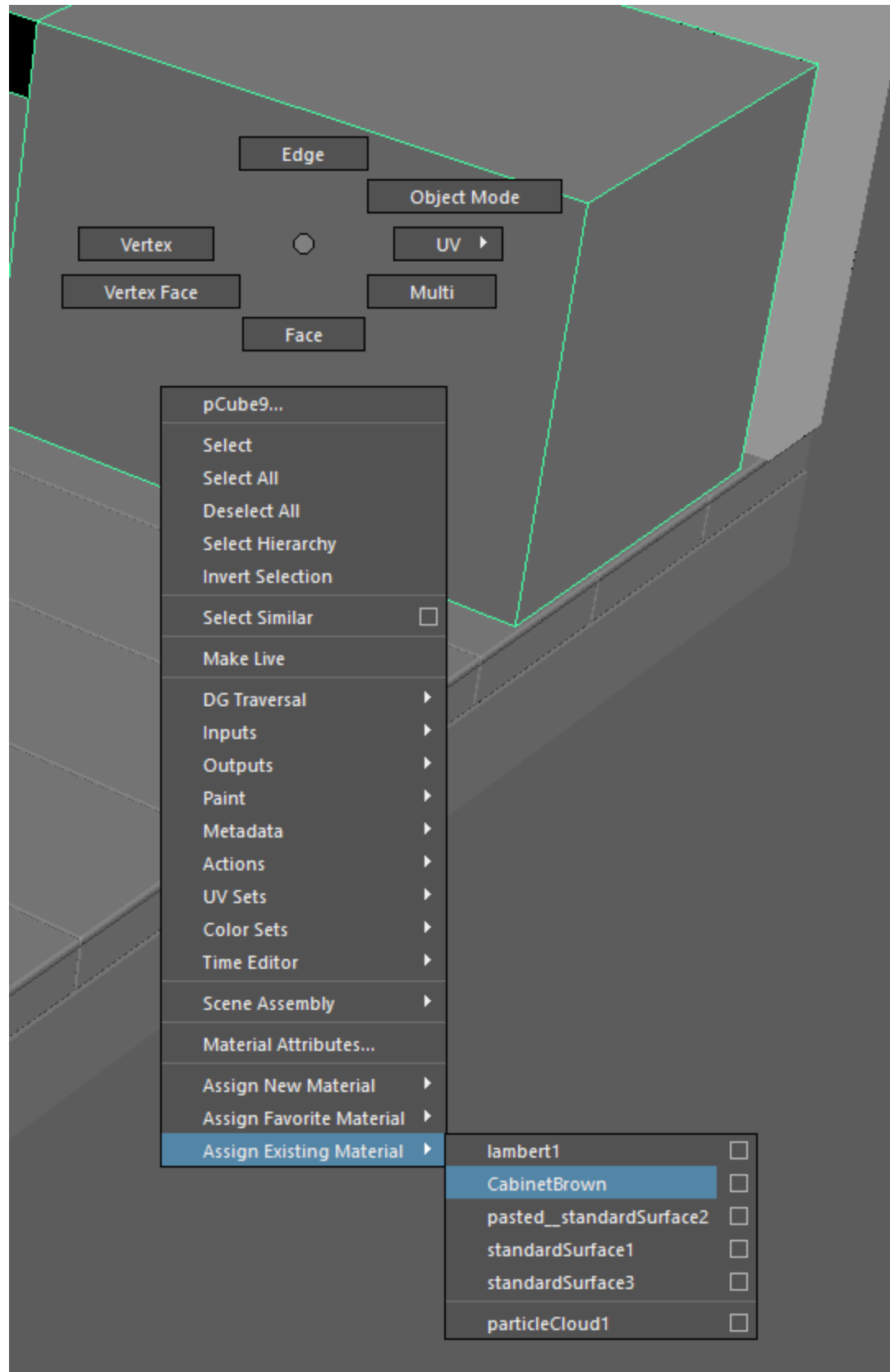


a.

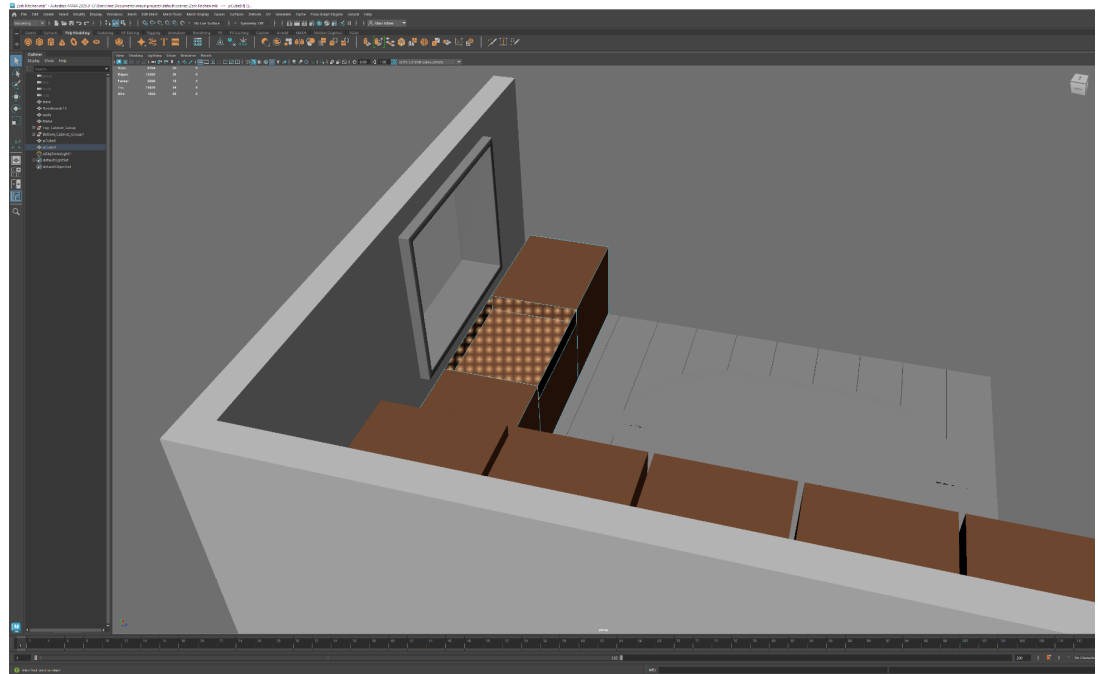
b. **Quit[Q]**

5. Object Select Mode [F8]

6. Assign Existing Material

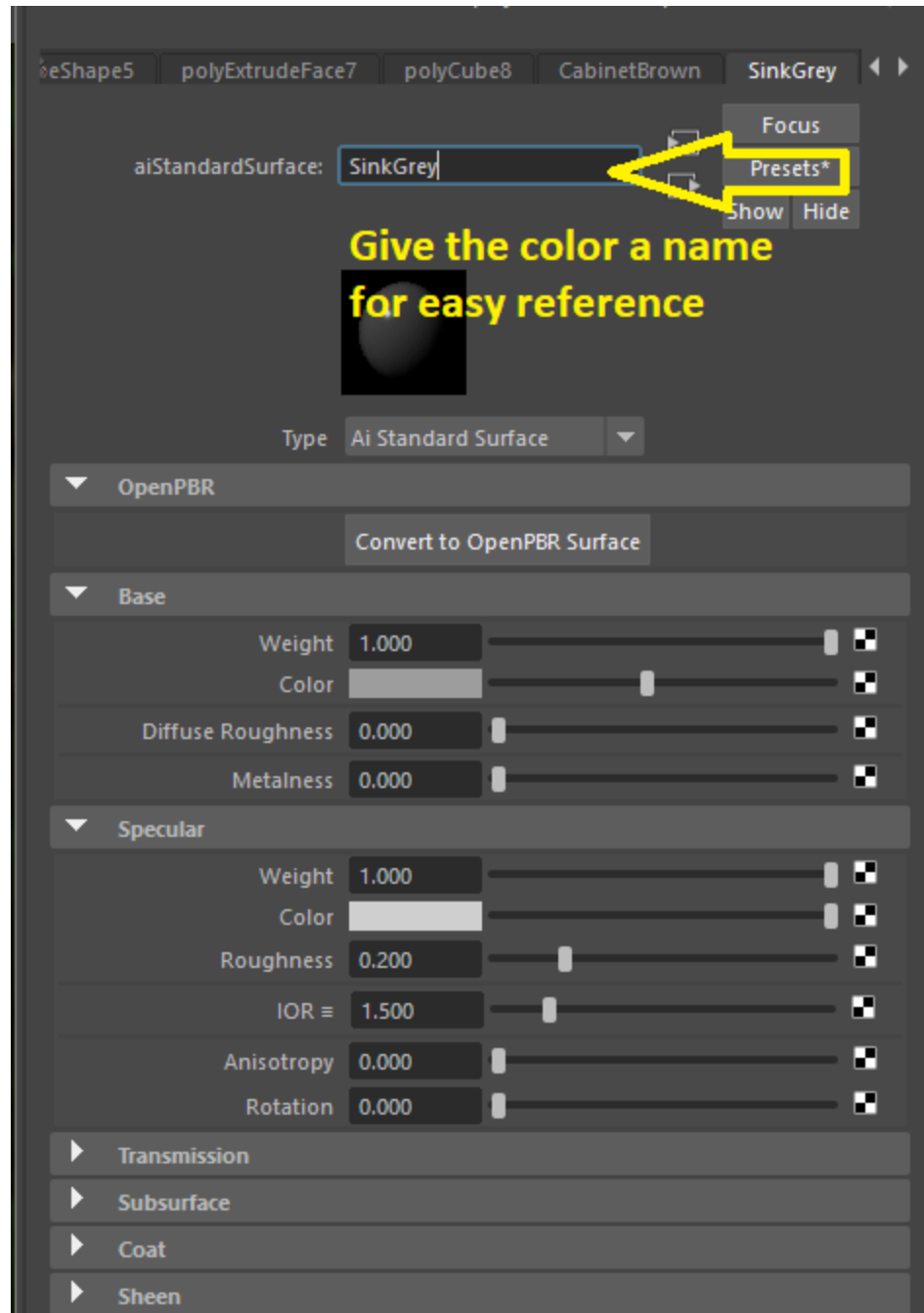


- a.
7. Select the face of just the sink



a.

