

Maya

Poly Modeling Basics

Course Description

Poly modeling is a technique for modeling 3D objects that has been around in the 3D animation world since the early days of the industry. It is a highly flexible method for creating nearly any 3 dimensional shape. Maya's poly editing give you the tools you need to build the objects you want in a efficient and user friendly interface. This course will take you through the tools and methods for modeling a polygon object using Maya's poly editing tools.

Course Outline

- Introduction to Poly Editing
 - Definitions
 - Polygon components
 - Face
 - Edge
 - Vertex
- Polygon selection
 - Loops and rings
 - Border edges
- Modeling features and functions
 - Extrude
- Creating primitives
- Building a Low Poly vehicle

Course Length: 1 Hour
Q&A Session: 1/2 Hour

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Learning module content may be modified for custom training and adjusted based on the skill level of the student. Custom training sessions can be scheduled for groups of four or larger. To register for this or other live online courses we off please contact us at training@sli-3d.com or 828-230-9004

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