

Recipe: Leaf

Source: [Model A Low Poly Tree In Maya | Palm Tree](#)

Step 1: Set Up Your Scene

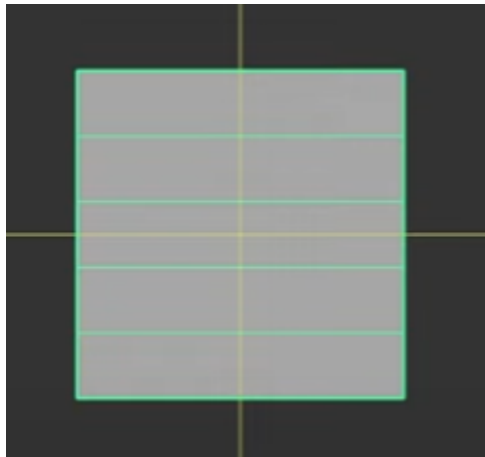
1. Open Maya and create a new scene.
2. Save scene as “Leaf”

Step 2: Create a tree trunk or vine:

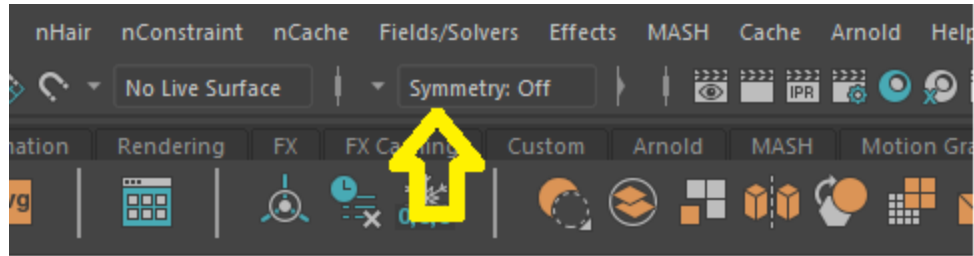
1. *Exercise for the student*

Step 3: Creating a leaf

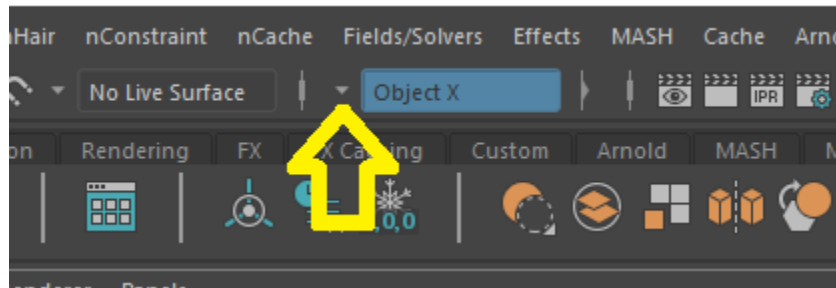
1. **Create a Plane:**
 - a. Go to **Create > Plane**.
 - b. Width: 1
 - c. Height: 1
 - d. Subdivisions Width: 1
 - e. Subdivisions Height: 5



- f.
2. **Symmetry:**
 - a. Switch to the Top View.
 - b. Find the Symmetry in the menu bar:



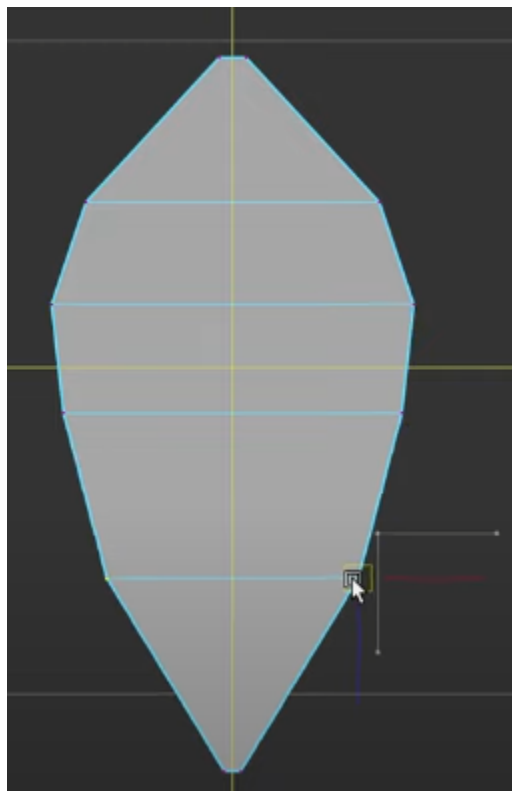
- c.
- d. Use the carrot and switch to Object X



