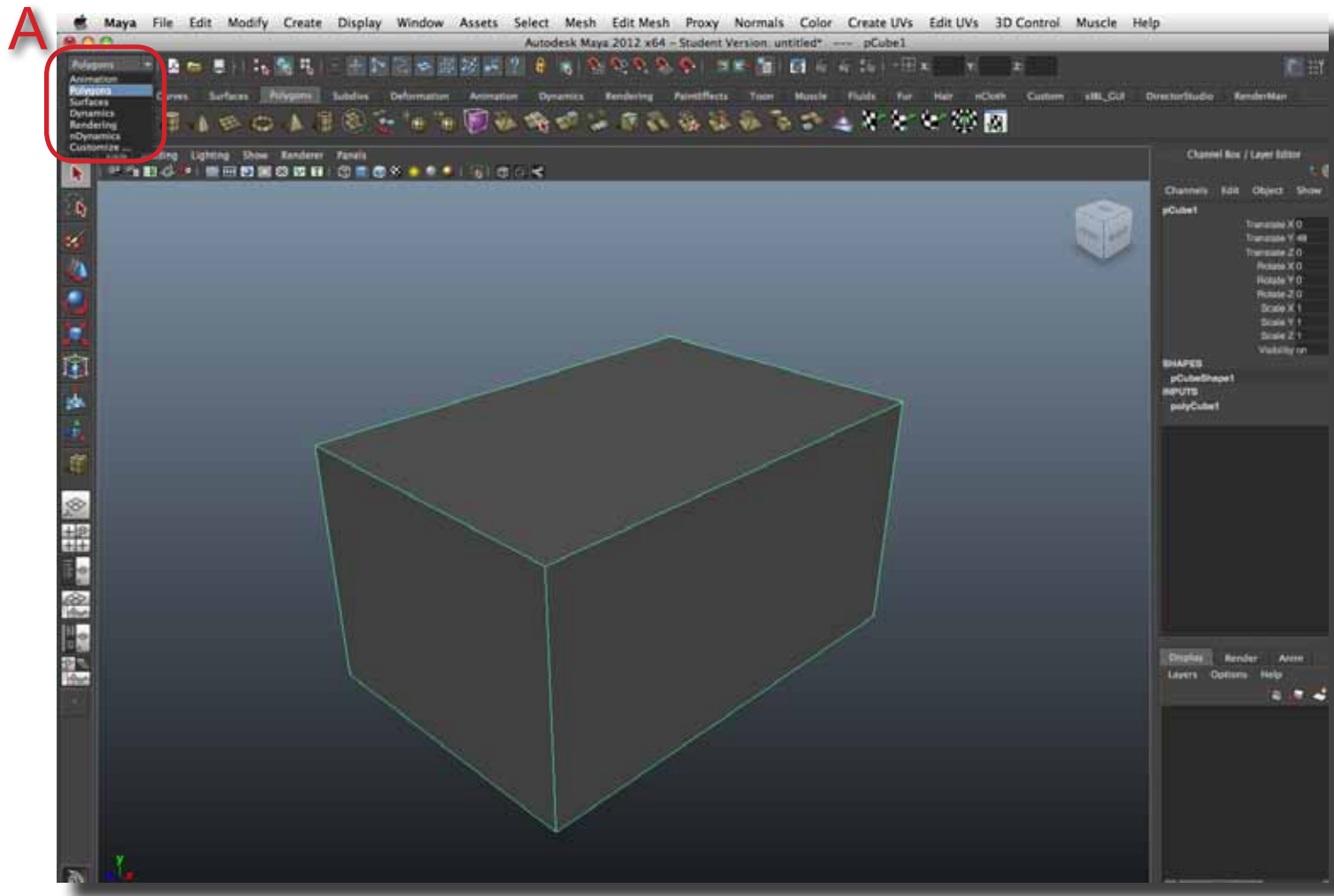


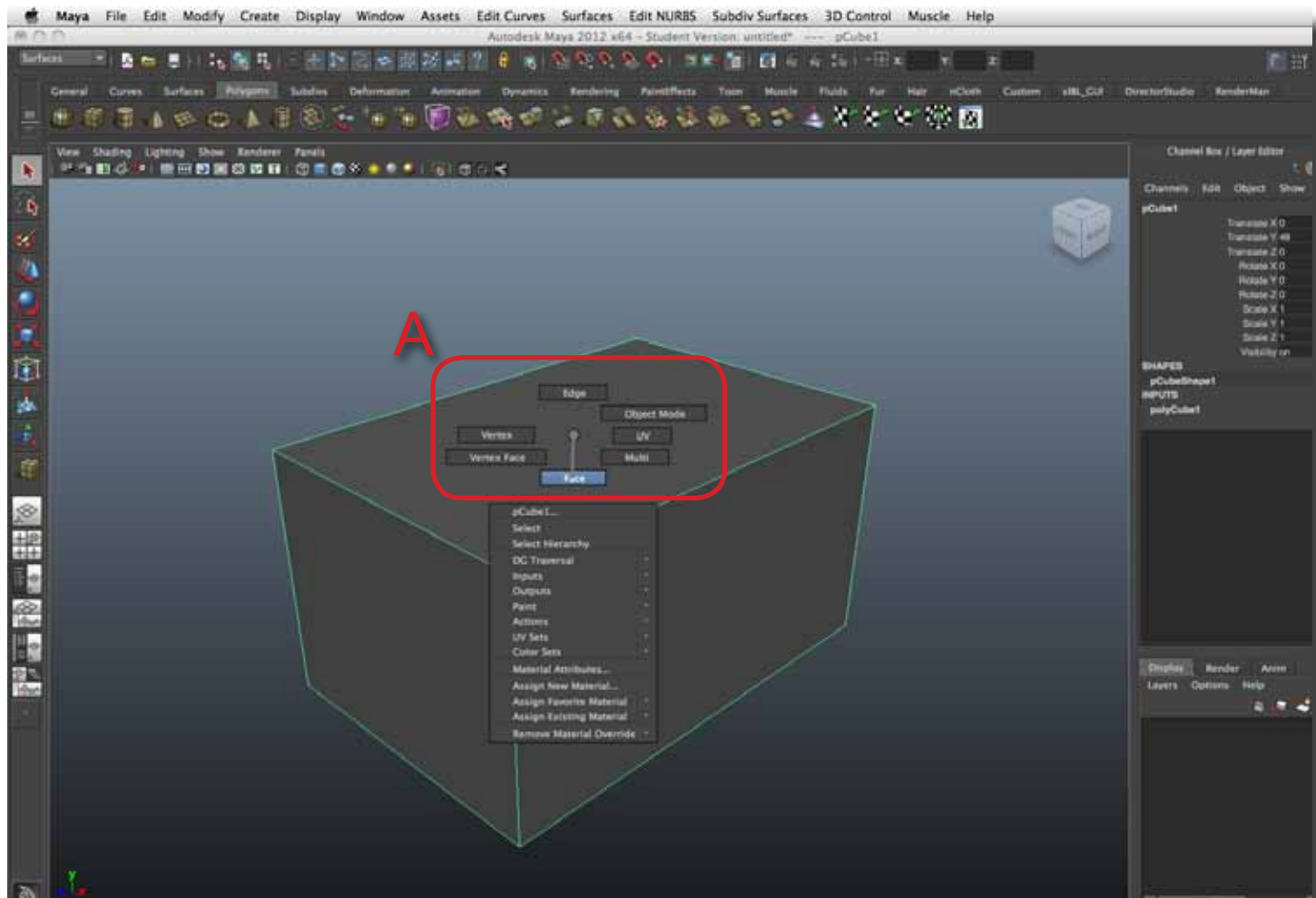
Maya - Basic Polygon Manipulation

Step 1 To start editing polygons, make sure the interface is in the Polygon mode. Select Polygons from the pop-up menu (A).