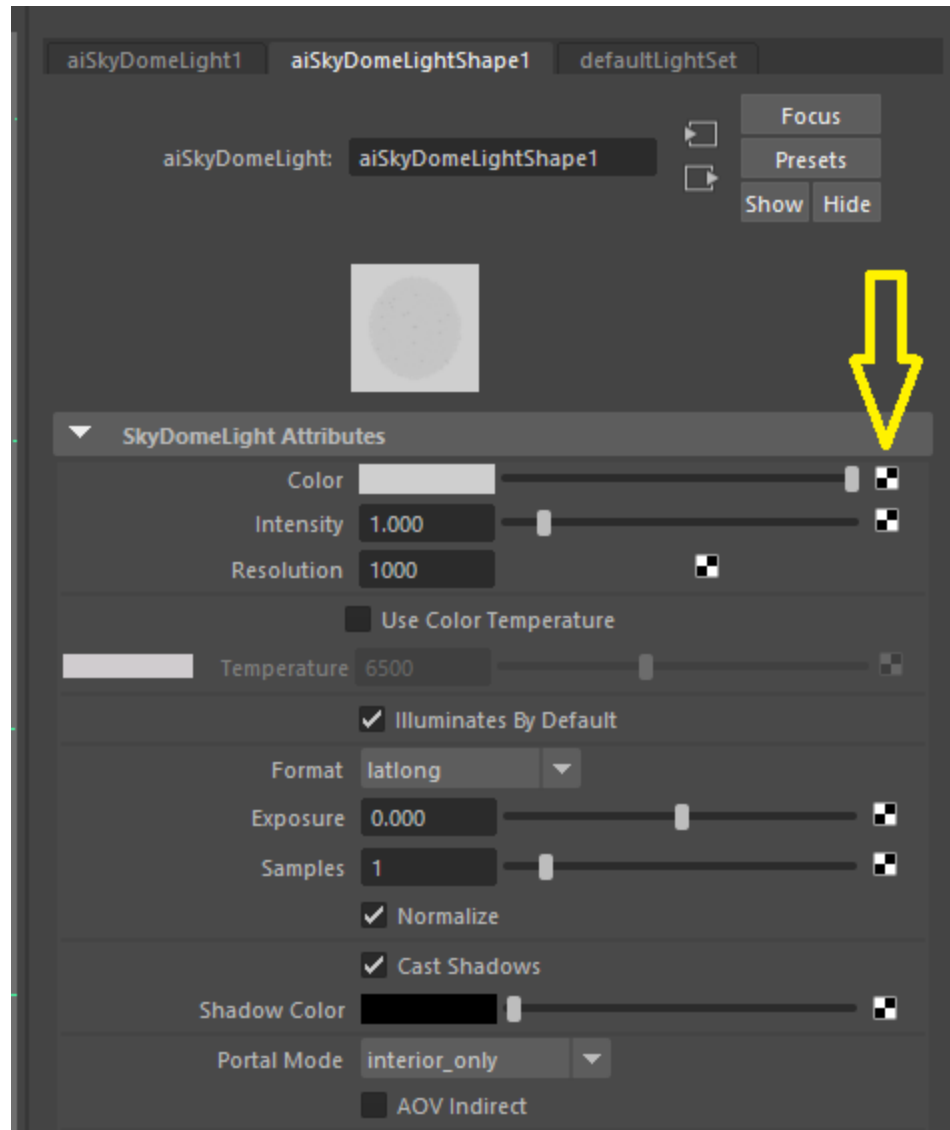
8. Right-click and Assign New Material > Arnold > aiStandardSurface



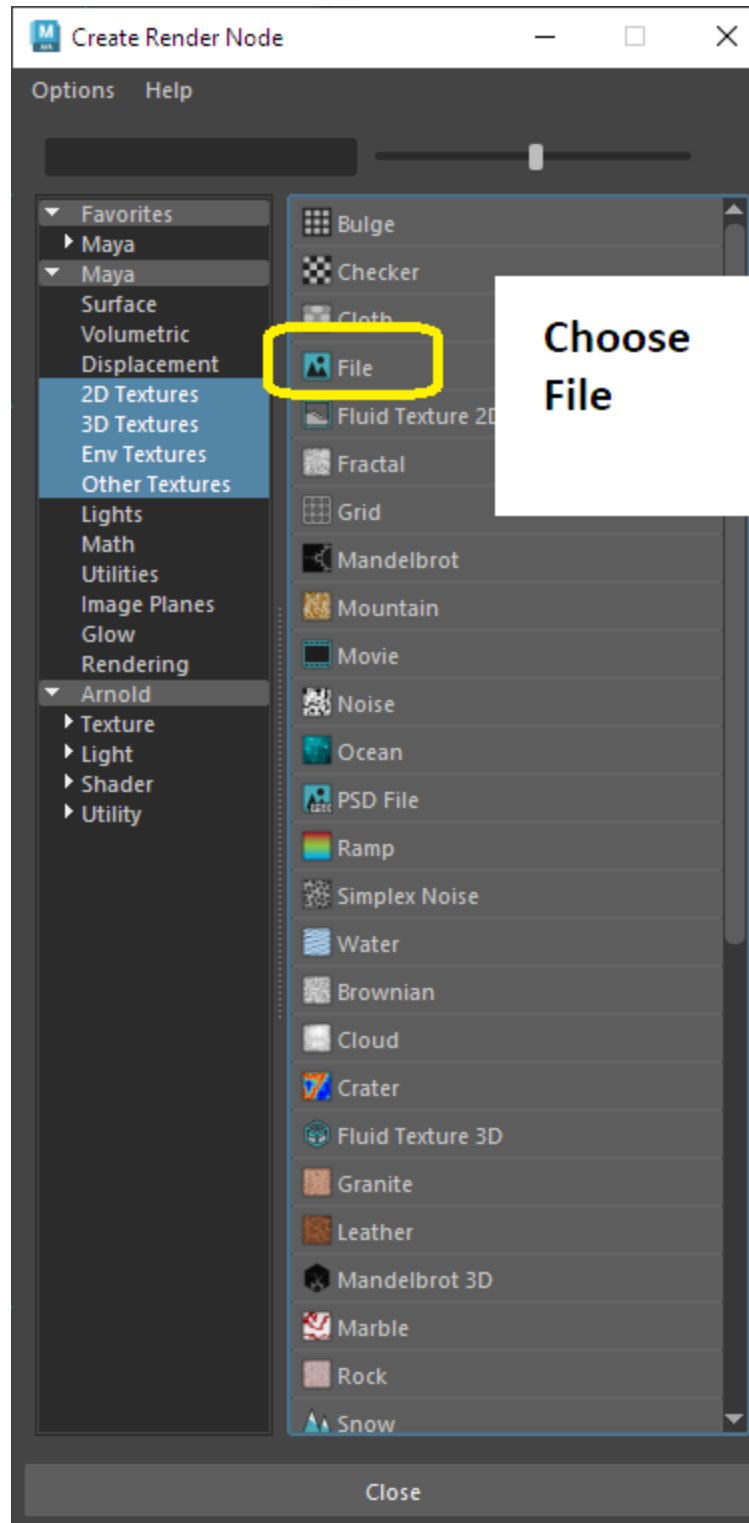
a.

Step 8: Skydome & HDRi file

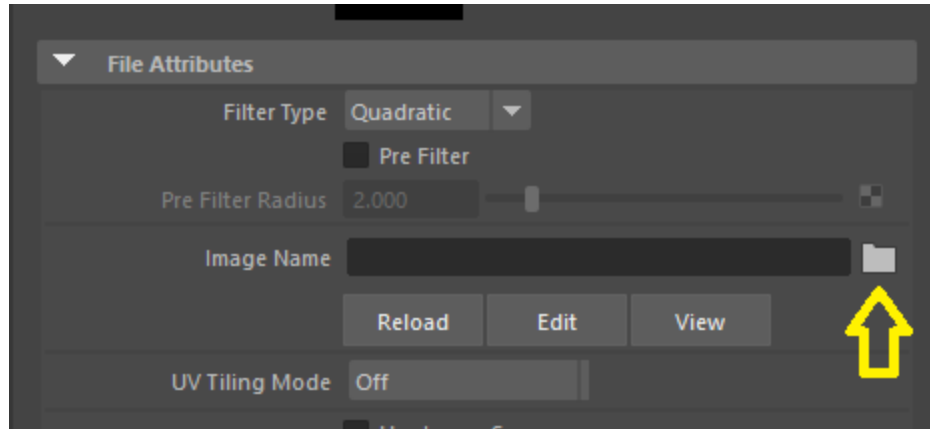
1. Goto [PolyHaven.com](https://polyhaven.com) and download [Monk's forest HDRi](#) file
2. Move the HDRi file **source images** folder that you setup in **Step 0**:
3. Add a Skydome to your scene (Arnold > Lights > Skydome)
 - a. Note: HDRi files do not work with Arnold > Lights > Physical Sky
4. Click on the checkerboard



