

Creating a Simple Table

Autodesk® Maya®

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In this tutorial, I will take you through few steps on creating a simple table using Autodesk® Maya. For this particularly tutorial, I will be demonstrating using Maya version 2012.

If you don't have Maya in your machine, you can go to Autodesk's website and download a Demo version here (<http://usa.autodesk.com/maya/trial/>) and follow along.

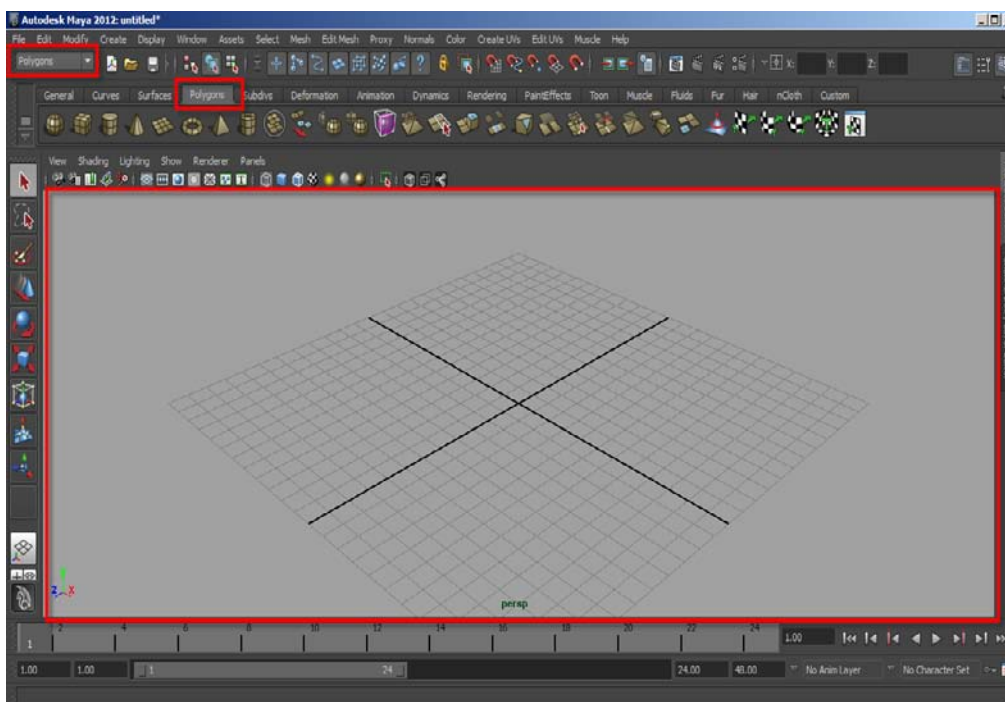
1. STARTING MAYA (*Launch the application*)

First of, Start Maya.



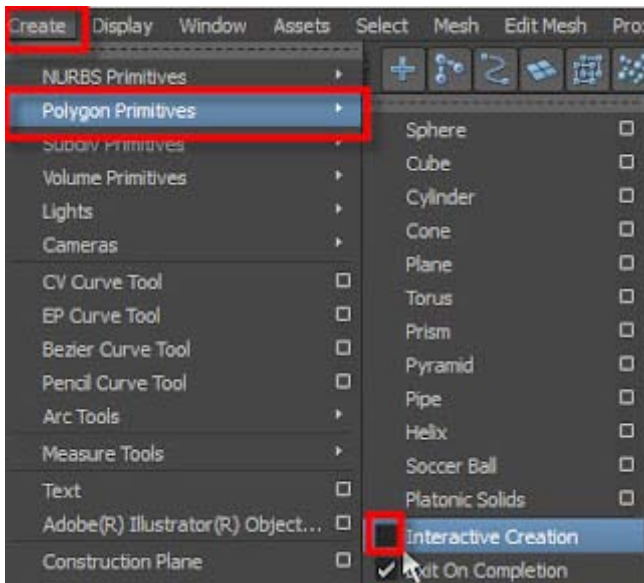
Use the start menu or if you have it on the desktop, click the shortcut icon (*left image*) to start.

2. SETTING UP YOUR WORKSPACE



When Maya starts, set your window as shown in the image below. First, select Polygon from the pull-down menu, then select again Polygon from the shelf and make sure you're in Perspective view.