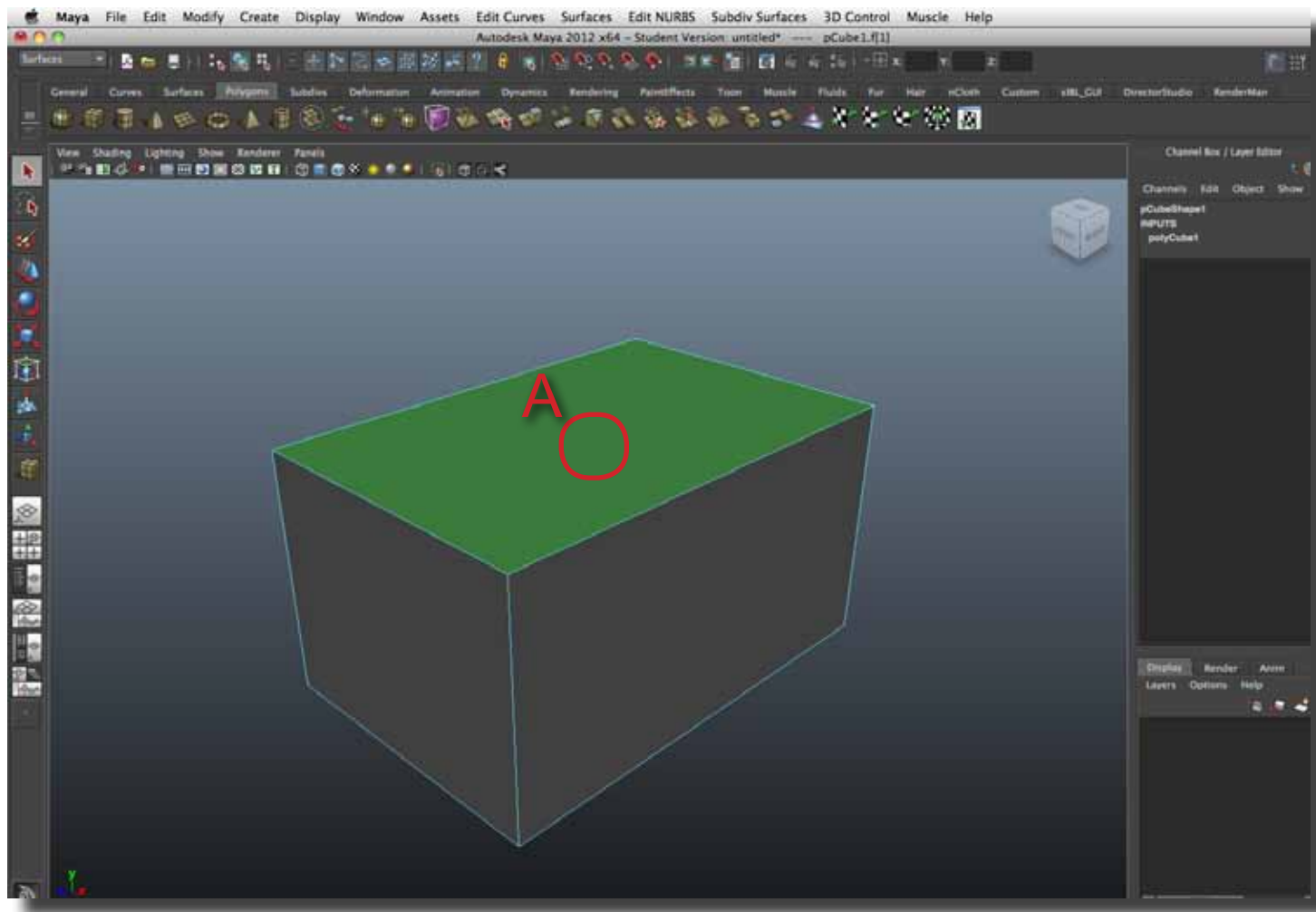
Maya - Basic Polygon Manipulation

Step 2 By right mouse clicking on a object, a context sensitive menu will appear. In this example, the face component option is being selected (A).



