

Maya Modeling Basics

Scripture for Meditation:

¹ Therefore I urge you, brothers *and sisters*, by the mercies of God, to present your bodies as a living and holy sacrifice, acceptable to God, *which is* your spiritual service of worship. ² And do not be conformed to this world, but be transformed by the renewing of your mind, so that you may prove what the will of God is, that which is good and acceptable and perfect.

Romans 12:1-2 (NASB)

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Project Description: In this project you will learn to shape geometry by transforming vertices, faces, and edges.

Learning Target: I can...

Transform the components of a geometry.

Procedure:

- 1. Open Maya and sign in to Autodesk
- 2. Open the file titled Modeling Basics that you created in the Maya Intro project.
- 3. Watch the Modeling Basics tutorial and follow along in Maya (stop at timestamp 6:36)
- 4. Delete the objects in your scene
- 5. Create a polygon sphere
- 6. Transform & translate it using the Channel Box
- 7. Transform it using the Attribute Editor
- 8. Delete the Sphere and create a new one
- 9. Watch the Shaping and Positioning Objects tutorial, follow along in Maya.
 - a. Try to create a similar shape that is being created in the tutorial, but also make it somewhat your own.
- 10. Save your project.
- 11. Show your project to your instructor for feedback.
- 12. Attach your project file to this assignment (It will be in your Thawspace folder and caLLED *Modeling Basics.mb*
- 13. Type your responses to the related *Reflection Questions* below.
- 14. Turn in the assignment in Google Classroom.

Reflection Questions:

- 1. What is the difference between a polygon object and a NURBs object?
- 2. What are the three components of a polygon?
 - a.
 - b.
 - C.
- 3. How can the Channel Box be used?

b.	
C.	
d.	
	the Scripture for Meditation from above and respond to the following questions: Why do you think we are supposed to be a living and holy sacrifice?
b.	Why do you think God does not want us to be conformed to the world but be transformed?
C.	How would you describe your relationship with God at the moment?
	c. d. Read a. b.

4. What are some of the things you can use the Attribute Editor for?

a.