e.

3. Shape your leaf:

- a. Press [F9].
- b. Shape your leaf by moving vertices.

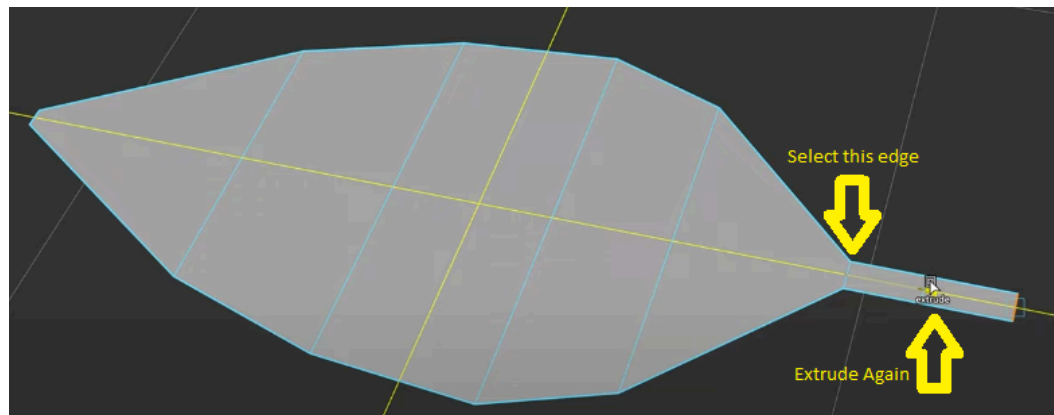


c.

4. Extrude the stem:

- a. Switch to Perspective Mode.
- b. Switch to Edge Select Mode [F10]
- c. Select the edge of the leaf
- d. Extrude

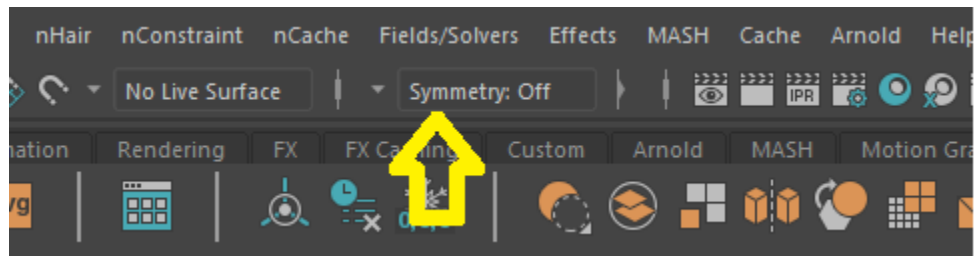
- e. Press G to Extrude again.



f.

