
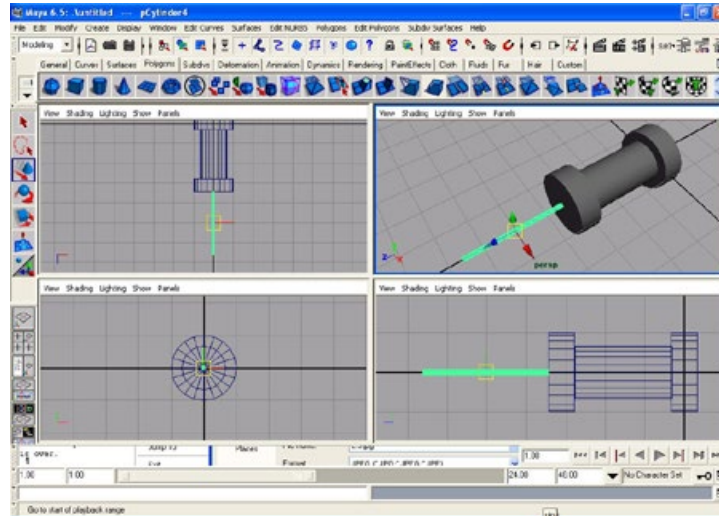
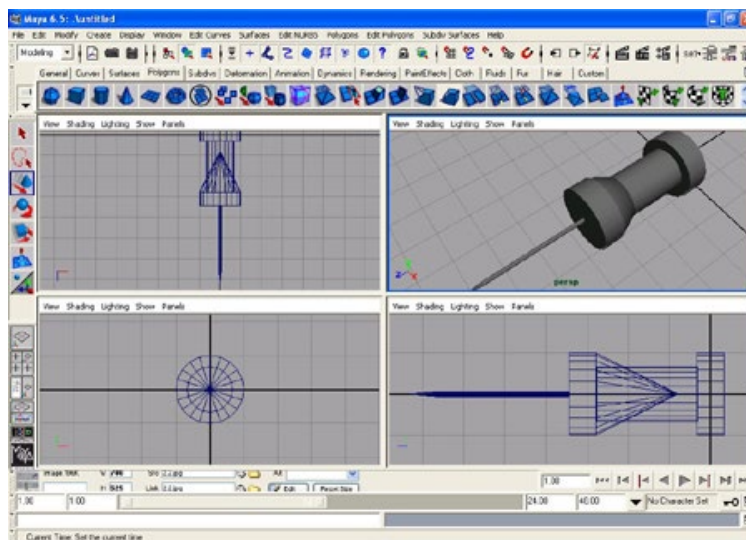


Making a Simple Push-Pin

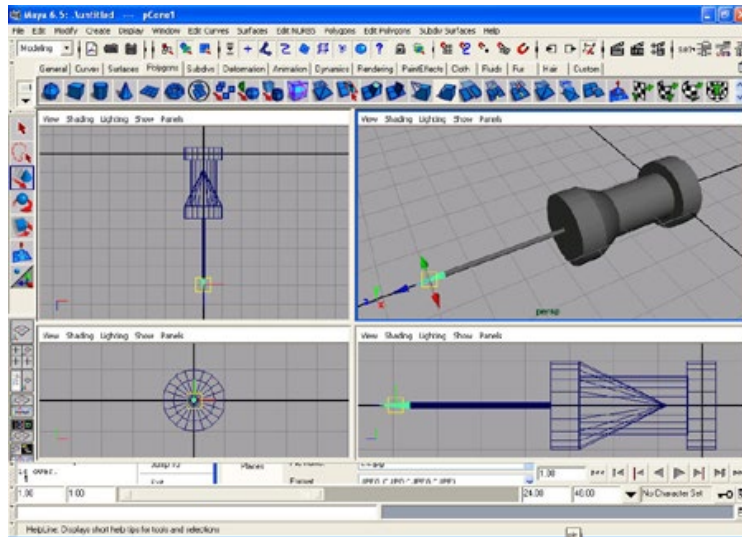
1. Start Maya and from the tool bar, choose all four views and make sure that you are in Modeling shelf.
2. Place a Polygon Cylinder in the scene (**Create → Polygon → Cylinder**).
3. Rotate the cylinder **90 degrees in the X- direction** (or change the value in the Channel Box).
4. **Scale** the cylinder up slightly in the **Y-direction**.
5. **Edit > Duplicate**.
6. Select the Snap to Grid tool  and in the **Side view** and **move** the **second cylinder** to the **left** to create two wider sides of the push pin.
7. Using Side view and Snap to Grid still on, place another cylinder in the center of the other two.
8. In the side view, Scale it proportionally smaller (you may want to pull on central square of the scale tool) and then make it longer to fit it in between the other 2 cylinders, resize it if necessary.
9. Repeat steps 8 and 9 to make the pin part of the push pin that will go to the left of the cylinder made in previous step.



10. Now place a cone in the center of the cylinders and rotate it -90 degrees in the X-direction.



11. In the Side view, move the cone to the left until it aligns with the edge of the second cylinder.
12. Place a second cone in the center of the cylinders and rotate it 90 degrees in the X-direction.



13. Using the Front view, scale the cone proportionally until its end is the same size as the end of the thin cylinder (i.e., pin).
14. Move the cone to the left in the Side view until its end lines up with the end of the last thin cylinder.
15. In the Side view, scale this small cone a little bit longer.
16. Select all of the components and move them a little bit above the plane to make your pin sit above the plane.