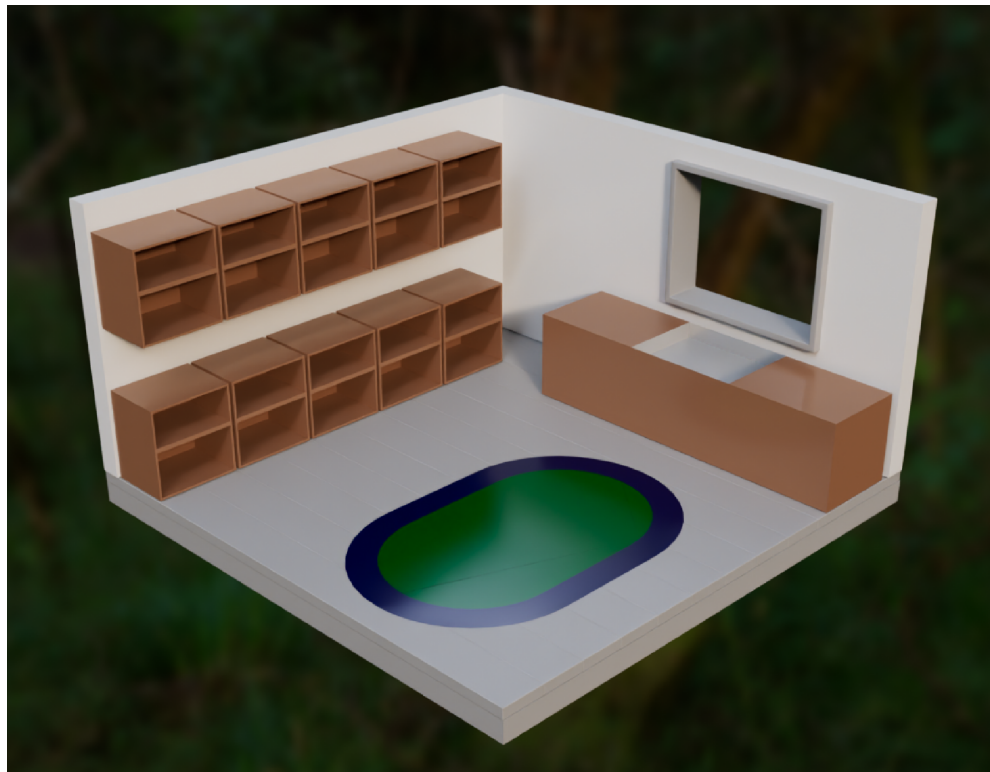
a.



- b.
- c. Click on the folder and browse to your **source images** folder that you setup in **Step 0**:



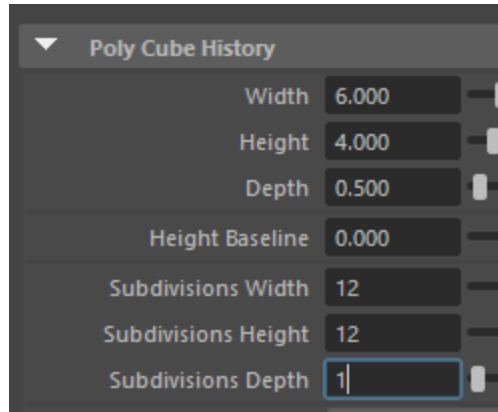
- d.
- 5. Arnold > Render to see your scene with the HDRI file
 - a. *Note: HDRI files are bright*



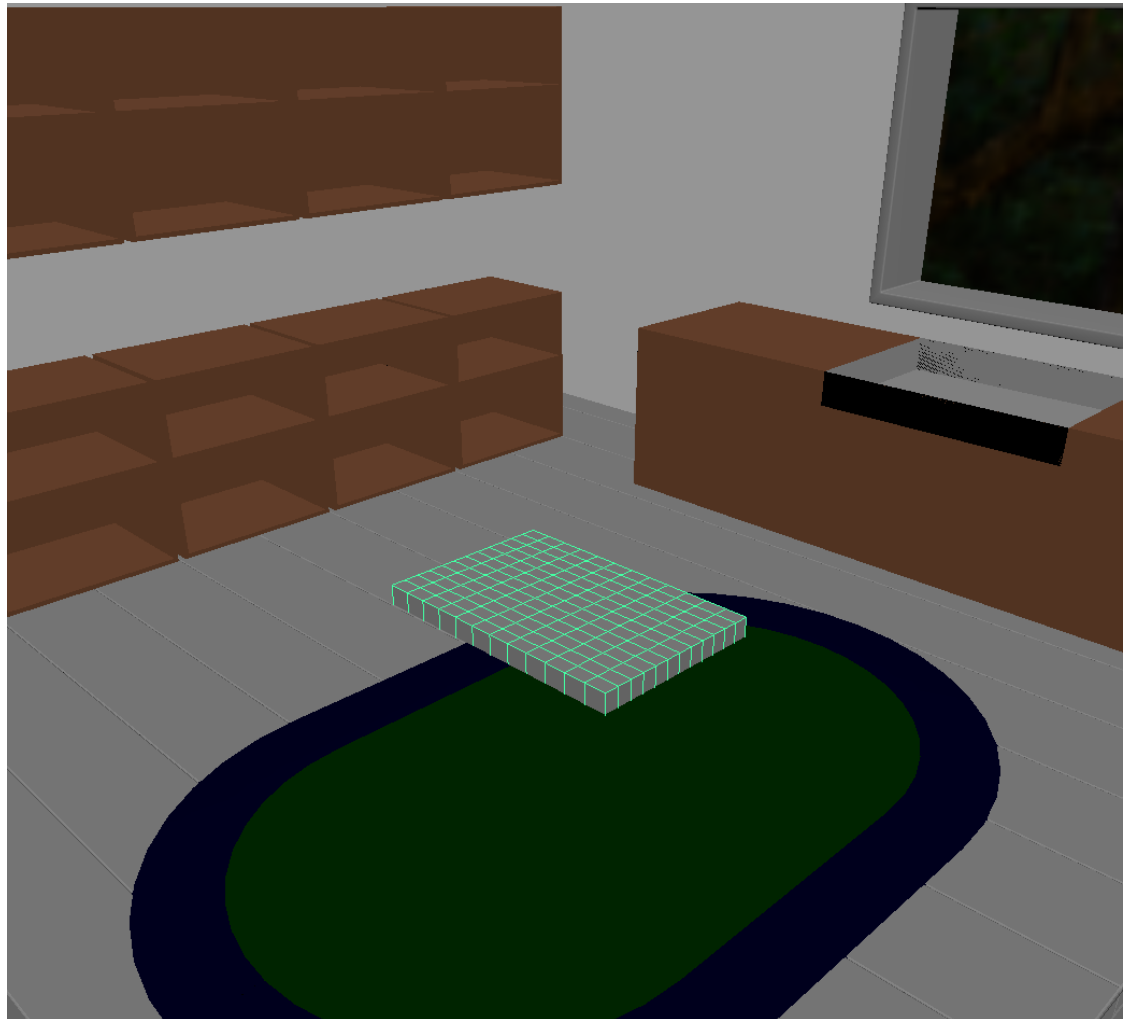
b.

Step 9: Kitchen Table

- 1. Create a cube

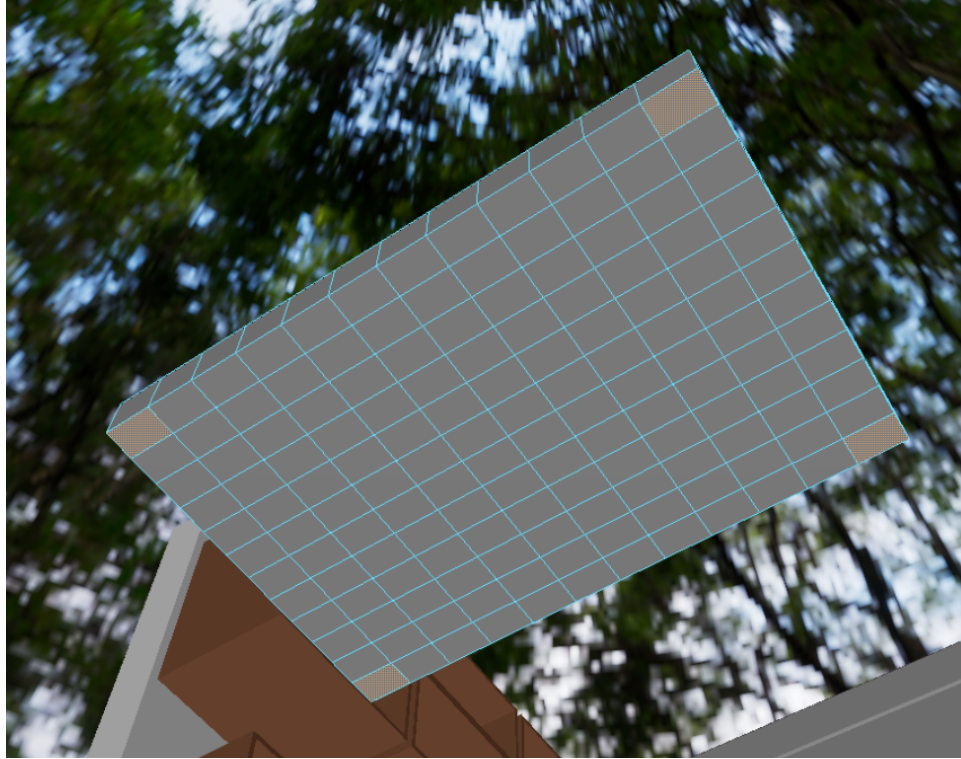


a.