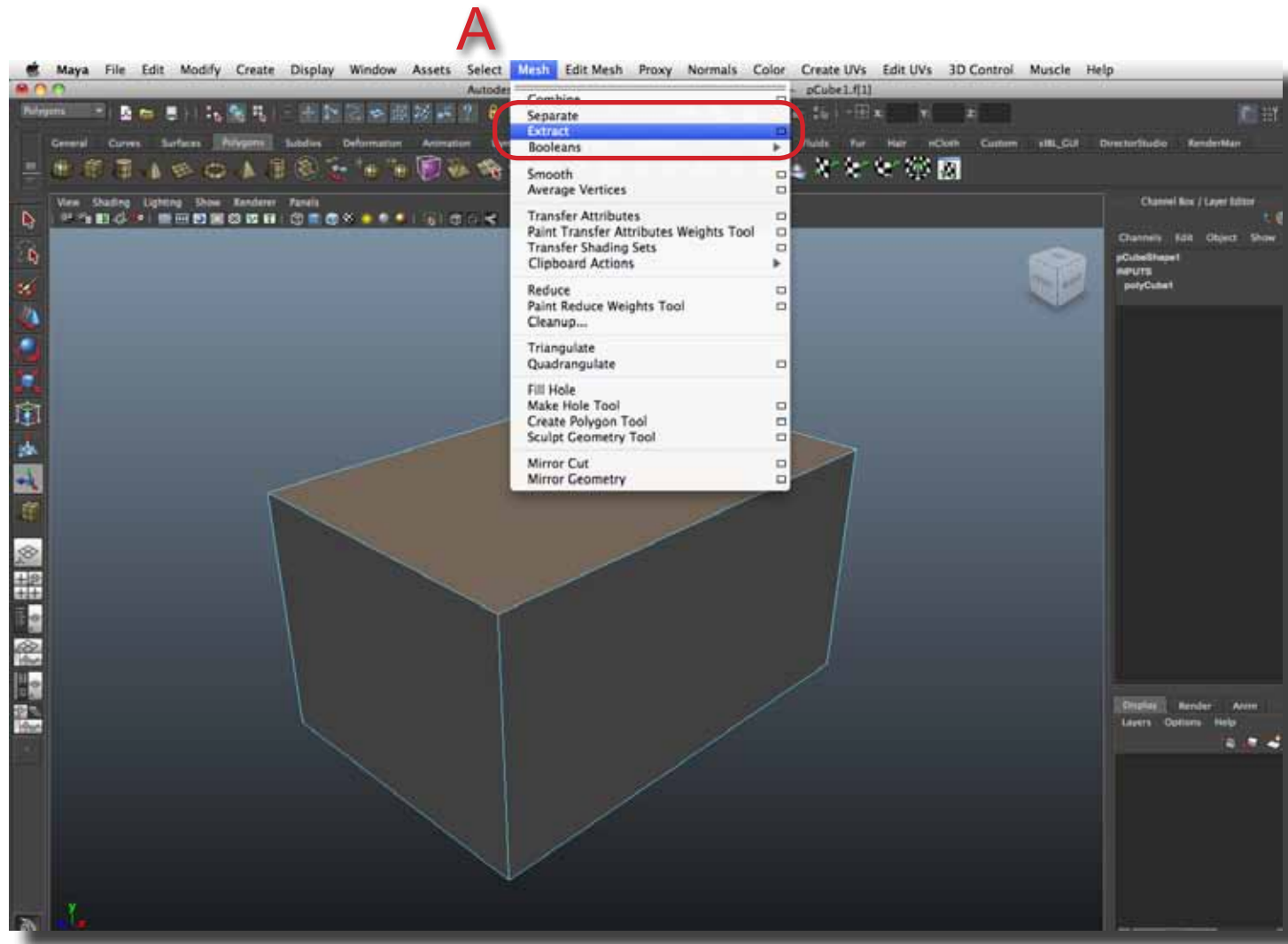
Maya - Basic Polygon Manipulation

Step 3 As you roll over an polygon objects, the different faces are highlighted. The face can be selected by clicking on it (A).



