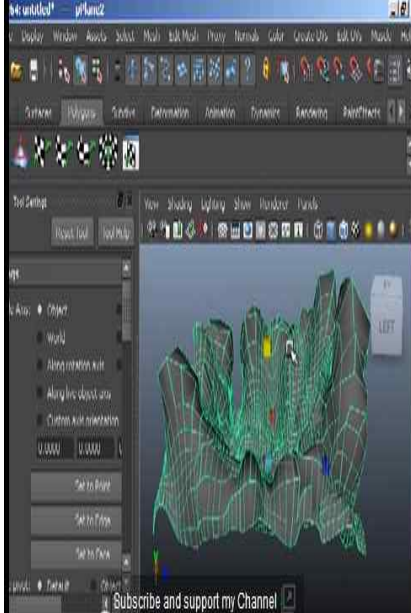

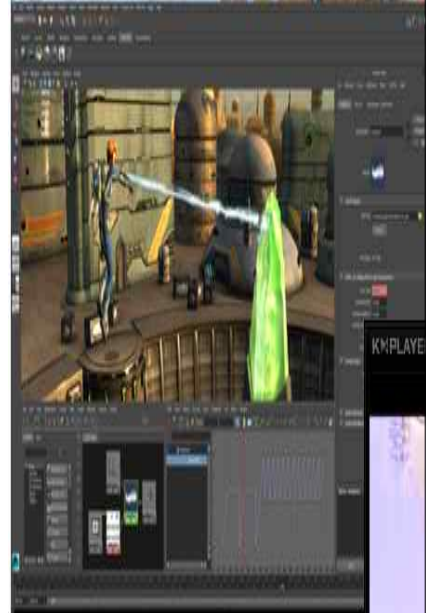


At least one image with caption and text about a short research on the 3D modeling work which you want to make **good overview about 3D modeling**

Modeling : Modeling is the process of creating shape and form on screen. Models in Maya can be hard objects with sharp edges or organic objects with a softer look. Using one of several geometry types, 3D artists can build, surfaces, then push and pull points to change their shape. Modeling on computer can be a challenge at first because the goal is to mimic three dimensional objects on a two dimensional screen. 3D artist have to learn how to use manipulators and different view panels to navigate this virtual world so they can focus on sculpting and building their models. when building good looking models is important, 3d artist aware of how the model will be used down the line. how surfaces are texture mapped will depend on how they were built. Therefore , this is important choices at the outset about what kind of geometry they need and how it will support their animation pipeline.

		
Modeling landscape	adding effects	game creation

Maya supports these functions below.

- geometry : points , curves, surfaces , objects
types: NURBS , POLYGONS
- Construct 3D models using NURBS primitives.
- particle effects
- opti-fx
- paint effect
- composing effectt
- Design and planning , game art
- level building , primitive-up modeling
- color and texture , modeling for games