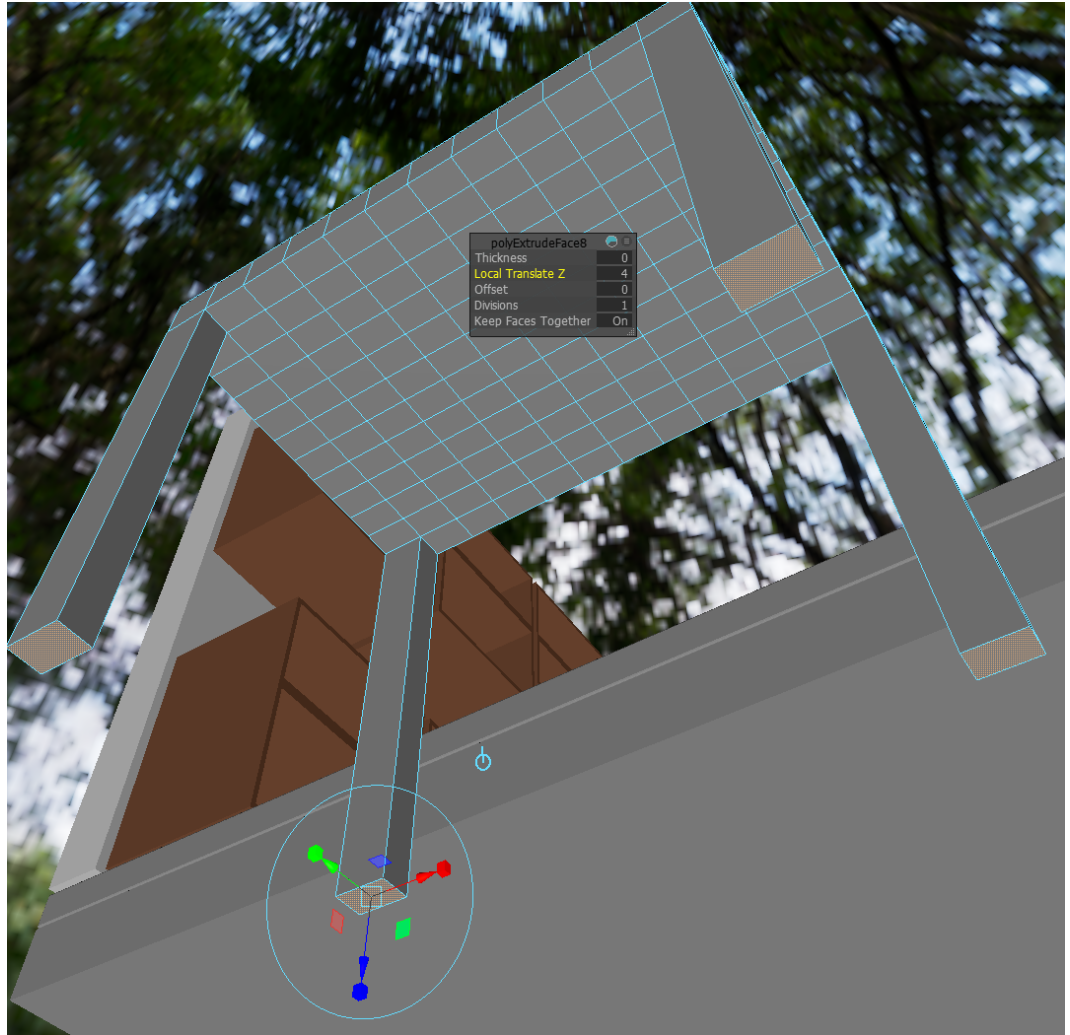
b.

2. Move the open space and rotate to the bottom
3. Switch to Face Select Mode and select the bottom four corners

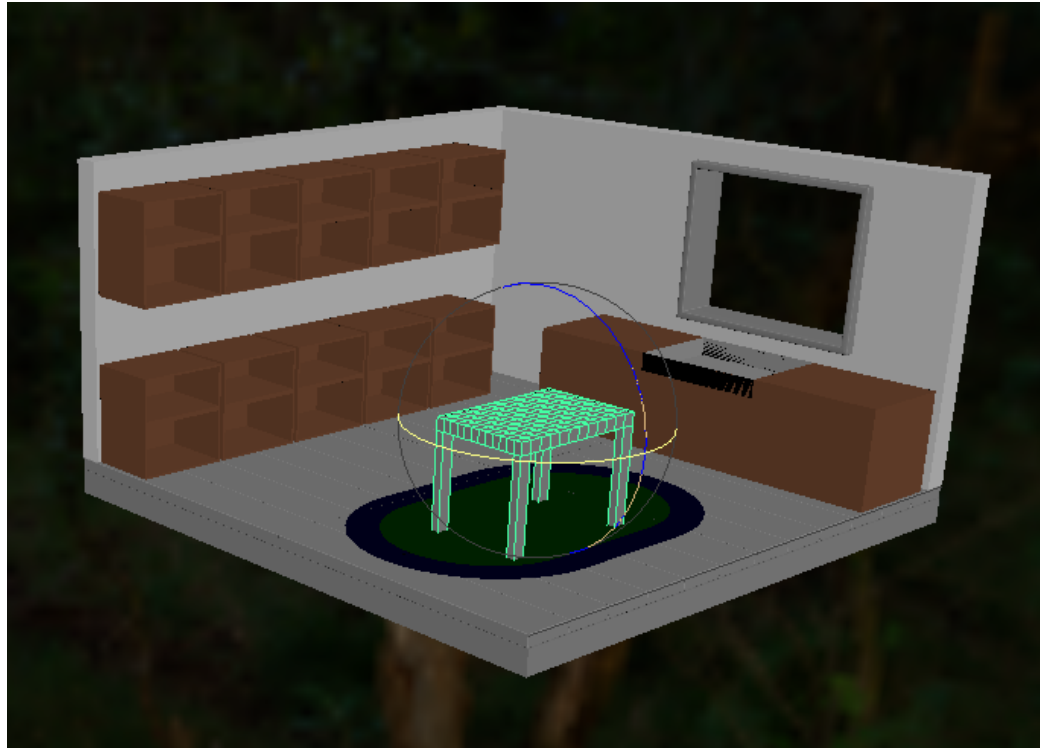


a.

4. Extrude [CTRL+E]



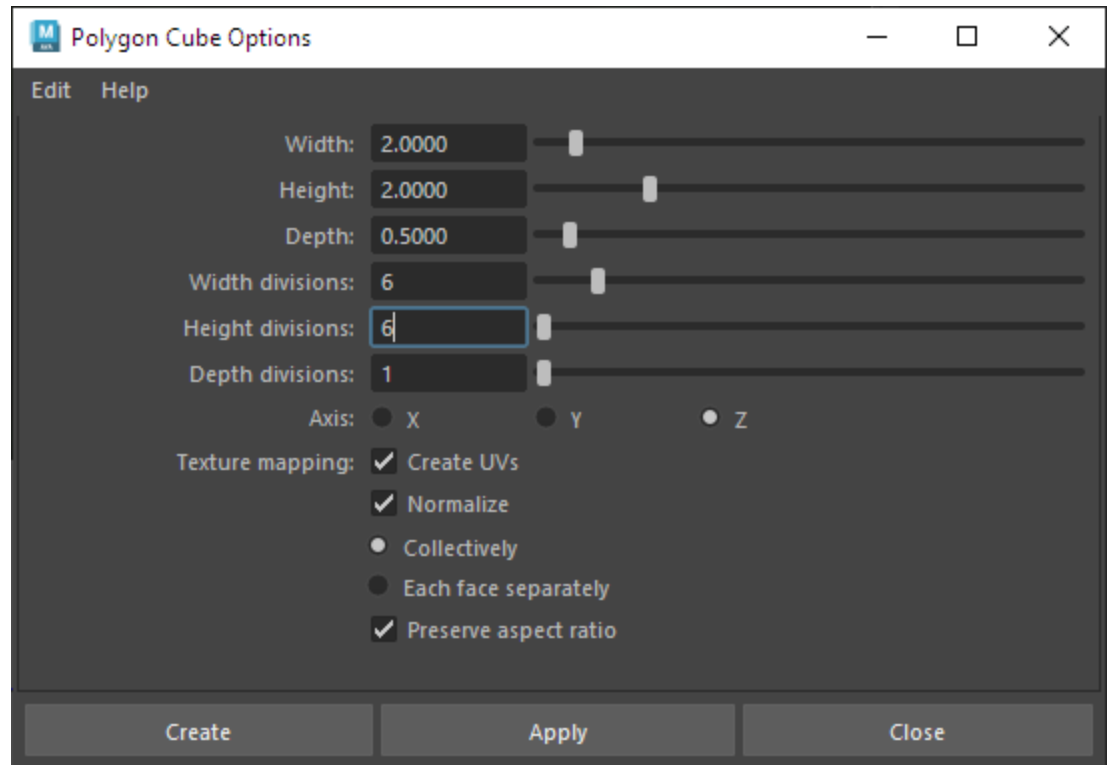
- a.
- b. Local Translate Z: 4 units
- 5. Move back into place (on the rug)



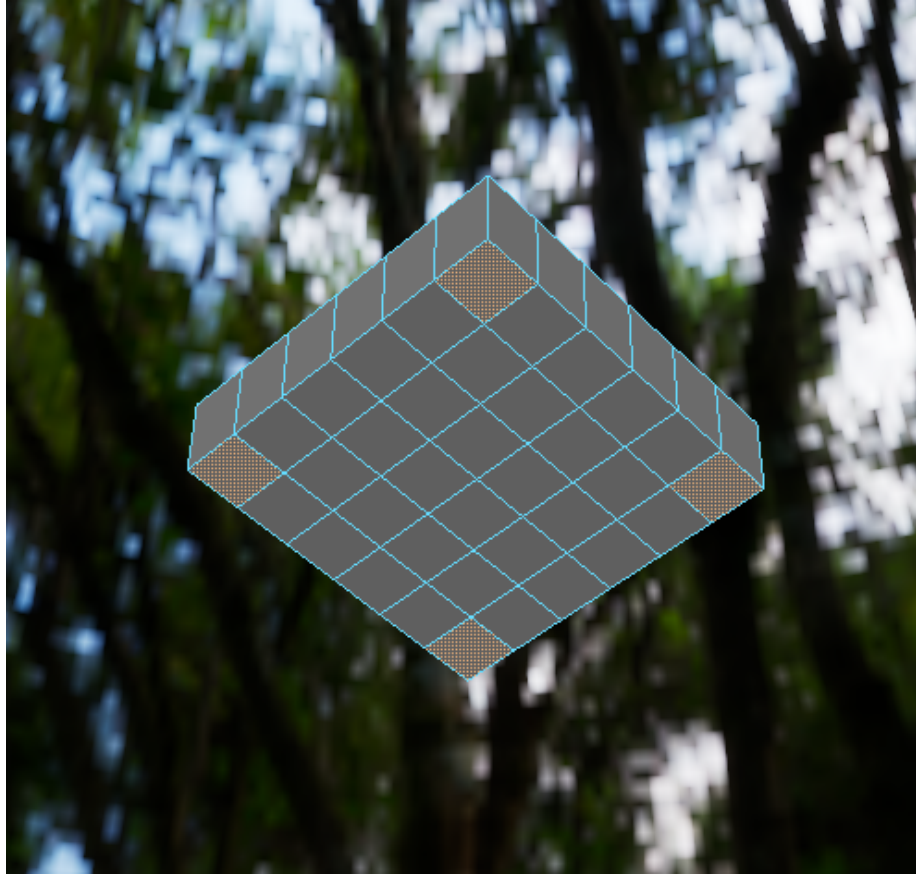
- a.
 - b. *Rotate if desired*
6. Rename **table** in the Outliner
-