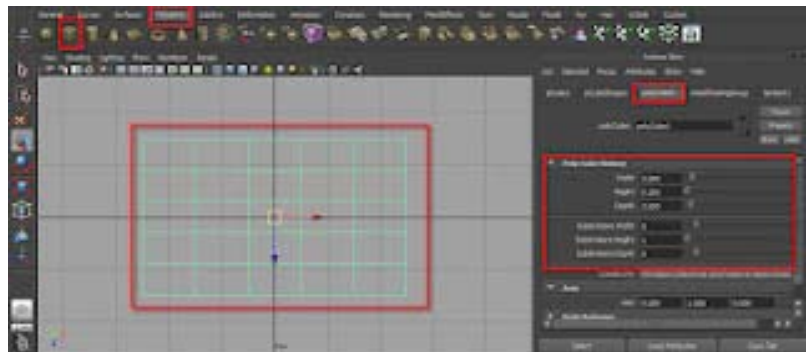
3. UNCHECKING THE INTERACTIVE CREATION CHECKBOX



Before you start the next step, let's just do one more setting. Go to the **Create Menu > Polygon Primitive**> right down to **Interactive Creation**, **Uncheck** the tick if you have it checked (see image below).

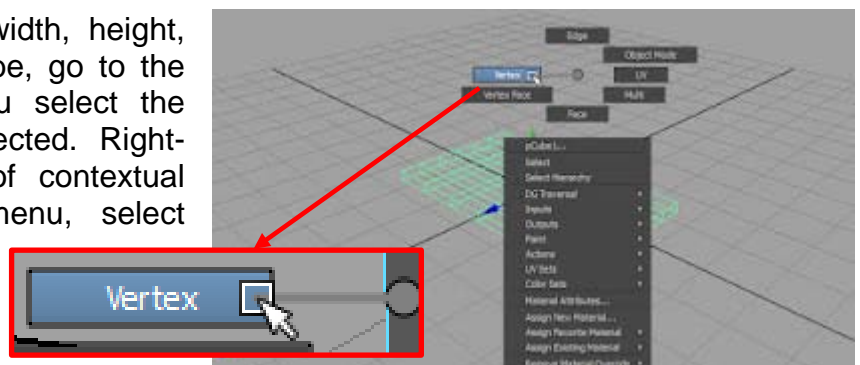
4. CREATING THE CUBE (The Polygon)

Now let's create the table. Click on **Polygon Cube** icon to create a polygon. Then under the Attribute Editor, select the polycube1 tab and adjust the figures to those provided below.

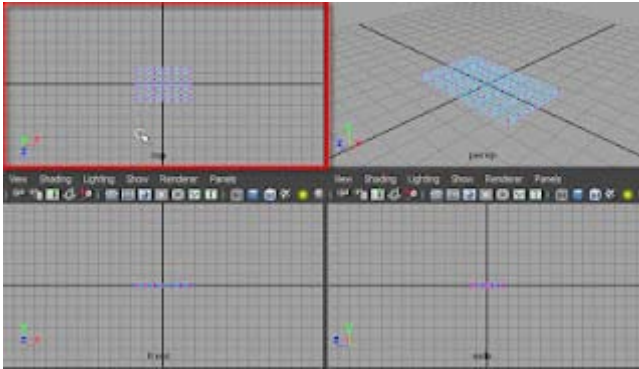


5. MANIPULATING THE VERTICES (Adjusting Points on the polygon)

Once you specify the above width, height, depth and segments of the cube, go to the main window. Make sure you select the move tool and the object is selected. Right-mouse click to bring a set of contextual menus. From the pop-up menu, select **Vertex**.



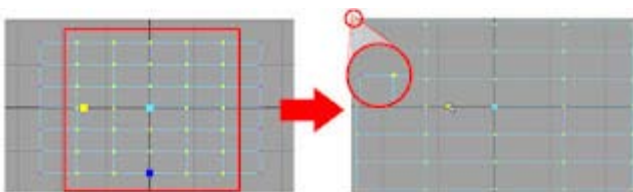
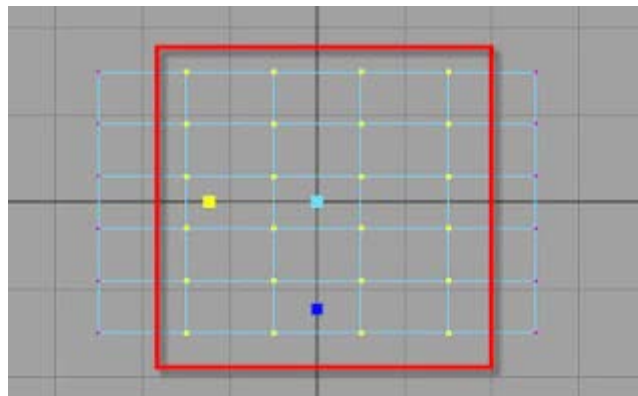
6. SWITCHING VIEWS



Now switch to the **top view**. Press the spacebar on your keyboard to bring the 4 views. Once the 4 views are displayed, *move the cursor over the top view (see left image)* then press the spacebar again to switch to the top view this time.

