Maya Help about modeling:

Polygonal Modeling

http://download.autodesk.com/global/docs/maya2014/en_us/files/GUID-7941F97A-36E8-47FE-95D1-71412A3B3017.htm

Select polygon components

Edit Mesh > Extrude

Edit Mesh > Insert Edge Loop Tool

Edit Mesh > Interactive Split Tool

Select an edge loop

Select an edge ring

Insert an edge loop

Edit Mesh > Merge To Center

Edit Mesh > Merge Vertex Tool

Edit Mesh > Merge Edge Tool

Edit Mesh > Delete Edge/Vertex

Normals

Polygon normals

Edit the vertex normals to affect polygon shading

Maya 2014 what's new:

http://download.autodesk.com/global/docs/maya2014/en_us/files/New_in_Modeling.htm

Modifying polygon meshes

Topics in this section

- [Bevel polygon edges](#)

- [Spin polygonal edges](#)

- [Crease polygonal edges and vertices](#)

- [Chamfer a vertex](#)

- [Deform a polygonal mesh](#)

- [Make a hole in a polygon face](#)

- [Fill holes in a polygon mesh](#)

- [Flip triangle edges](#)

- [Transfer vertex attributes](#)

Create a polygon mesh

[Create a polygon mesh](#)

To create a new polygon

1. Select Mesh > Create Polygon Tool.

Related topics

- [Add polygons to an existing mesh](#)

- [Create a polygon face with a hole](#)

- [Create > Polygon Primitives](#)

- [Edit Mesh > Append to Polygon Tool](#)

Polygonal Modeling

Topics in this section

- [Polygons overview](#)
- [Polygon selection and creation](#)
- [Combining, separating, and splitting](#)
- [Editing polygons](#)
- [Sculpting surface meshes](#)
- [Coloring polygons](#)
- [Polygons menus](#)
- [Polygons nodes](#)
- [Send to Mudbox](#)