

# Maya CS 2880 11 Assignment #1

Due date: Friday, February 1<sup>st</sup> (anytime)

## Modeling Exercise – Chick

**File menu > Save Scene OPTION BOX** gives you a dialog box that allows you to set up **INCREMENTAL SAVES**, if you wish too. That can be very useful for a number of reasons to be emphasized in class. If you save often, you can easily go back to a previous version if you goof up a current version and thus not have to start all over. Also, it's useful to practice certain challenging phases of the project over and over again. Or to take the basic model in a different direction without having to start all over.

Modeling a baby Chick (to later in the class be animated to burst out of an Egg with additional special effects and Walk using either Forward Kinematics or Inverse Kinematics).

Note: Paragraph 3 encourages you to “match the model exactly if you like, but **feel free to build a different bird.**” The “**numbers in the channel box are less important than the look of your model onscreen.**”

It is File menu > Project Window now in Maya 2013. There is a NEW button in the upper right corner of the dialog box that opens.

Instead of Use Defaults button being available, in Maya 2013 you will pull down the Edit menu and do the Reset Setting command. **The Project Window dialog box has an Edit menu > Reset Settings.** It is NOT the Edit menu of FEMCDW menus!

File menu > Save Scene after you have renamed **nurbsSphere1** to **body** (as it is the **body** of the chick). On page 2 of the handout, it suggests naming the scene **modeling\_chick**. I named my scene **modelingChick** to skip the underscore.

Page 3 indicates the location of the head in item #9. Item #10 renames the NURBS sphere “head”. Scale the head down to 0.75 for scaleX, scaleY and scaleZ. The BEAK of the chick uses a NURBS Primitive CONE. Rename it “beak”, of course.

When you get to #18 on page 4, recall from class that there is a better way to do this! Control-D is the shortcut for Duplicating an object. So, with the **rightWing** selected, use the Edit menu, Duplicate command to get an identical copy of it. Then when you change the TRANSLATION and the ROTATION values to what #18 suggests, it will be perfectly positioned as the **leftWing**.

Follow the same suggestion for the **leftLeg** by duplicating the **rightLeg**, which is a simple cylinder. Then change the translation values to what #22 suggests or to whatever corresponds to your rightLeg plan if you are building your own custom bird.

Squashed Cubes for the feet of the baby chick. Polygon Primitives > CUBE. I named mine rightFoot and leftFoot. Again, for item #27, its easier to Edit menu > Duplicate (shortcut Ctrl-D) when you want to create the leftFoot. There are fewer attributes to change because many of them will be IDENTICAL to the rightFoot!

Making the eyes and the eyebrows of the chick will be the most challenging, but it helps that we are given the exact attribute settings. Pages 6 and 7 of the handout, items 36 through 42 cover making the eyes, pupils and eyebrows.

During week #3 we'll learn how to texture and color the little bird. Again, feel free to modify the above instructions and create your own unique baby chick. Adding extra features or changing the dimensions in creative ways is appreciated. If you do the standard version and another version or two several versions for practice and like both, feel free to submit both of them to show me.