I watched modeling an articulated armature for 3D printing in Maya. They started out by setting the grid to inches then changing the grid to only show the outer areas. After that they created three image planes to put the images of the armature into the view plane to base the model on. To begin modeling the tutor started by making a poly prim cylinder, sized it, and flattened the front view port. Once there they deleted the unwanted geometry then extruded the faces first in then back before extruding to center. He then removed the extra geometry and crated the eyes using a poly prim sphere. Once those are positioned he then creates another poly prim sphere raises the divisions count to forty adjust it to fit the shape then deletes the belt faces. To join the planes he uses the boolien tools to connect the objects then merges the vertices. He also hollows out the objects by mirroring them and shrinking them to a size two millimeters smaller and using toroidal polys and extruding to complete the inner shape before setting the head to its own layer and moving to the next piece.

The second piece he modeled was the arm. To model the arm was much the same process as the first. He used cylinders, spheres, pipe and cube poly prims to shape the arms before moving to the next and the rest of the body. Once he completed the model and brought them all to the visible plane he save the file and began to convert the file typing to .OBJ so the 3D printers can read the object files and print the finished shapes.