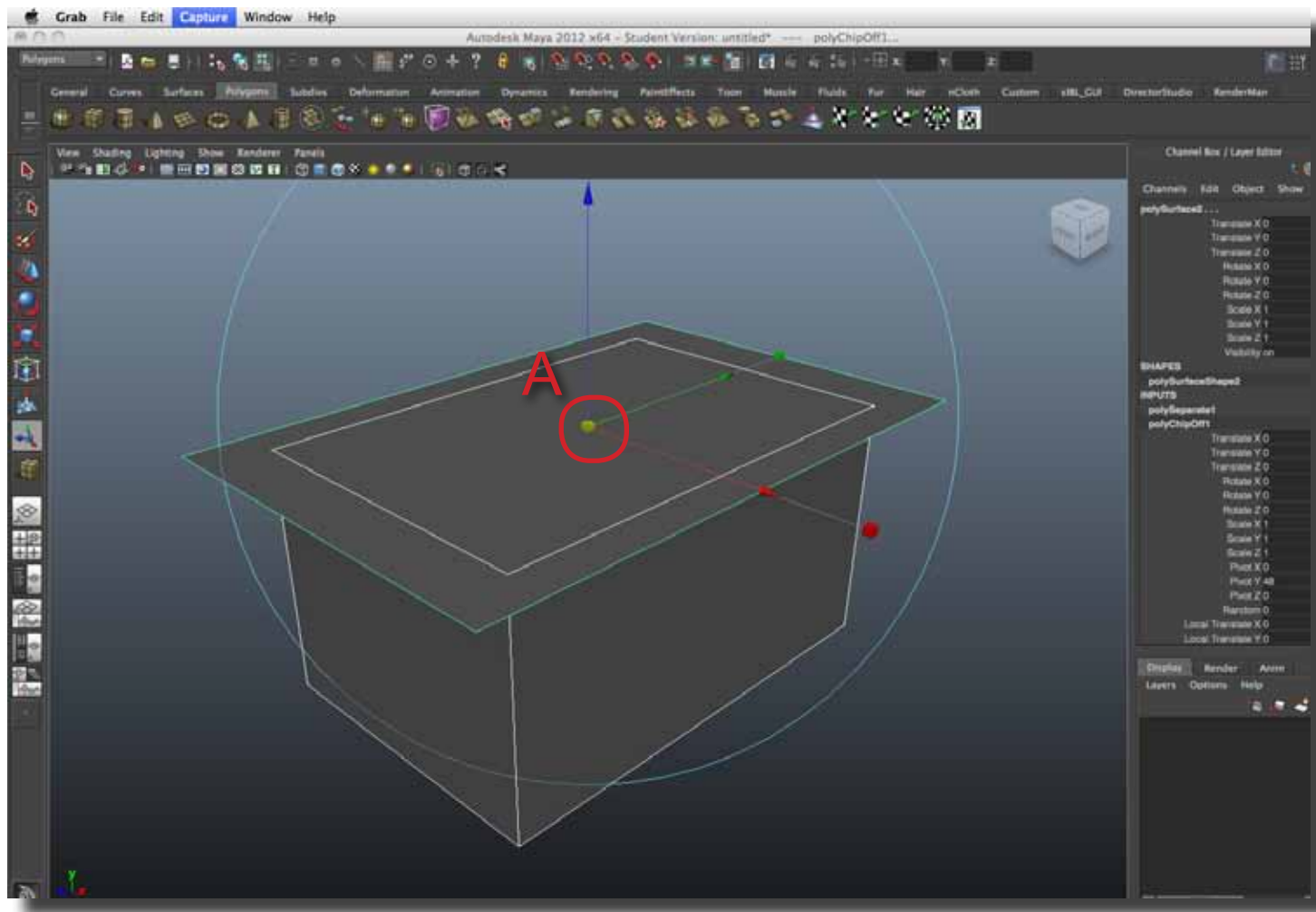
Maya - Basic Polygon Manipulation

Step 4 To separate the face from the rest of the polygon, choose Mesh > Extract (A).



