Polygon Modeling Tips and Tricks.

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Maya is an extremely useful software used to 3D model just about anything you can think of. Throughout the assignments we have worked on I have found a few tips and tricks that make modeling more time effective and create a better result. Some of the tricks have been shown to me by my teacher and some have been figured out on my own.

Tip #1: reuse objects they are similar in shape and size. Making the same object over and over is not very efficient. Instead if there are two very similar shapes then duplicate them and if necessary change one slightly either by scaling or adding details as to create diversity.

Tip #2: Figure out the size of the object you are modeling by blocking it out first. This creates a nice base you can work from and helps avoid any problems you might have in the future with scale and proportion.

Tip #3: Model smart. If in any way possible you see a technique that will save you time, then use it. Of course, you also want to make sure your model looks good so if saving time comes at a cost of the model’s quality then decide whether or not it is worth it.

Tip #4: using the mirror tool saves a butt load of time in modeling. Unfortunately, I have no idea how to do this because I got lost when the teacher was explaining it. However, I was shown how easy it made modeling the robot in class and it creates a symmetrical object that looks well-polished with no discrepancies in the symmetry.

Tip #5: Make sure you are checking back on your reference picture often. Failing to do so could blind you from changed that turn into a product that is undesirable. In other words, not checking your robot and comparing it to the example could make it so you have to undo much of your work to erase your mistakes.