Step 10: Chair

1. Create a cube

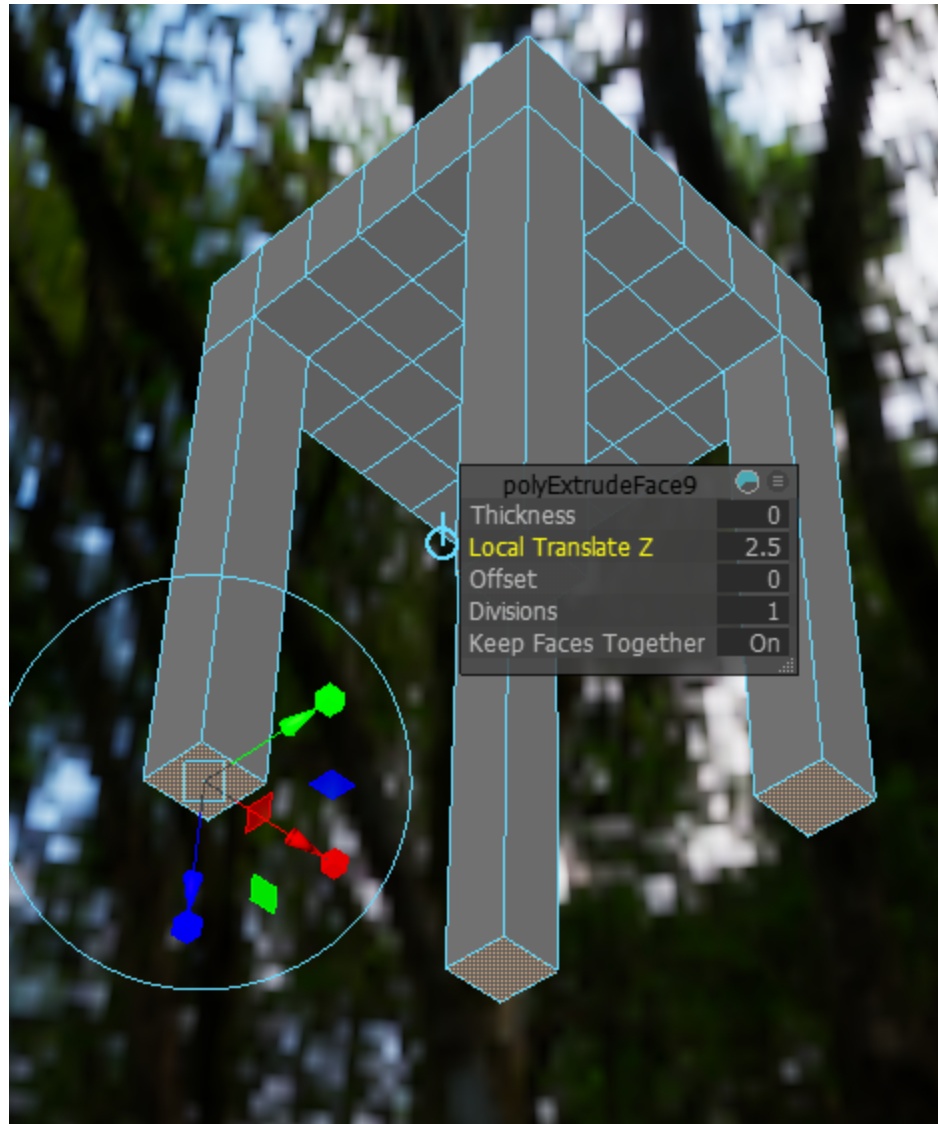


2. In the Outliner, rename **chair**.
3. Move the open space and rotate to the bottom
4. Switch to Face Select Mode and select the bottom four corners

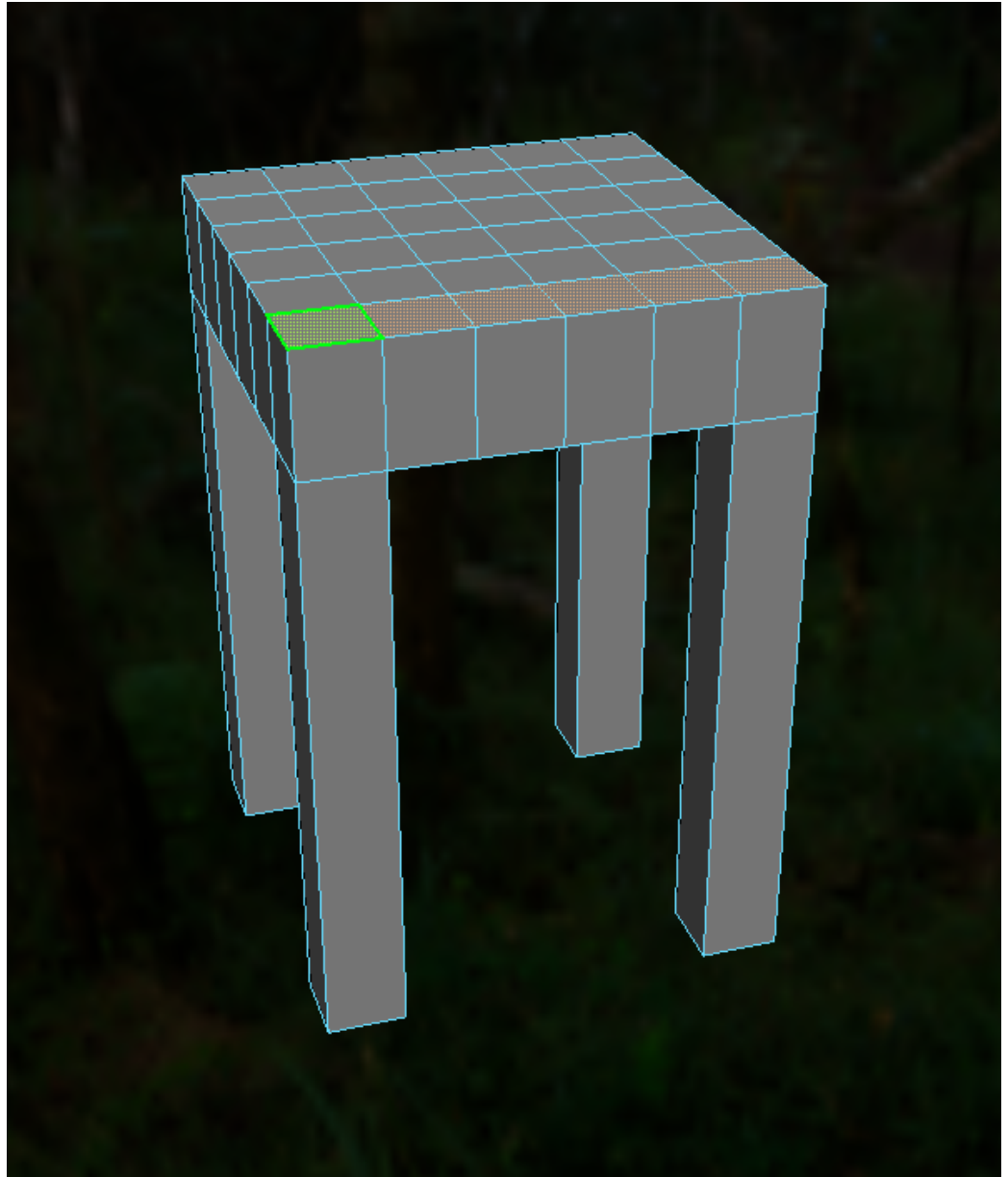


○

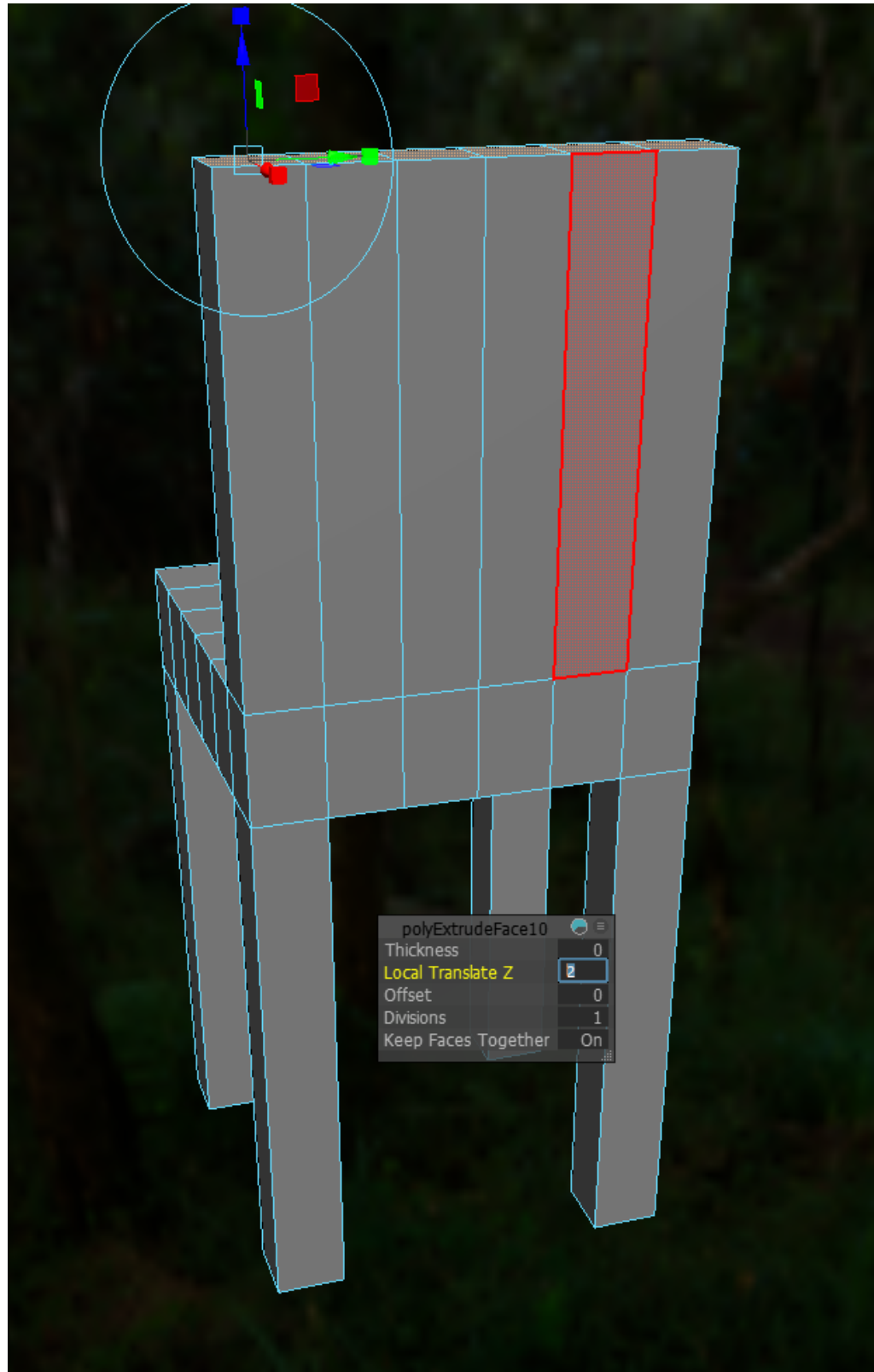
5. Extrude [CTRL+E]