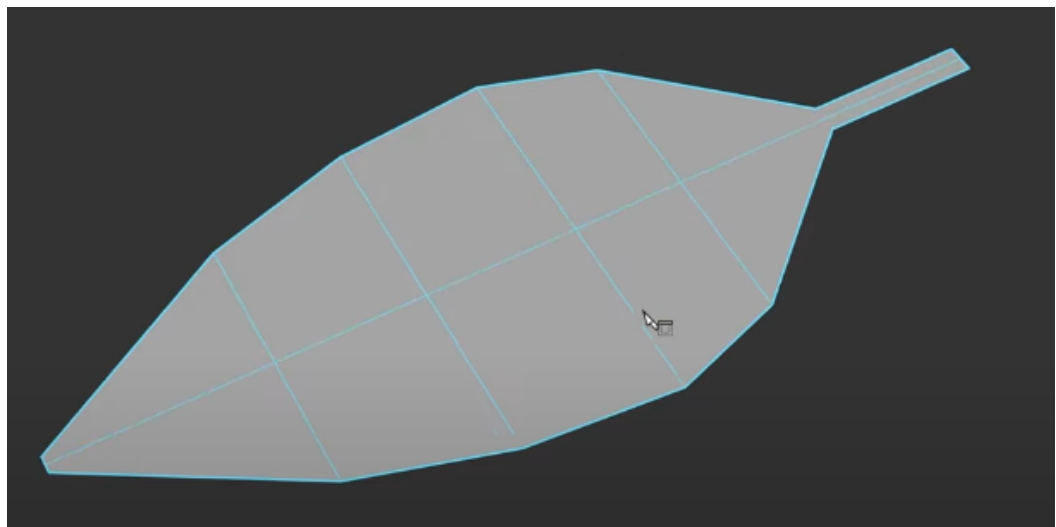
5. **Add an edge loop down the middle of the leaf**

- a. Turn Symmetry: Off



b.

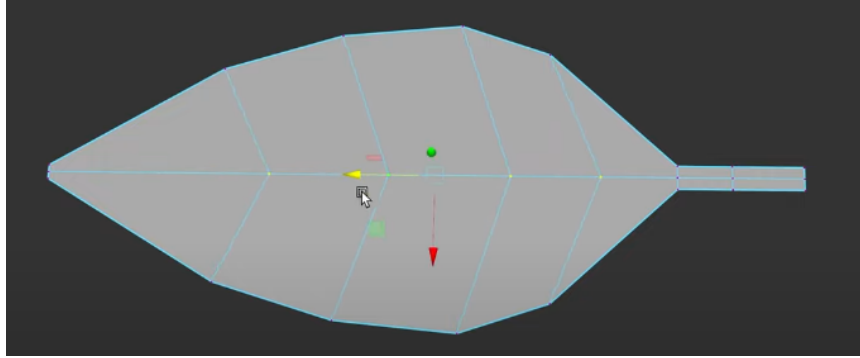
- c. Use the Multicut Tool and add a edge loop down the middle of the leaf



d.

