

Project Narrative: Modeling in Maya

These are preliminary studies of modeling in the Maya environment. Therefore some of the models are considered to be “rough” in relation to scale, scope, and level of detail. Some brief project descriptions are given for the emphasis of the learning techniques with the introduction of Maya commands. Most of these individual objects will be incorporated into the Spatial Construct of the Residence Project.

The Wooden Chair:

- Curves / Lines in Maya
- The Translator Tools
- Duplicating Objects

The Office Cubicles

- Pivot Tools
- Cube Primitives
- Rendering by Occlusions

The Kitchen Sink

- Extruding faces and edges
- Mirroring Objects
- Adding higher definitions

The Adirondack Chair

- Modeling from blueprints
- Adjustments in the image plan
- Editing in multiple viewports simultaneously

A Sofa

- Finding blueprints to model
- Linear arrays
- Softening tools

A Wall Sconce

- Model intricacies
- Creating hallow items
- Creating a light source