

Hello! This is Ami!

Thank you so much for the interest for the 3D Assets Workshop!

We'll use ADOBE MAYA and **the software will need to be pre-installed before the workshop takes place**. For your info, we'll be modelling furniture and other easy elements to get you started in the Maya interface, the concept of faces/edges/vertex and basic modelling tools.

I've attached some materials that will be useful to check out beforehand!



[ADOBE MAYA 2024 LINK](#)

[ADOBE MAYA 2024 ALT LINK](#)

[PINTEREST BOARD OF ASSET IDEAS TO MODEL!](#)

[MAYA INTERFACE TOUR!](#)

USEFUL LINKS FOR HOMEWORK

[Class Slideshow](#)

[Class Slideshow \(pdf version\)](#)

How to Use The Modeling Tools in Maya

<https://youtu.be/zSr8i6yT5Ek>

Creating the Leaves in Maya

https://youtu.be/Ycu3A_vf-YU

UVs (if they want to experiment)

<https://youtu.be/YpAUuiMEP6U>

Maya Classroom Part 1: Introduction

<https://youtu.be/0TMmT2x9MIU>

Maya Classroom Part 2: Introduction

<https://youtu.be/XyDWaKb3AWg>

Fix scales [between Unreal and Maya](#) and [between Unity and Maya](#)

[Green Mesh? Solve it!](#)

[Black Mesh? Solve it!](#)