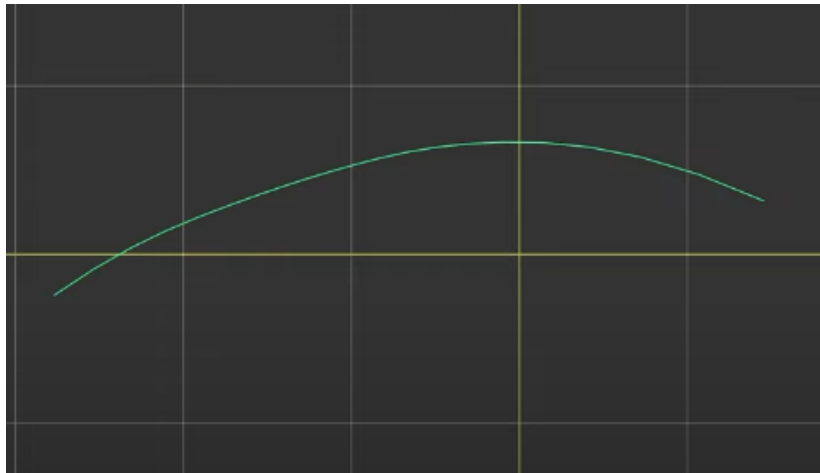
- e. Select the center vertices

- f. Move it slightly down to create a more leaf look

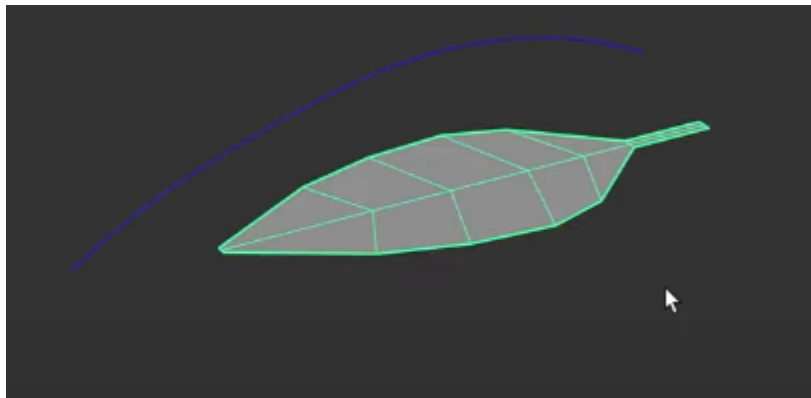


6. **Give some curve:**

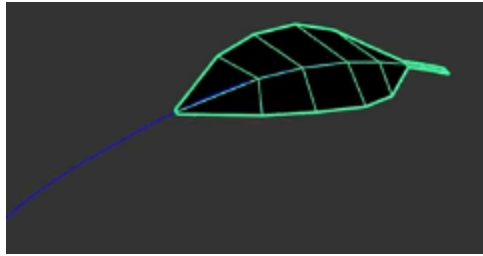
- a. Switch to Side View.
- b. Create > Curve Tools > Bezier Curve Tool (or any other of the Curve Tools)
- c. Draw an arc



- e. Switch to Perspective View

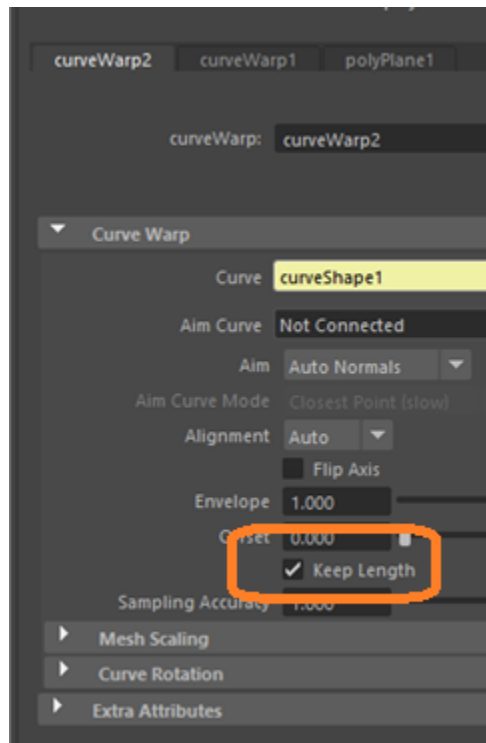


- g. Select your leaf and the SHIFT+Select your curve
- h. Deform > Curve Warp

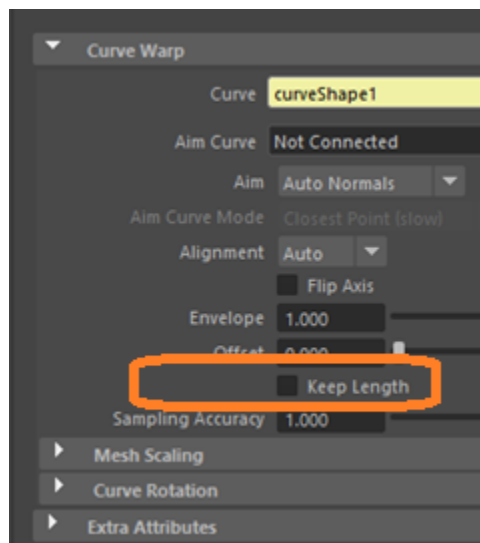


i.