- - **Quit [Q]**
6. Rotate and select the face for the back of the chair

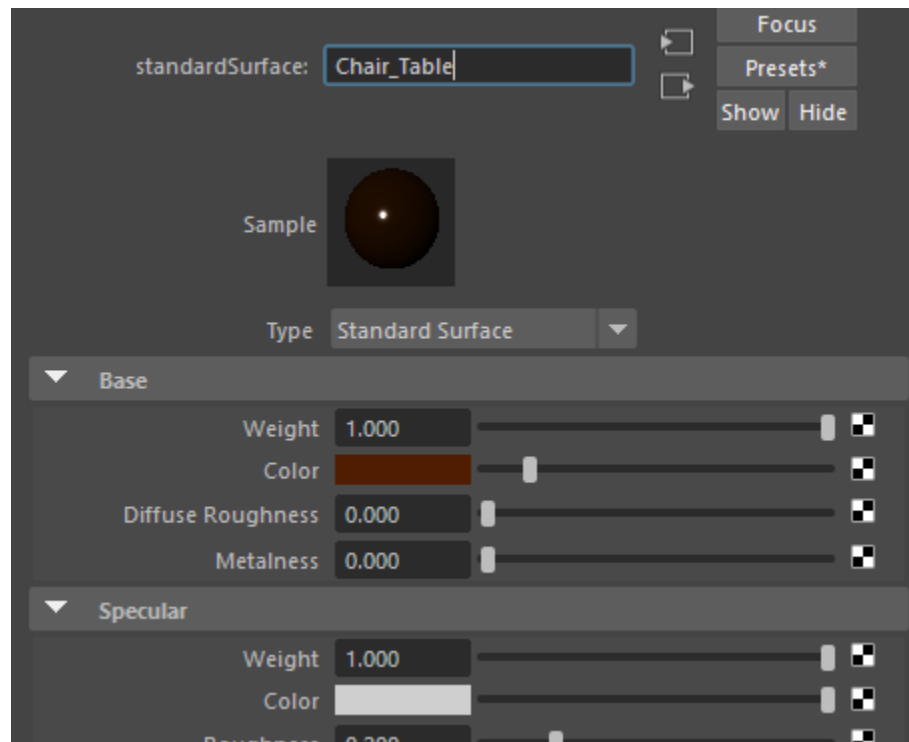


-
- **Extrude**



- 7. Switch to **Object Mode** [F8]

8. Assign **New Material > Arnold > aiStandardSurface** and choose a color for your chair and tables.

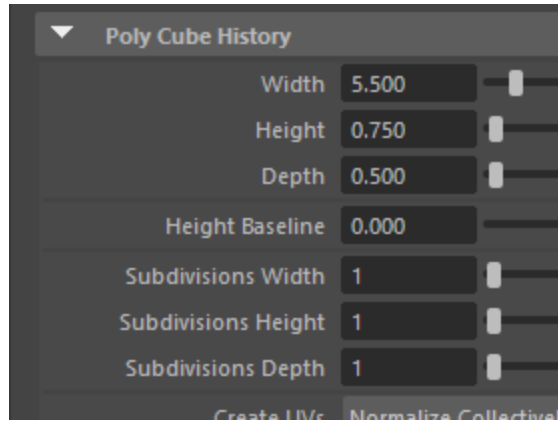


9. Assign the same color to the table
10. Duplicate (if desired)
11. Move back into place

Step 10: Adding details

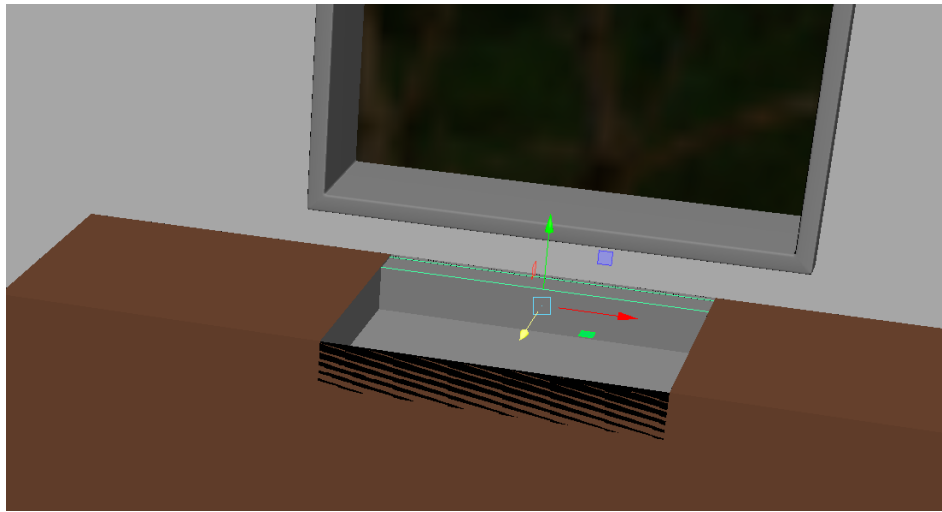
Adding a faucet

1. Create a cube



a.

2. Move into place



a.

3. Modeling the faucet

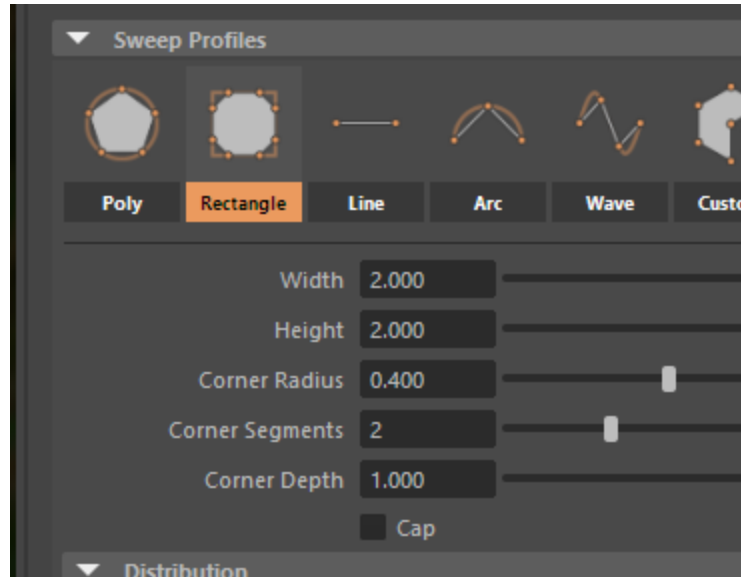
a. Select the Pencil-Curve Tool from the Curves tab

b. In the open space, using the side-X view, draw a faucet



i.

c. Click on the Sweep Mesh icon on the Poly Modeling tab

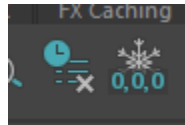


i.



ii.

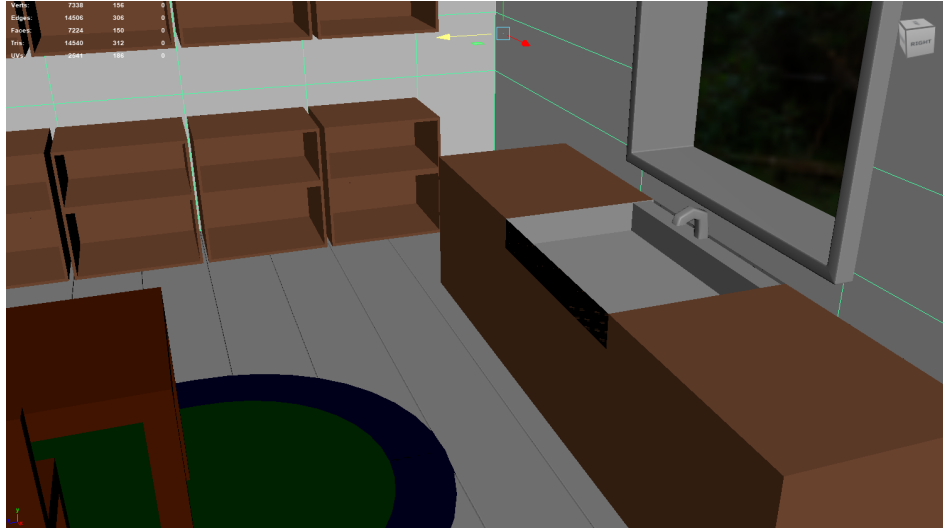
iii. Freeze your transformations and clear your history



