Polygon Tips and Tricks

The first tool that was shown, the multi-cut tool, is very useful for creating a loop that bends around the polygon rather than forming to it. I found the extract faces tool to be very helpful when working on my boat and plane, as I could separate pieces of a polygon to work on them separately. When using the extrude vertex you must be careful as it may create an n-gon. The merge vertex tool makes merging two vertices together easier by allowing you to quickly link the vertices instead of selecting two vertices and merging them manually. Probably the most interesting tool I saw was the append tool. It basically allows you to freely control how you extend a polygon, and can also be used to fill holes by creating another face. When the author was showcasing the bridge tool I found it innovative how he used it to create the jaw/cheek of the model, using the twist and curve to give it shape. Using the smooth path plus the curve allowed him to adjust the bridge to better fit the face. I like how the cut face tool allows you to make a cut without regards to the other edges. I also found it useful how it has the ability to cut out anything above or below the line it creates. This seems like a quick and effective way to remove sections of a polygon. I’m glad I now know how to detach faces and keep them together by being able to use the detach component tool. Something I didn’t realize before watching these videos was how even when you delete an edge loop the vertices still remain and must be deleted separately. Luckily, Maya has the delete edge/vertex tool which will delete both the edge loop and all of its vertices at the same time.