j. Note: If the leaf does not deform to the entire path, then uncheck



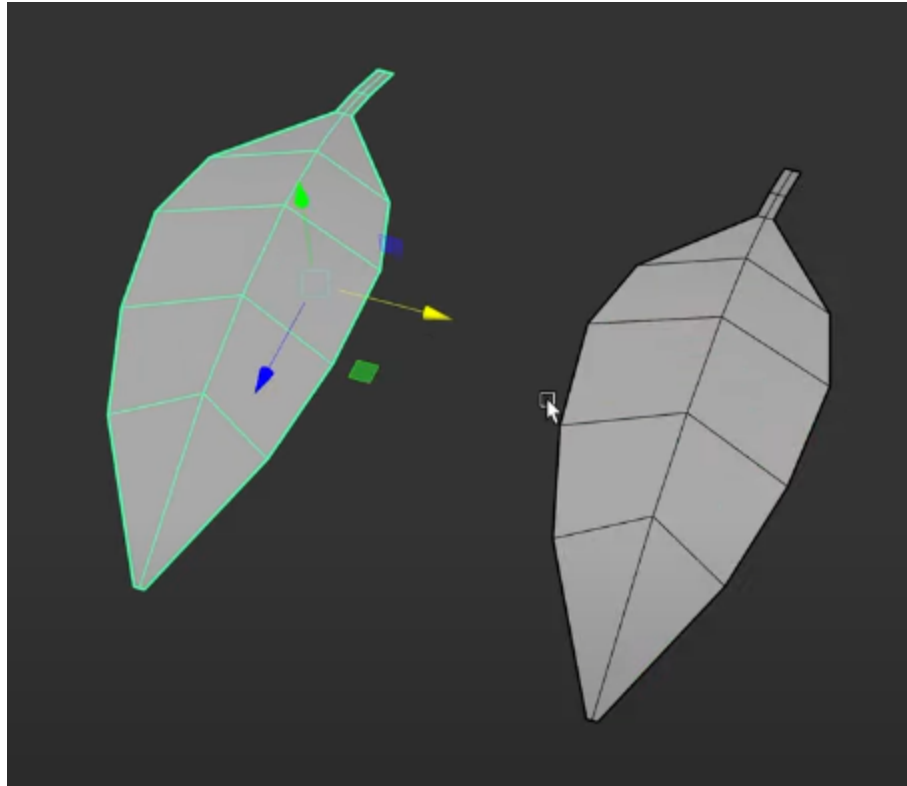
k.



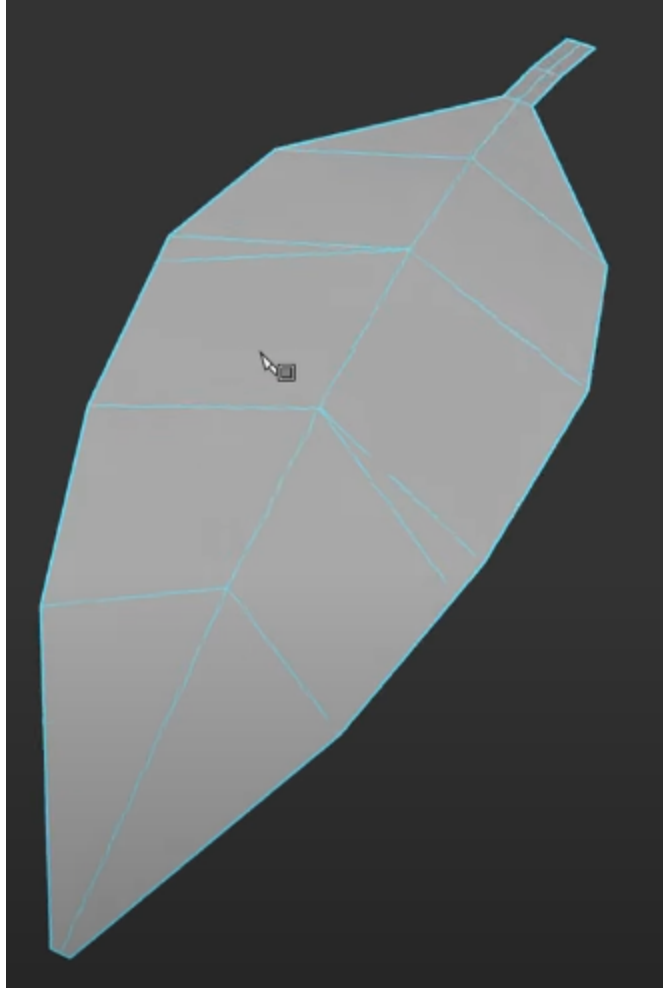
l.