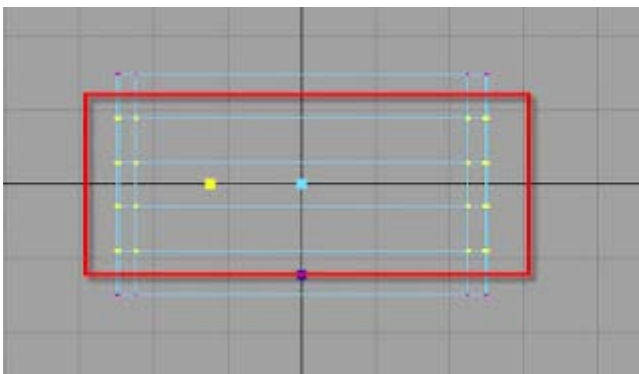
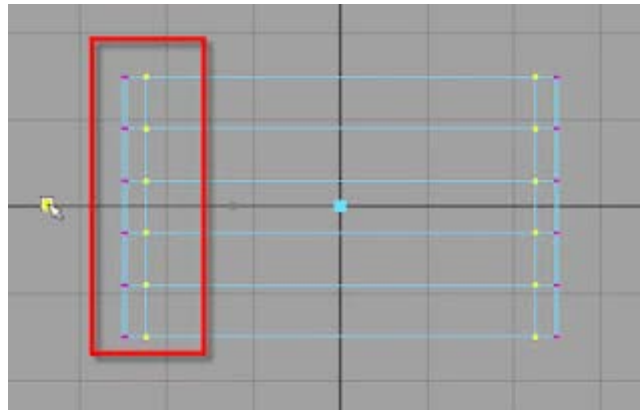
7. CONTINUE MANIPULATING VERTICES

From the **top view**, drag across from left to right highlighting all the vertex in the *middle area* as shown below.



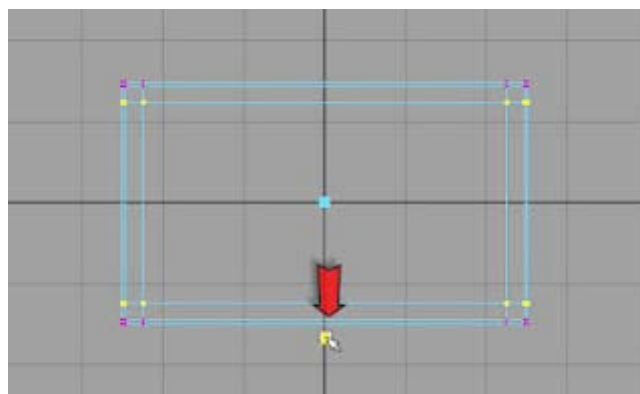
Switch to the *scale tool* by pressing **R** on your keyboard. Then, use the red handle (X) to drag the selected vertex towards the direction of the red handle until the outer points/vertex come close to the unselected vertices.

If you do it right, you should have something like the one below.

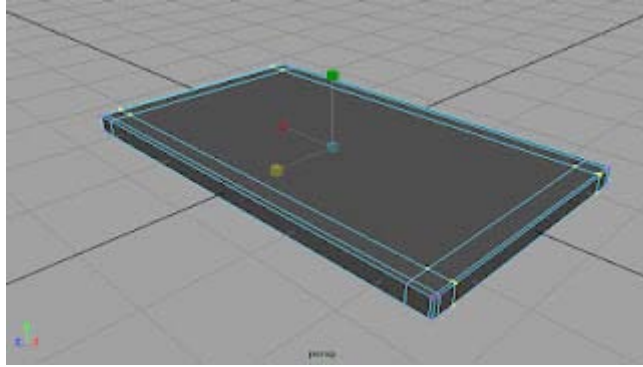


The next step is to highlight the **middle vertices** again but this time leaving the top and bottom vertices unselected as shown below. Then use the blue handle to scale downwards until the outer selected vertices comes close to the unselected vertices (*top & bottom*).

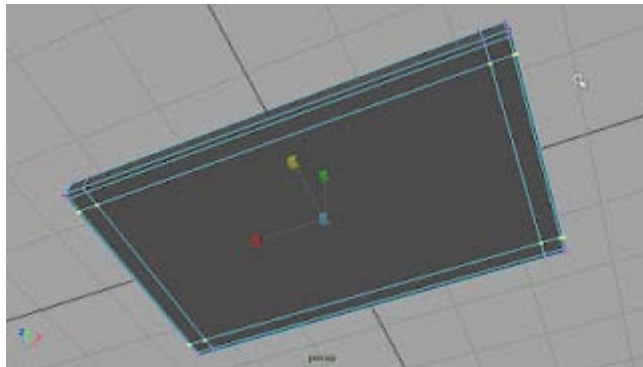
If you do it well, you should have something like the one below. If you did not get it right, go back and repeat the steps above.