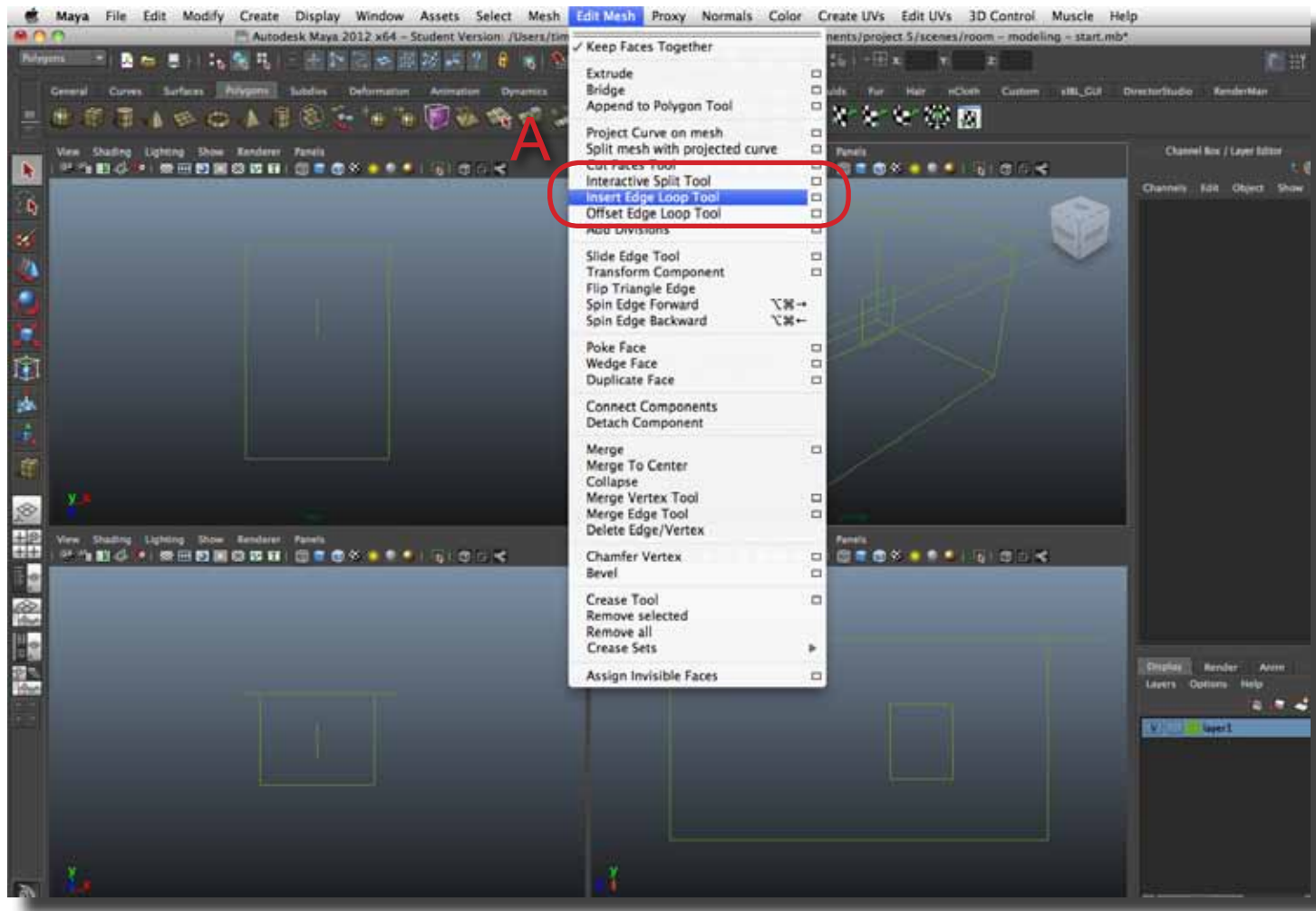
Maya - Basic Polygon Manipulation

Step 5 Right after extracting the face, the manipulation tool is active. The face can be moved, rotated or scaled. (A).



