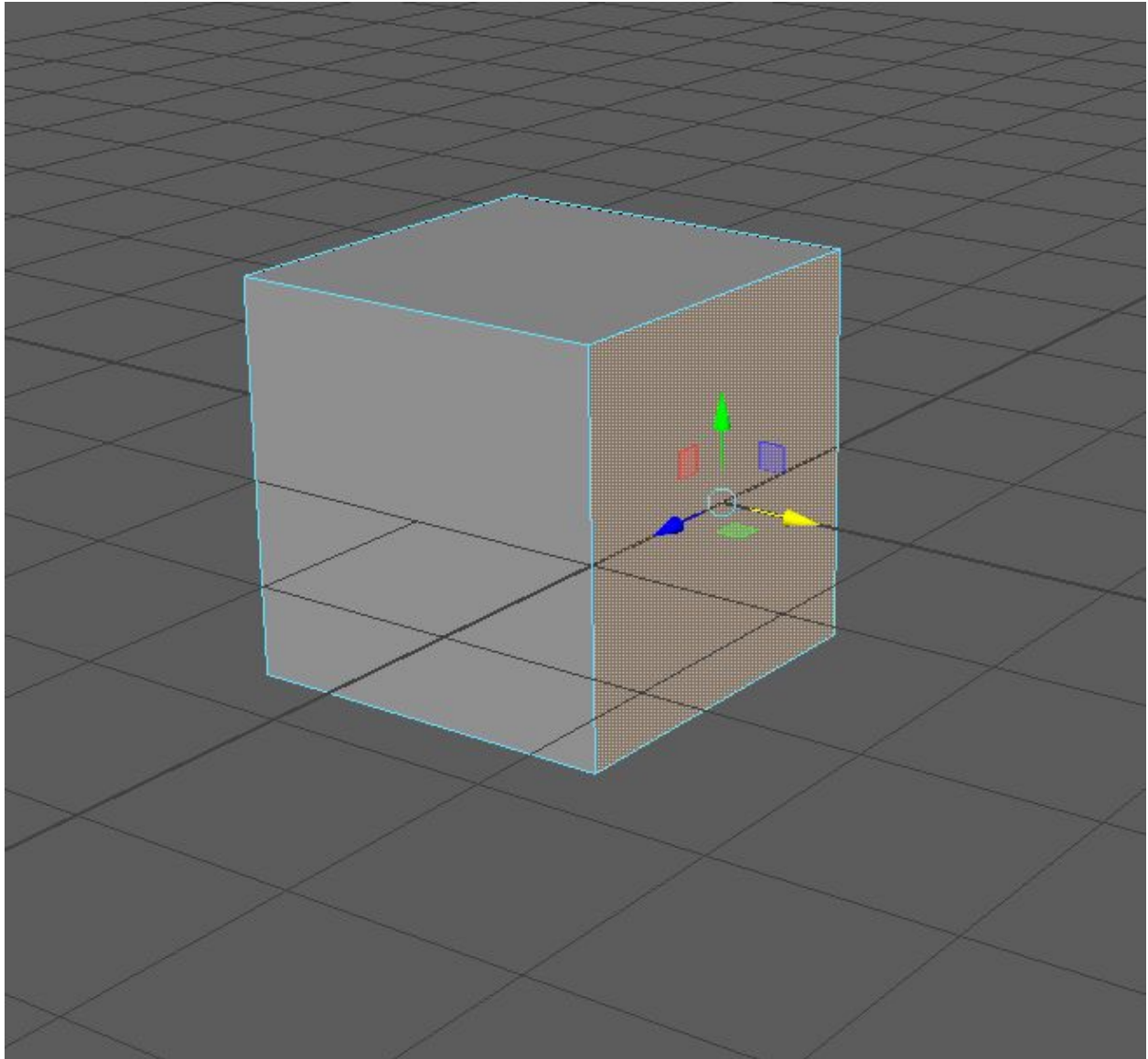# How to Make a Track in Maya

*When creating your curve, keep in mind the size of the face you'll be extruding.  For my sample, you'll see the face is too wide for the sharp turns I have made within my curve.*

1) Make an object with a face you can extrude, and line that face up at (0,0,0).



2) Now make the curve.  You'll want to use the "EP Curve Tool" for the curve, and you'll want to turn on "Snap to Grids" for your first, and your last curve vertex (or you can leave it on during creation of the entire curve, unless you wanted some dimension to

your extruded track).  When you've placed your last curve vertex, press enter to complete creation of the curve.