7. Add leaf cutouts

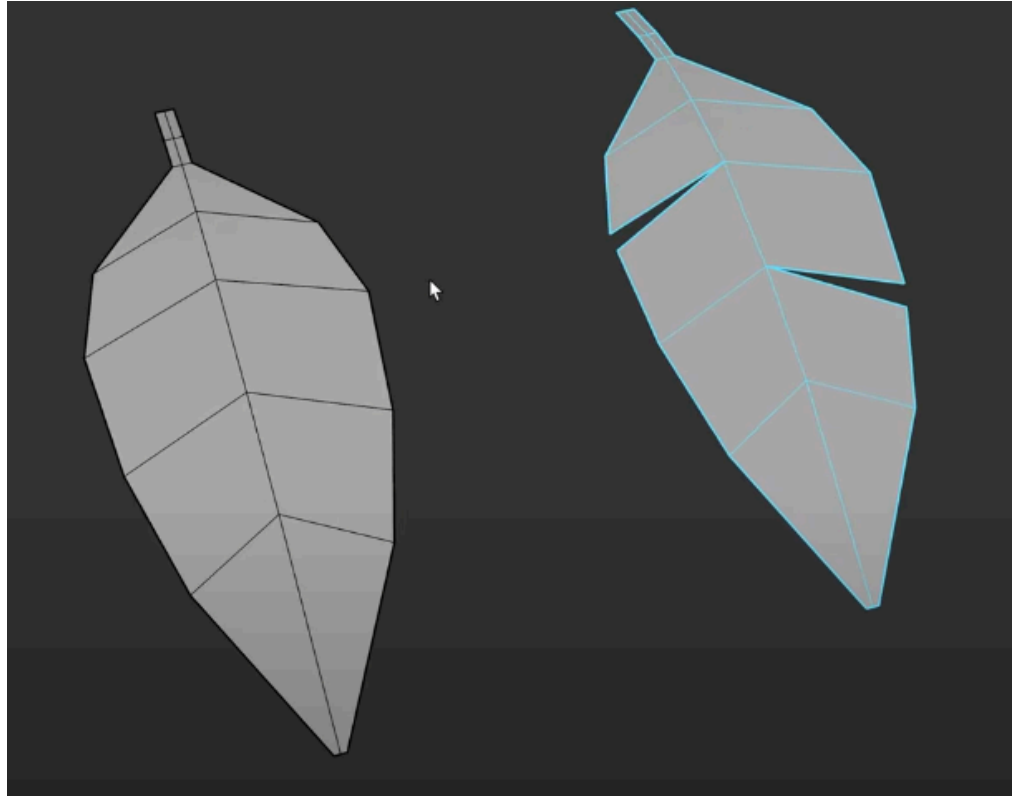
a. Duplicate the leaf (for later) using [CTRL+D]