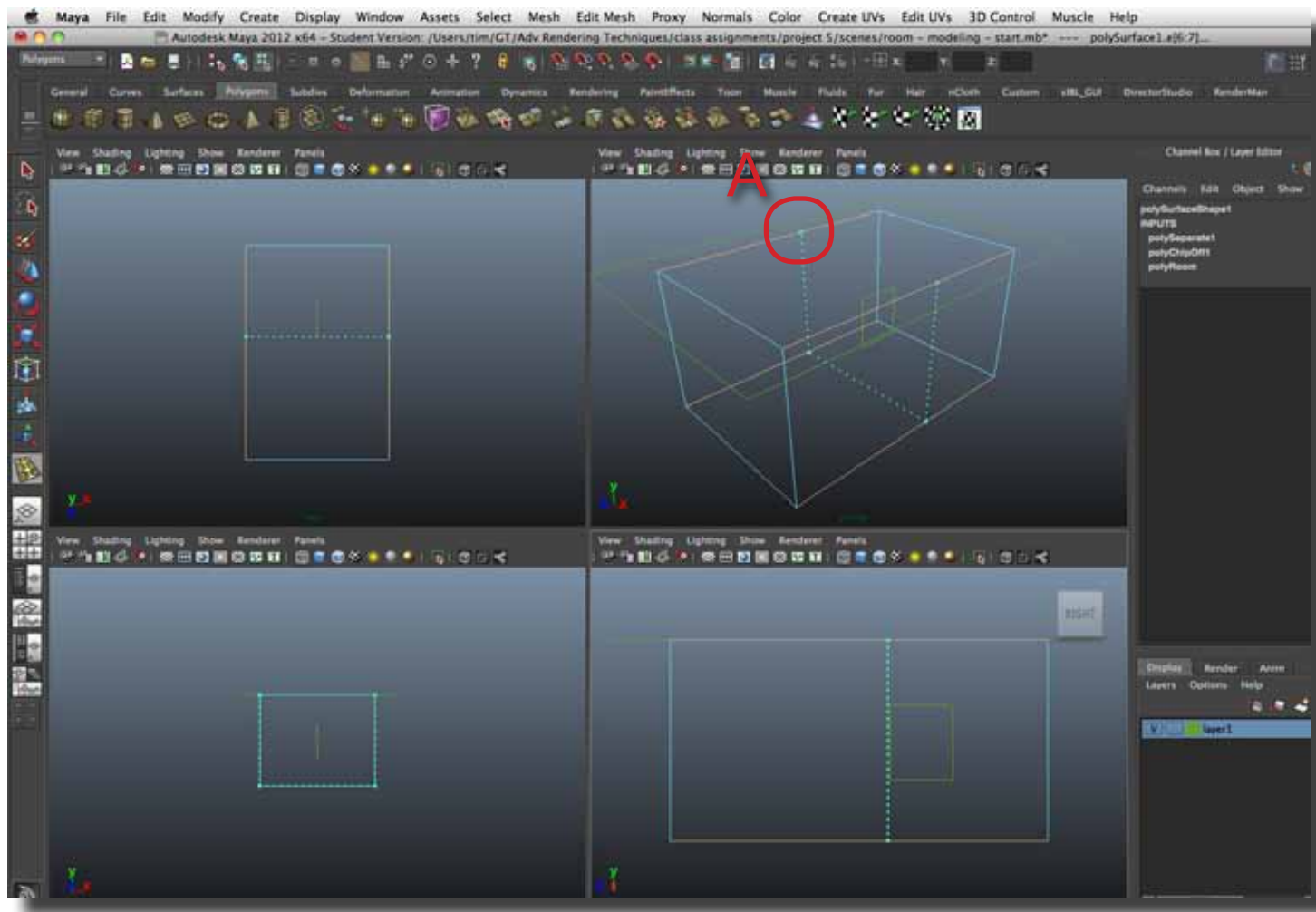
Maya - Basic Polygon Manipulation

Step 6 In this next example, a hole will be added to the polygon cube to act as a window. Go to Edit Mesh > Insert Edge Loop Tool to start subdividing the polygons(A).



