

## Assignment 2 Polygonal Modeling

Find a real life object to replicate in Maya using polygonal modeling techniques you learned in class. This object should not contain too many details and should be based on some primitive shapes. Take several photographs of the object (front, side, top, perspective) to use as references. Import photographs and set up references to model against. Create a basic 3D model using some of the polygonal primitives. Use combine, booleans tools, extrude tools, bevel tools, soft select and reflection for symmetrical modeling (if needed), layers, outlines and hierarchy. Work with edges, vertices and faces to practice modeling techniques.

Use the editor to adjust the view of your scene. Export the scene as an image. The objective is to get used to polygonal modeling in Maya.

Save your model and Maya scene in .ma format.