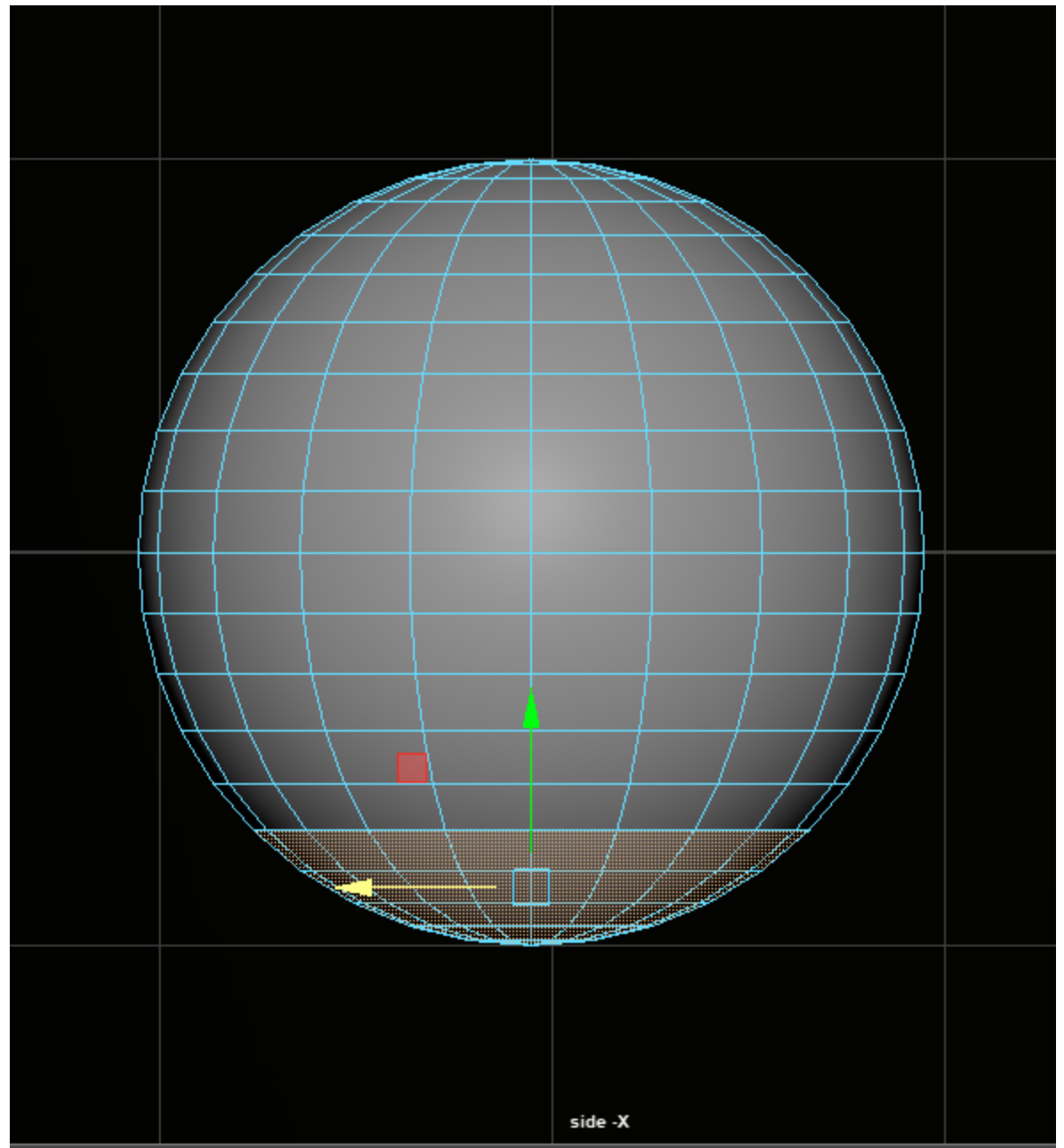
iv.

v. Delete your curve1 from the Outliner

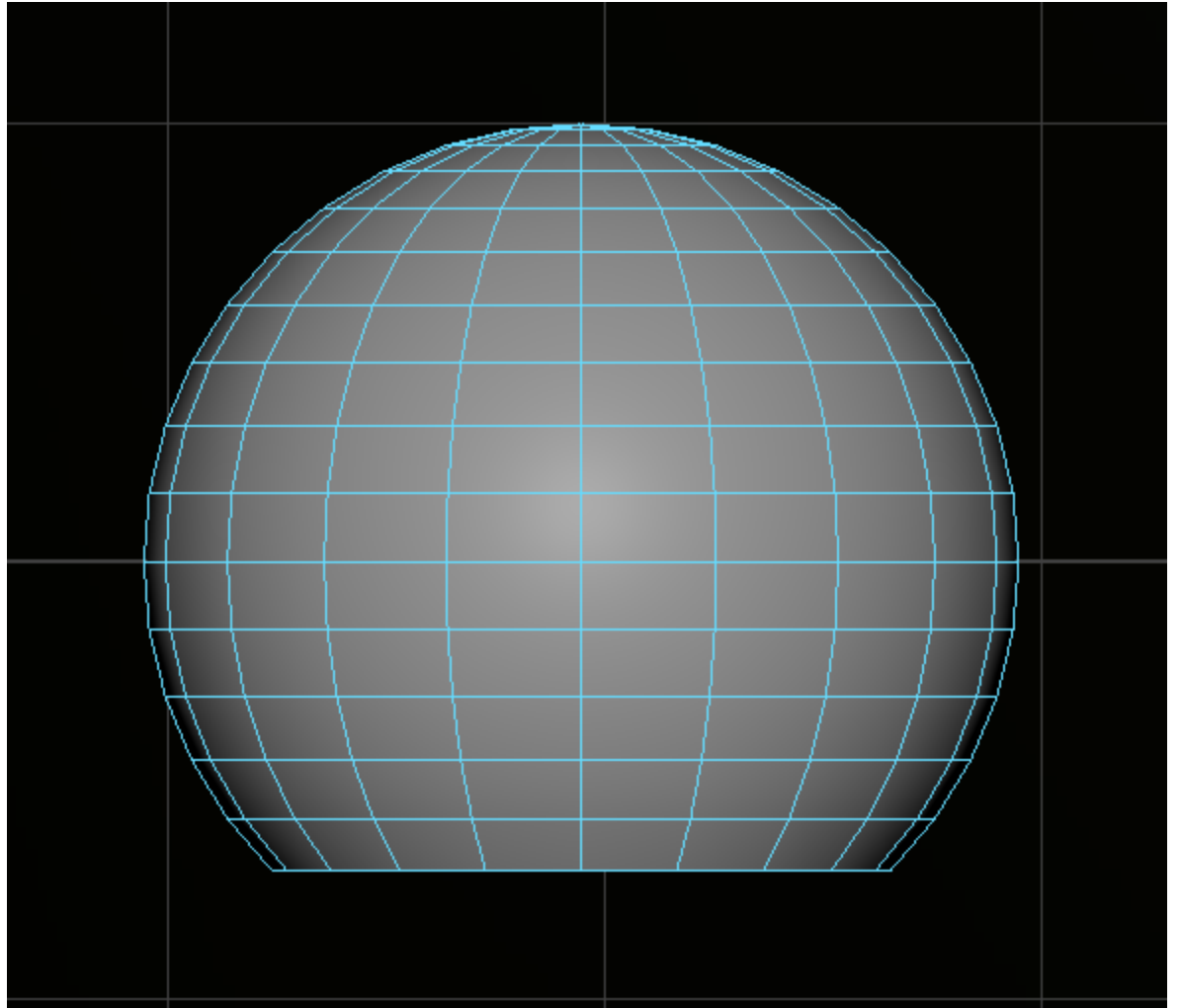
d. Scale and move into place



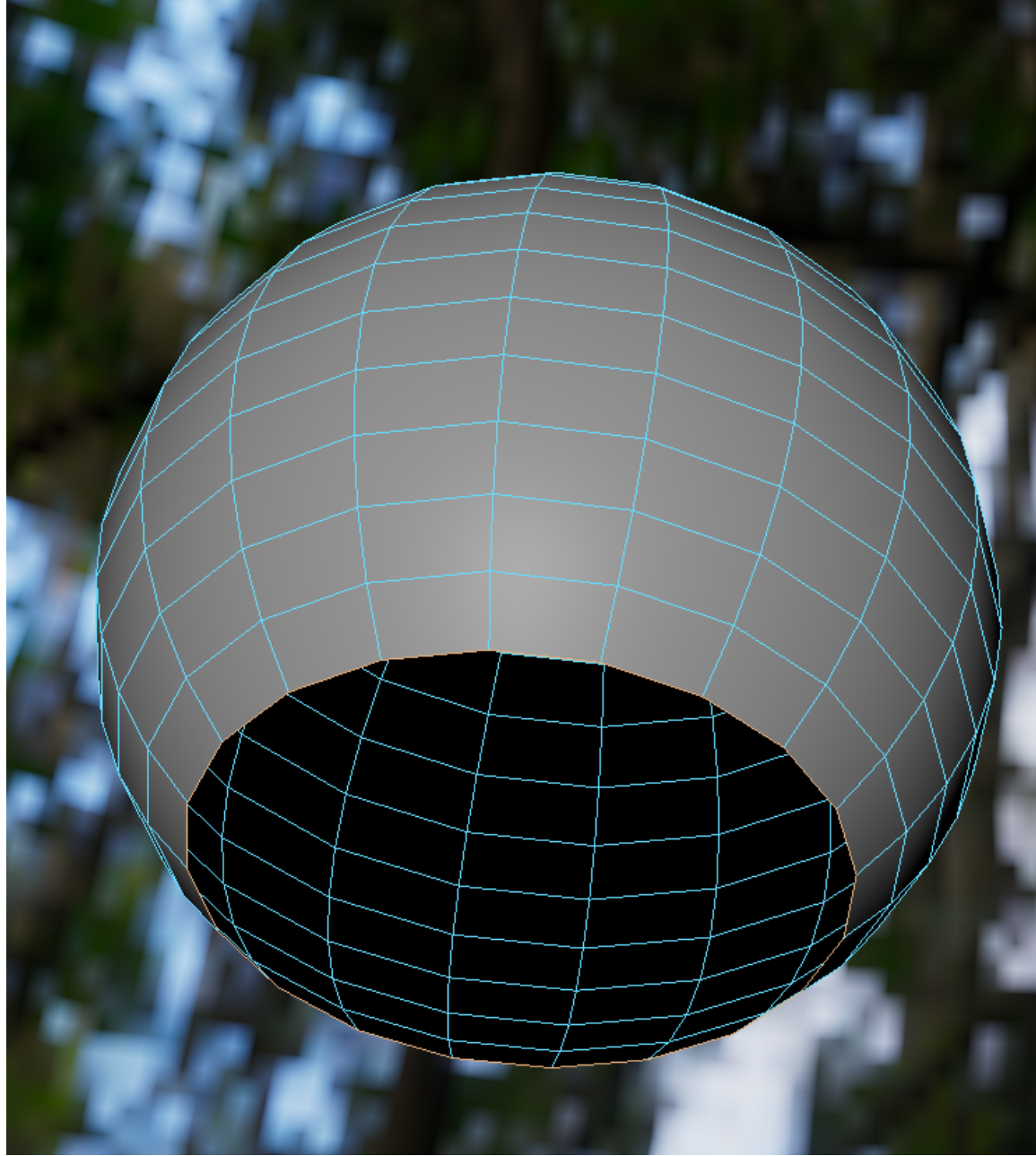
- e.
4. Add Hot and Cold knobs
 - a. Create a Cylinder and move to open space
 - b. Switch to Face Select Mode
 - c. Delete the lower third of the cylinder's faces



d.