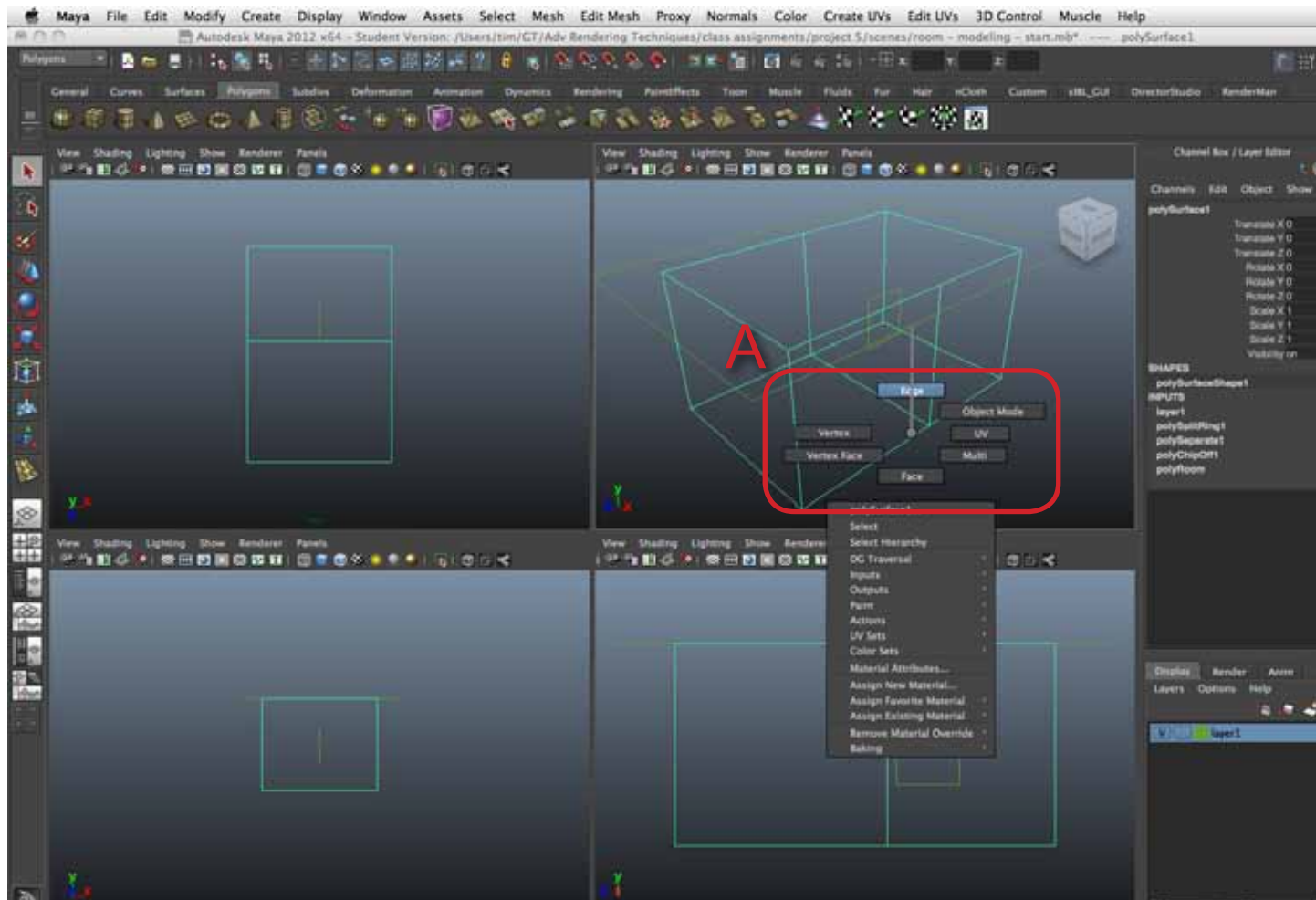
Maya - Basic Polygon Manipulation

Step 7 Click on the edge to split the polygons (A). Do not worry about exactly locating the edge at this point.



