



## Exercise 4

### 3D MODELING AND TEXTURING IN MAYA

#### Preparation

Watch the tutorial video

***3D Modeling and Texturing in Maya***

Online: <http://www.youtube.com/user/mitartemis>

Offline: 04\_Maya.mp4 (available from the instructor)

Review template files

Use the files in the folder called Tutorial 4 for this exercise.

#### 3D modeling and texturing

##### BEGINNER

In Maya, open the EarthModel.mb file from the “scenes” folder in the Maya Earth Project. Create a new material using the image in the file countrymap.png in the “sourceimages” folder. Apply the new material to the Earth sphere. Save the scene and the project.

##### INTERMEDIATE

Create a new Maya project. Create, transform, and position a Sphere at the origin of the coordinate system. Create a new Lambert material using the countrymap.jpg file in the “sourceimages” folder as texture and apply it to the sphere; then save the scene and the project.

##### ADVANCED

Create your own 3D models and add materials to them! You can work in other 3D authoring software, if you wish, e.g. 3DS Max.