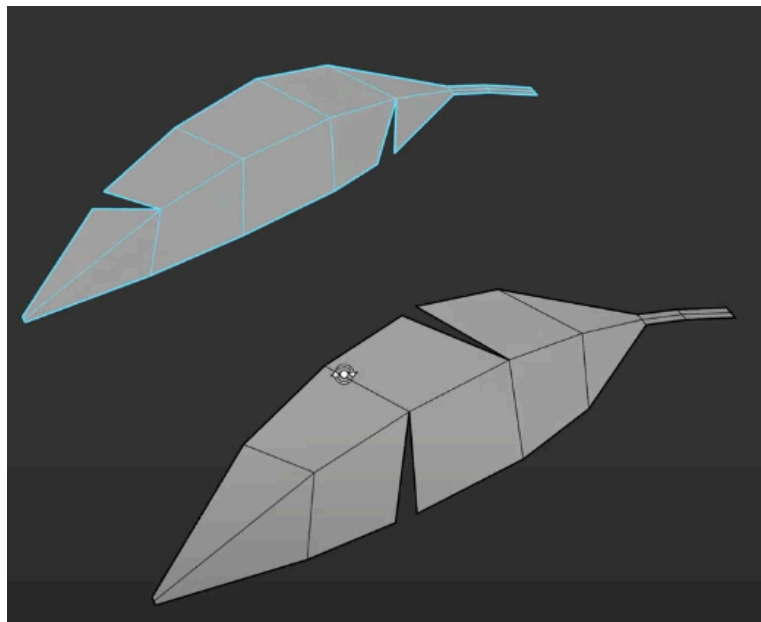
- b.
- c. Use the MultiCut Tool to create some triangles



- d.
- e. Switch to Face Select Mode
- f. Delete the triangle you just created.

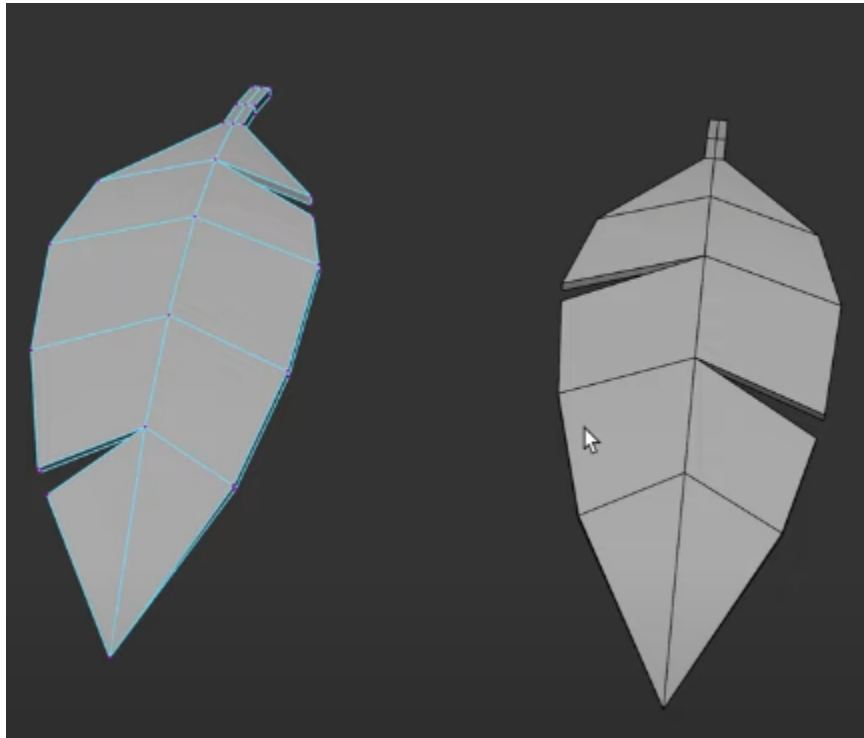


- g.
- h. Repeat until you have a few varieties



- i.
- 8. **Extrude**
 - a. Select your leaf
 - b. Press [CTRL+E] to extrude
 - i. Thickness: 0.04
- 9. **Make the leaf point sharp:**
 - a. Switch to Vertex Select Mode [F9]

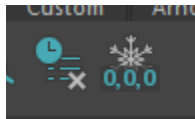
- b. Select the front 4 vertex
- c. Click on **Edit Mesh > Merge to Center**
- d. Repeat for the other leaf by press [G] to repeat last action



e.

Finish:

1. Add a shader
2. **Important!** Select your Click on **Freeze Transformations** and **Delete History**



- a.
3. Leafs are ready for import into
4. Save your scene to keep all the work intact!