



## TUTORIAL I

# 3D Modeling in Maya

Visualization in Education: Creating Animations

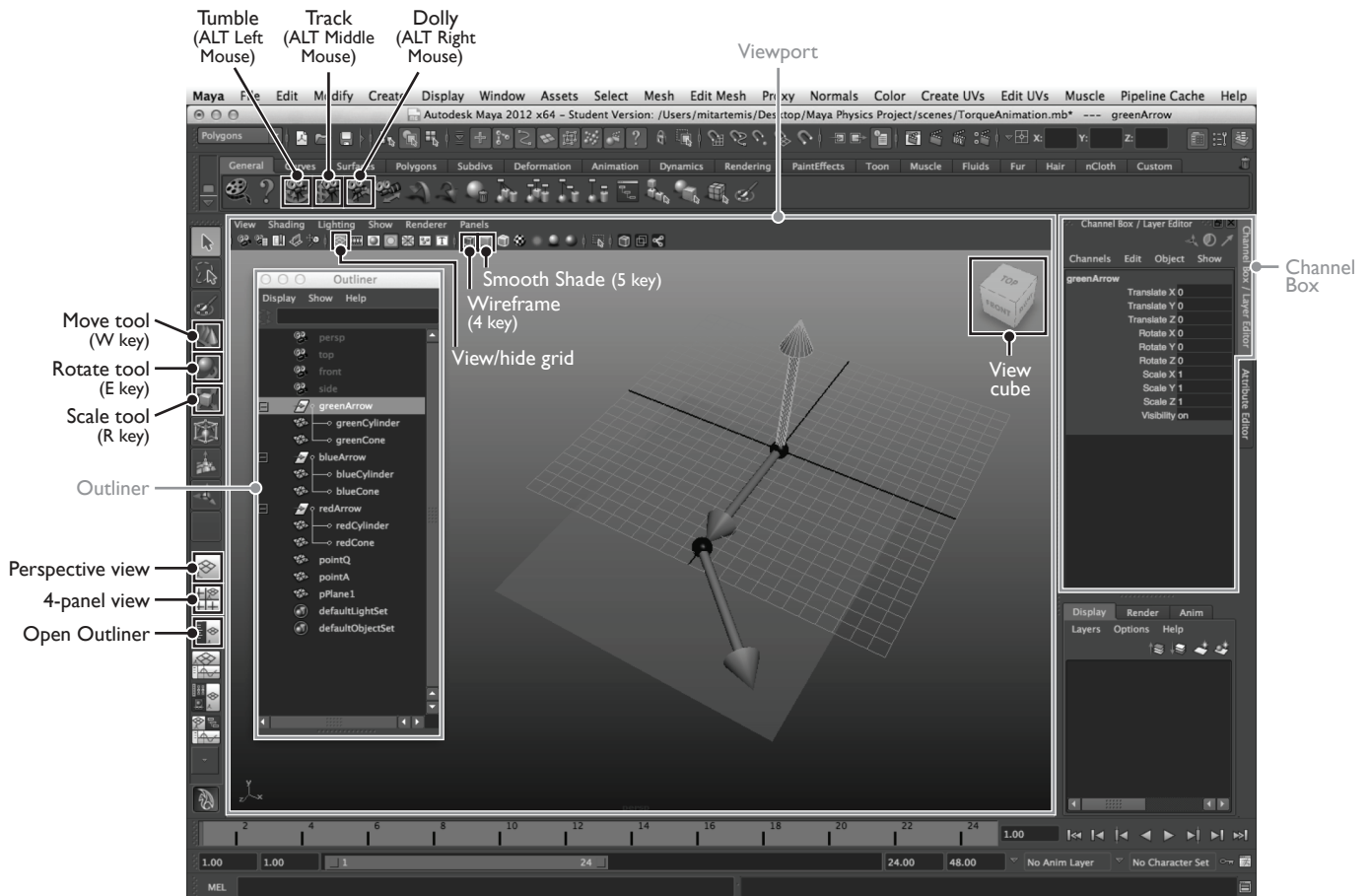
### Actions

- Create a project File>Project Window
- Save a new scene File>Save As
- Create primitive shapes Create>Polygon Primitives
- Group 2 or more objects Edit>Group (**Command G**)

- Create a shader Window>Rendering Editors>Hypershade
- Apply shader to an object Right click on an object>Apply Existing Material>Select desired shader

- Duplicate an object Edit>Duplicate (**Command D**)

### Interface





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### Interface (Cont'd)