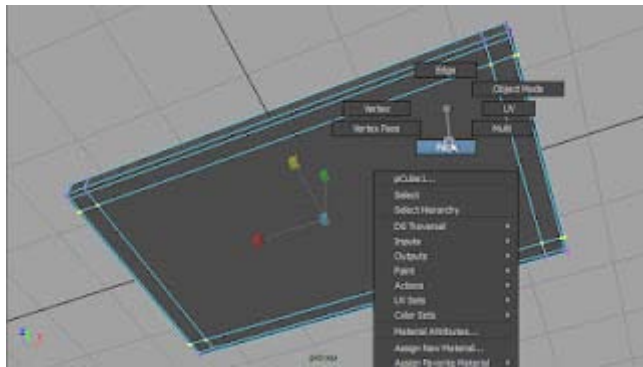
Now go back to the **perspective** view. Press spacebar on your keyboard to go into the 4 views then move the mouse over the perspective view and press spacebar again. This would bring you into the perspective view. Change to **shaded mode** by pressing number **5** on your keyboard.



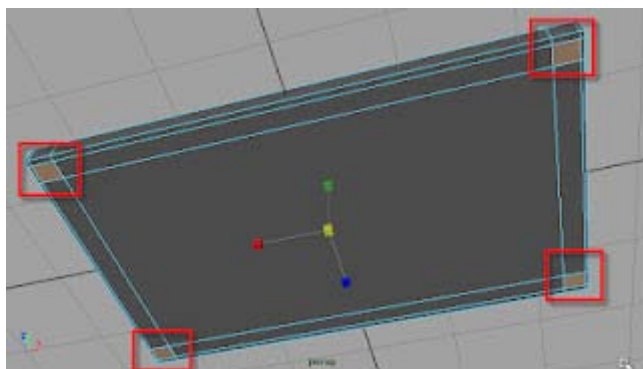
Using the **left-mouse** button and the **Alt key** on your keyboard, rotate to the bottom of the object.



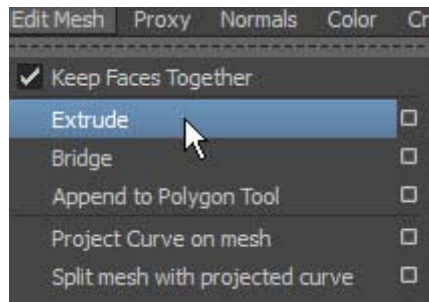
Right-click somewhere **on the object** and from the pop-up menu choose **Face**.



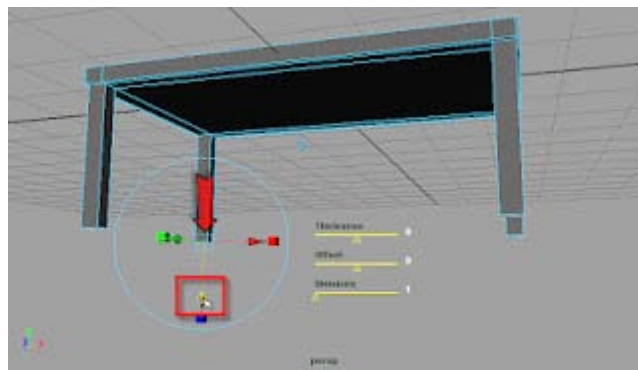
Carefully **select the four faces** as shown below. Press shift while left-mouse click to select multiple faces.



After you select all the four faces, go to the **Edit Mesh** Menu and click **Extrude**.



Go to the main window and to the controls, left-click the blue handle and pull downwards. This would extrude the faces you've selected creating a kind of stand. Pull the handle to a reasonable height and let go.



Well, there you have it. Just the basics but hope you've utilised some tools which I believe would be handy as you start using them.

You can continue manipulating the model once the main shape is created until you come up with something that looks sensible. For now, I'll leave it up to you to discover more.

You may also want to visit; <http://pyalamu.blogspot.com> or <http://pyalamututes.blogspot.com>

NOTE:

If you want the video versions of any of my tutorials, please go to the contacts page of <http://www.artech.com.pg> and send us an email.

Direct link here: <http://www.artech.com.pg/pages/contact.php>

Good Luck.