

3D Modeling and Animation

CP SC 8070

Polygonal Modeling Tools

Goals

Be able to use the following polygonal modeling tools to add detail:

Extrude

Multi-cut

Insert Edge Loop Tool

Offset Edge Loop Tool

Smooth

Bevel

Add Divisions

Quick Modeling: Desk



(Ignore the objects on the desk)

Exercise 4

Finish modeling the desk

Take 2-3 screenshots of the model, select the object on at least one of them to make the wireframe visible (in shaded mode)

Upload the result to your website

Include a description of what you did, which tools you used

Recommended: Pluralsight Tutorial, *Modeling interiors in Maya*, e.g., *Modeling the Couch Base*