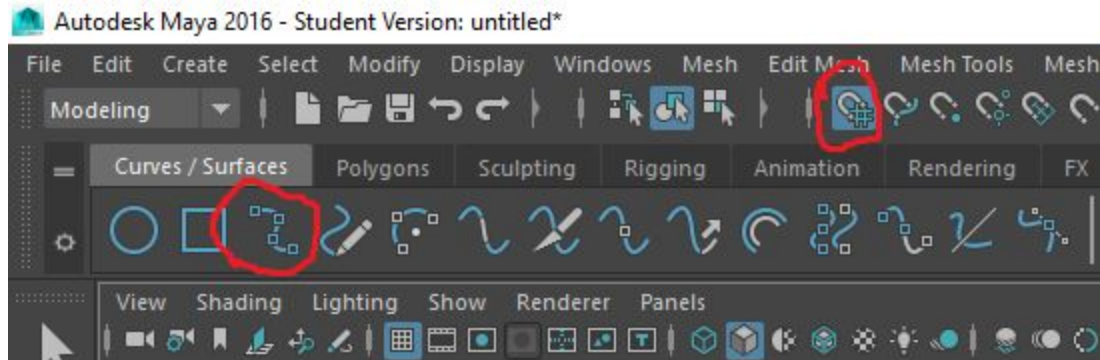


3) Now you should have a curve leading from your forward face to the back of the object.  Before you extrude you can push and pull the curve vertices.  Just hold right click in the viewport and drag over to "Control Vertex"
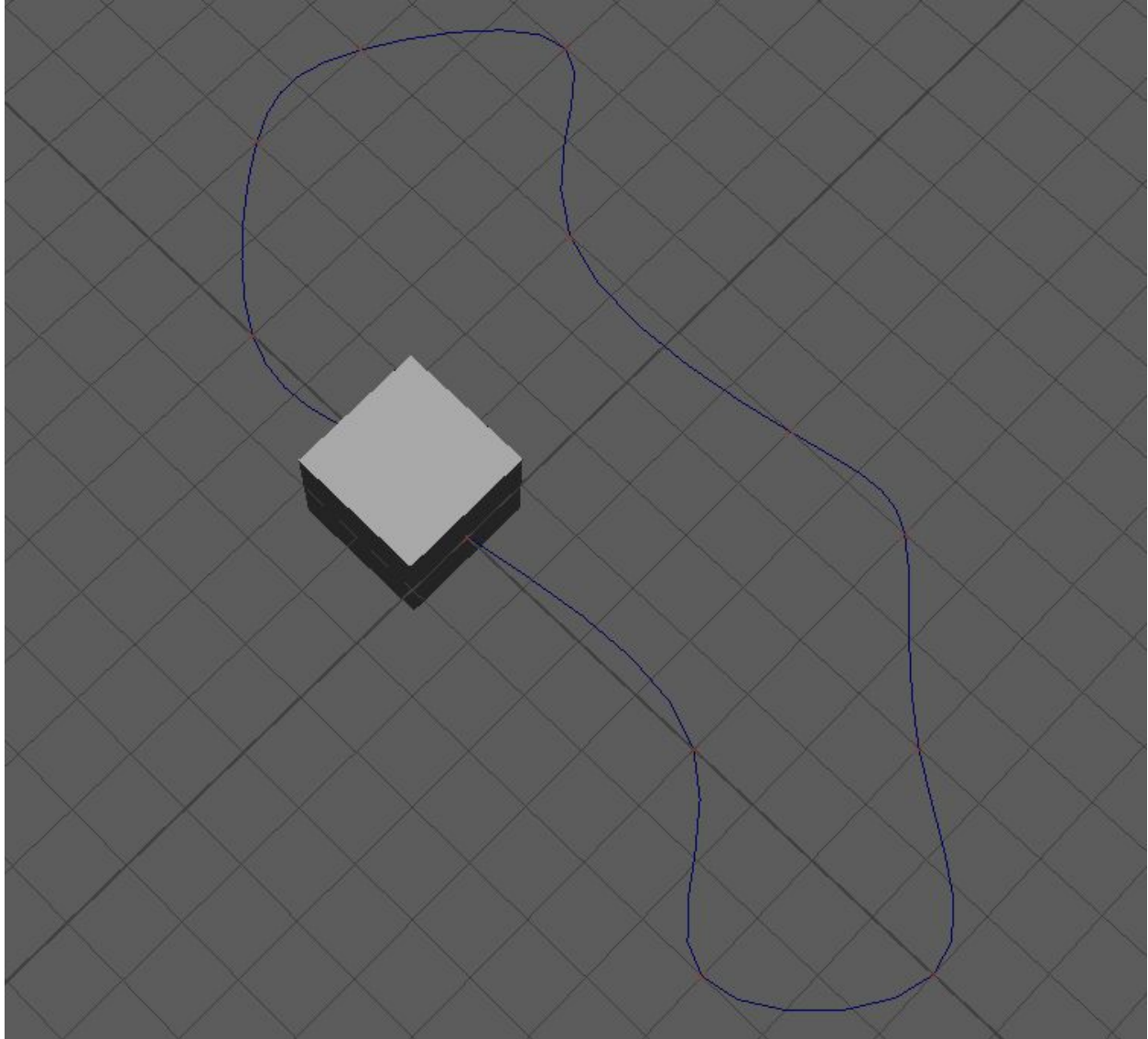
4) Now to extrude! You'll select your forward face first, then shift select your curve. Notice, I only have my forward face selected, and the curve turns green when also selected.
