



TUTORIAL 4

3D Modeling and Texturing in Maya

Actions

Create a project File>Project Window

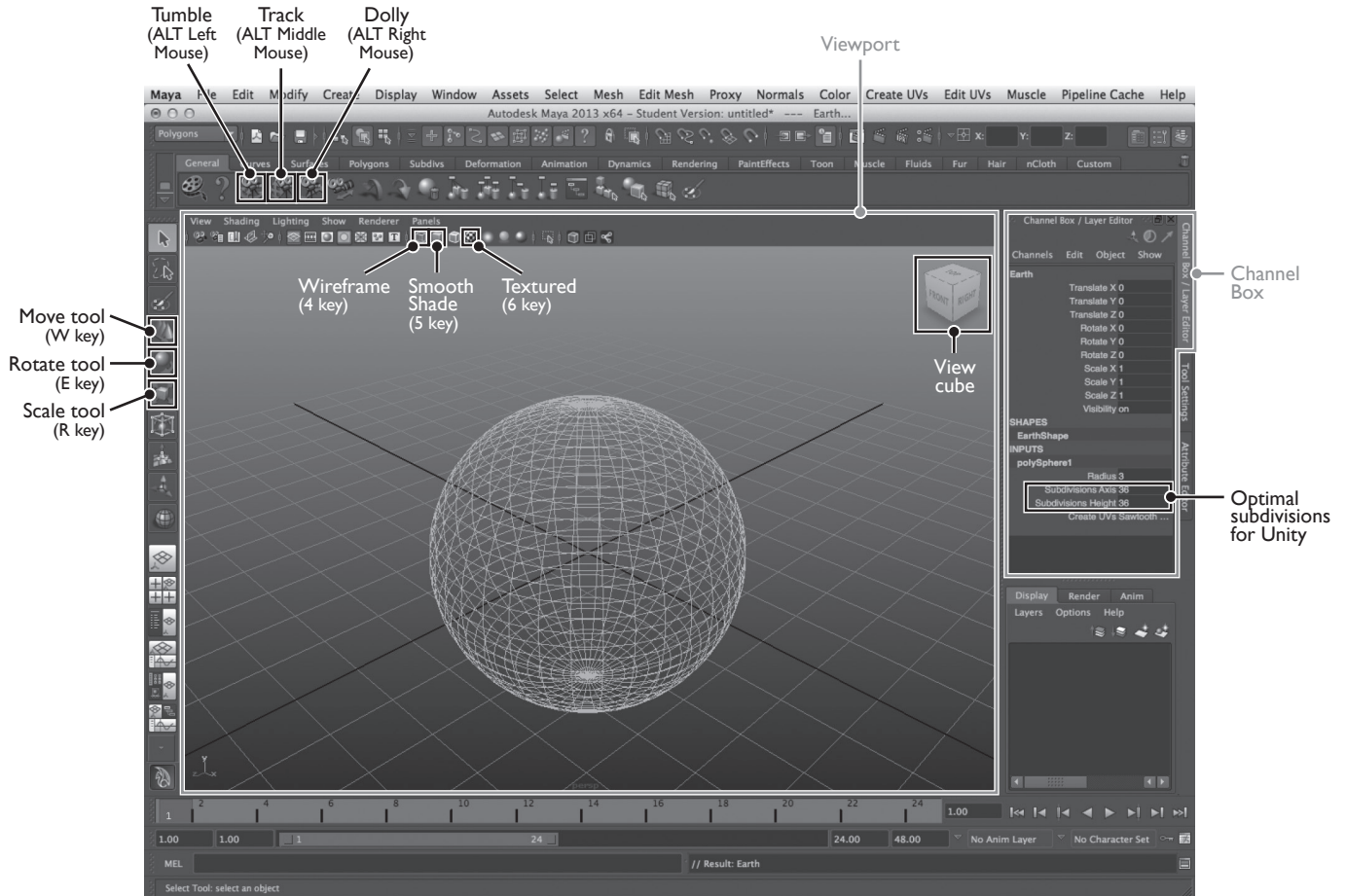
Save a new scene File>Save Scene As

Create a sphere Create>Polygon Primitives>Sphere

Create a shader Window>Rendering Editors>Hypershade

Apply shader to an object Right click on an object>Apply Existing Material>Select desired shader

Interface





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Interface (Cont'd)