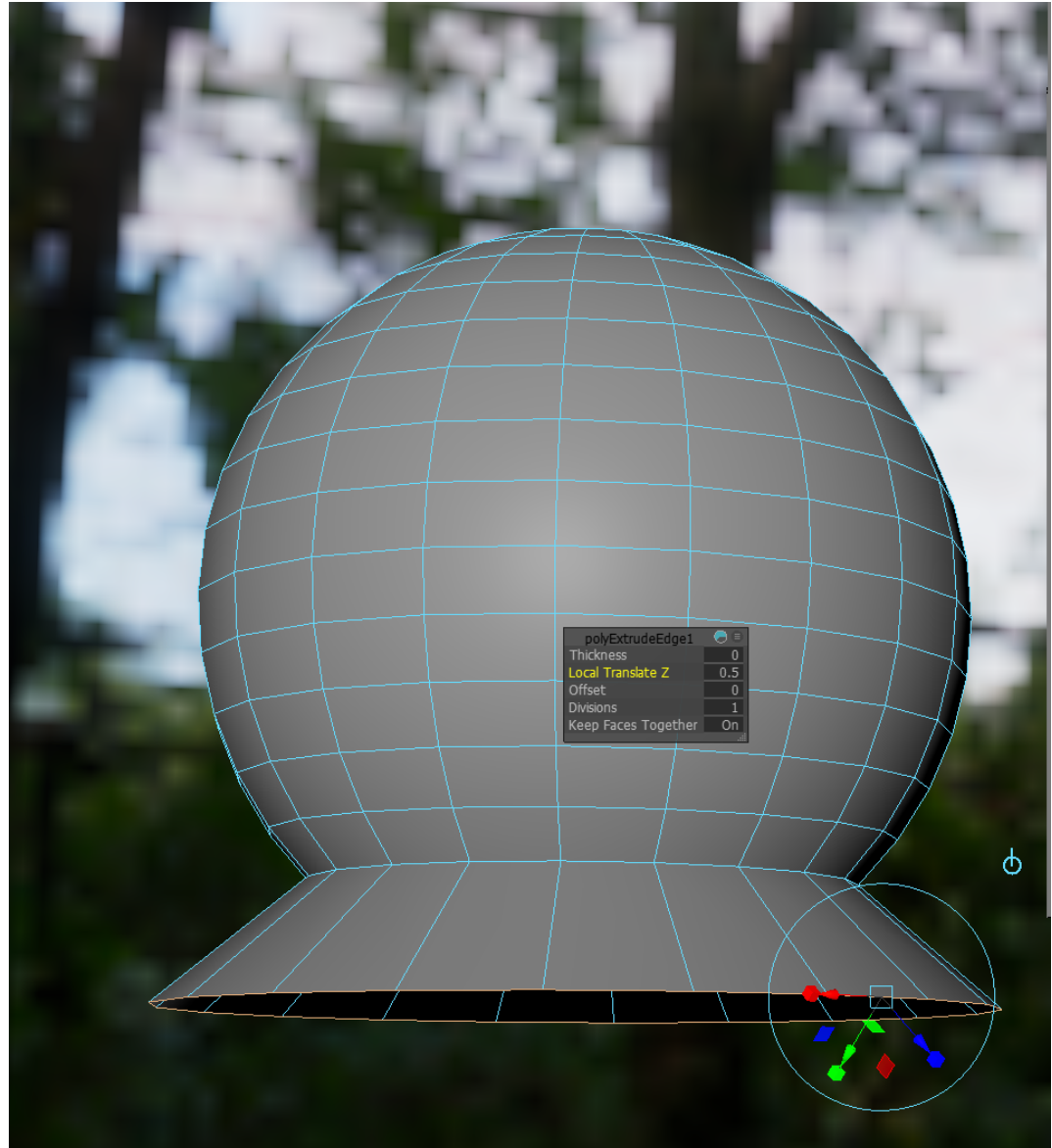


- e.
- f. Switch to Edge Select Mode
- g. Rotate around and select the bottom rim



i.

h. Extrude

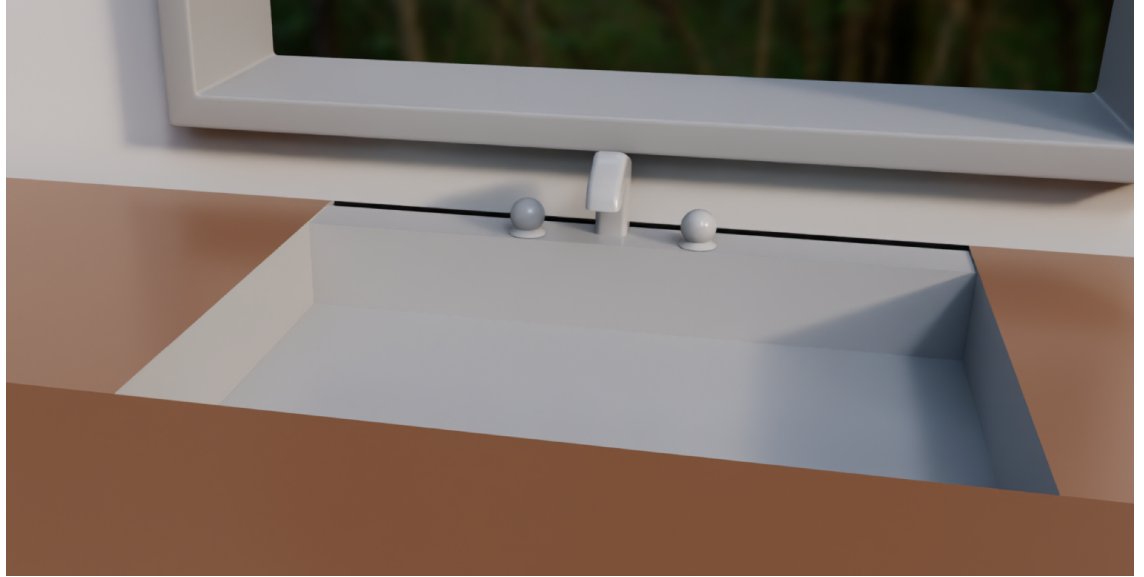


i.

j. Quit [Q]

5. Assign Existing Material > SinkGrey

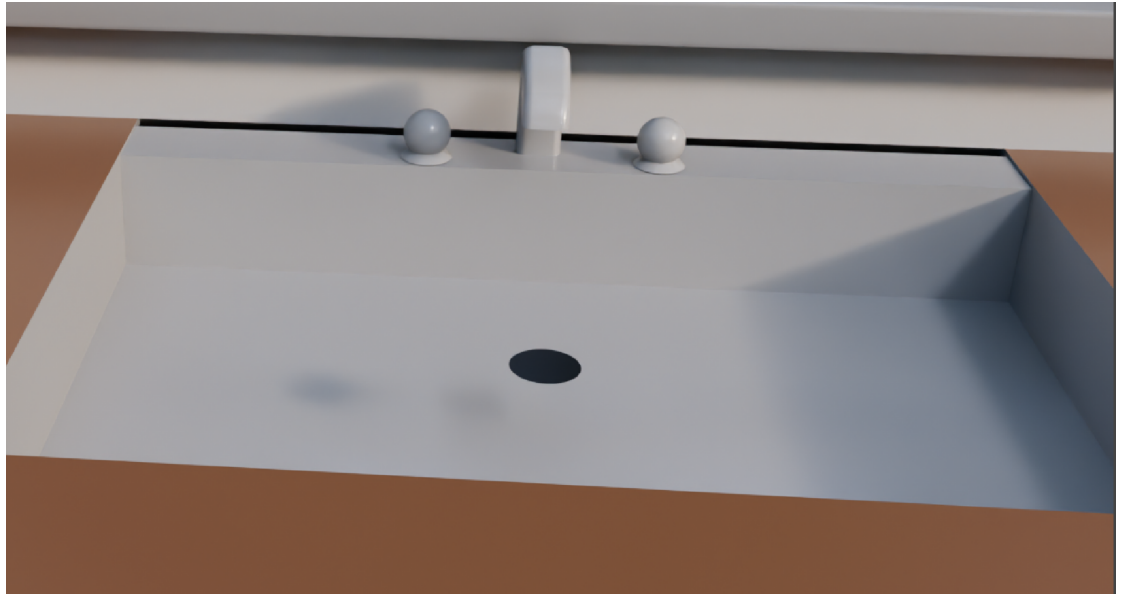
6. Move the new knob in place.
7. Duplicate for the other knob



a.

Add a drain hole

1. Create a disc
 - a. Assign New Material > Arnold > aiStandardSurface
 - b. Make black
2. Move into place in the sink center



a.