In the Polygons tab, click the extrude icon (circled below)
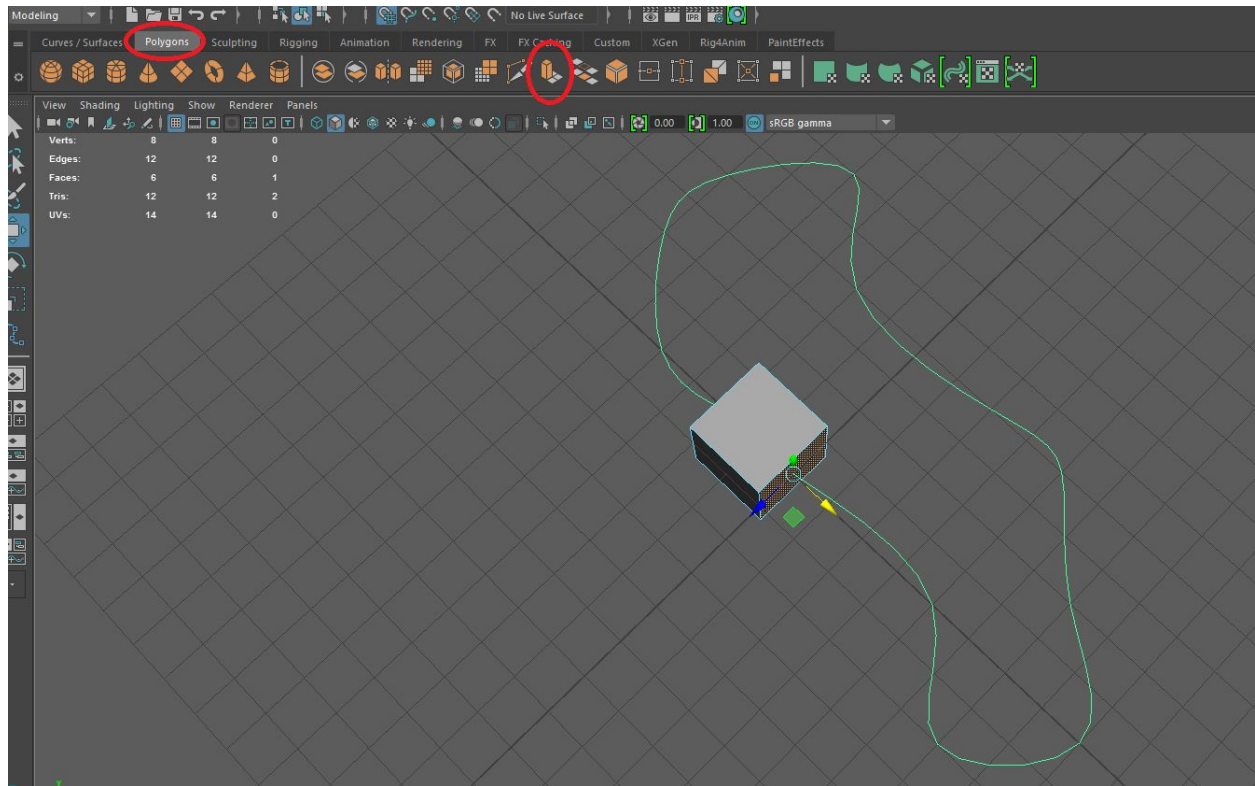
5) Once you've extruded, a little window will pop up with a "Divisions" parameter.  Bump that up in increments of 25 until you have the definition you want.  I usually go with about 100 divisions.
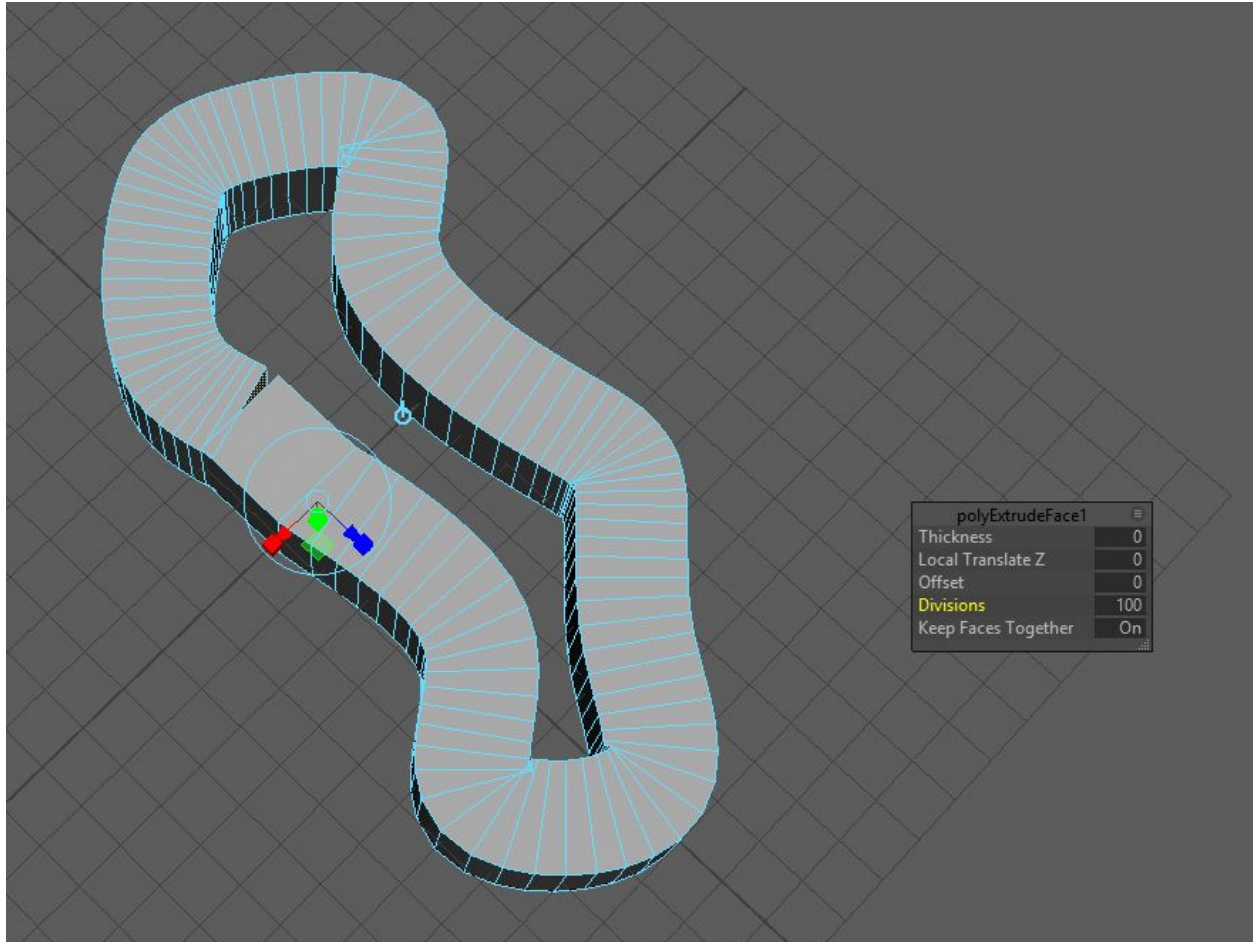
6) Now to connect the front to the back.  Make sure you have edges selectable.  Hold right click in the viewport and drag up to "Edges".  Now the easiest way to sew your front to back (at least that I've found), is to use the "Target Weld" tool.  Located in "Mesh Tools" at the very bottom.  Once activated, you left click and hold on one edge, then drag over to the edge you want to sew to.  Release when selected and repeat for the remaining edges.