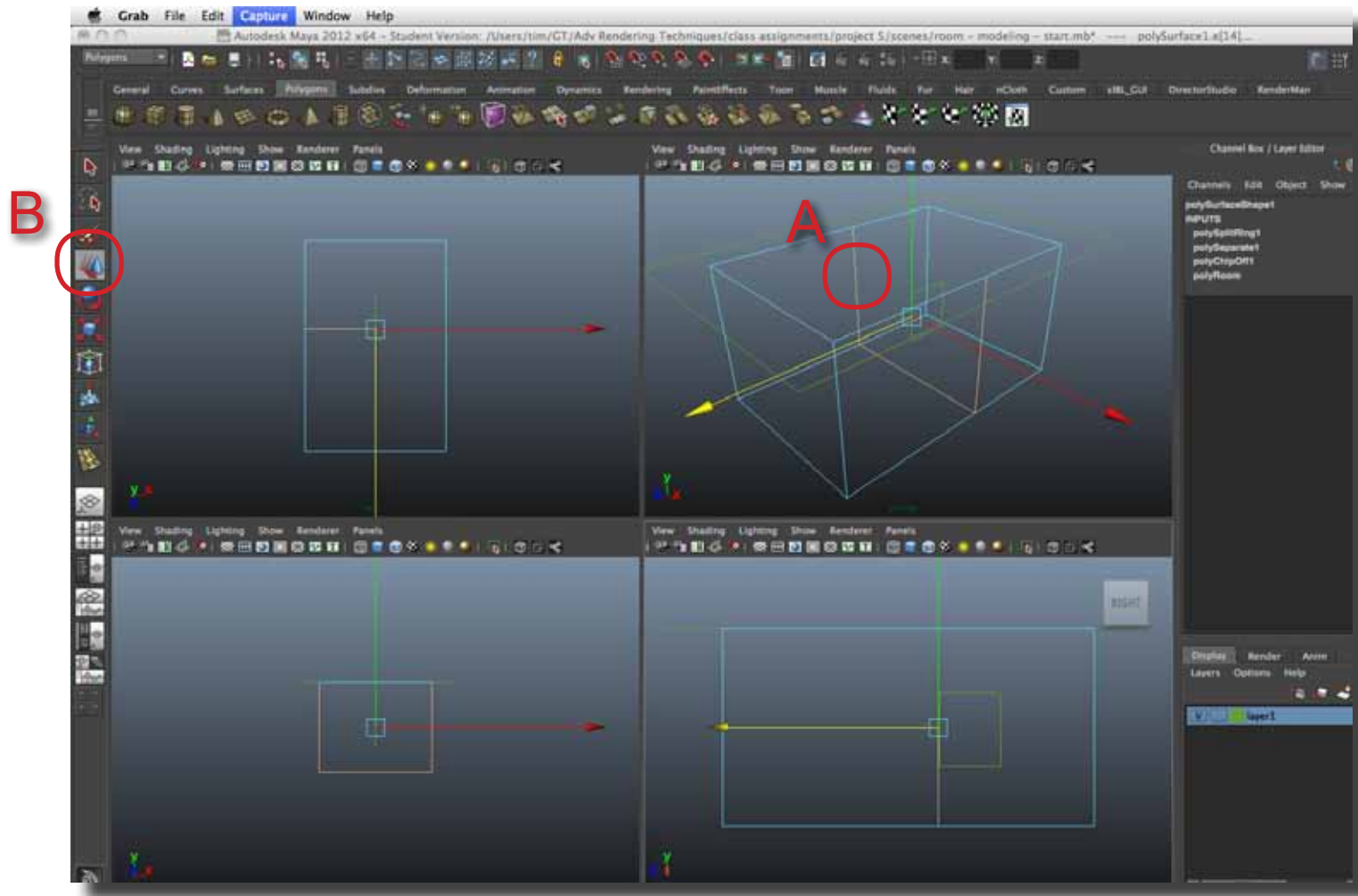
Maya - Basic Polygon Manipulation

Step 8 To move the edge after inserting it, switch to the edge component mode. Right mouse click on the object and choose edge (A).



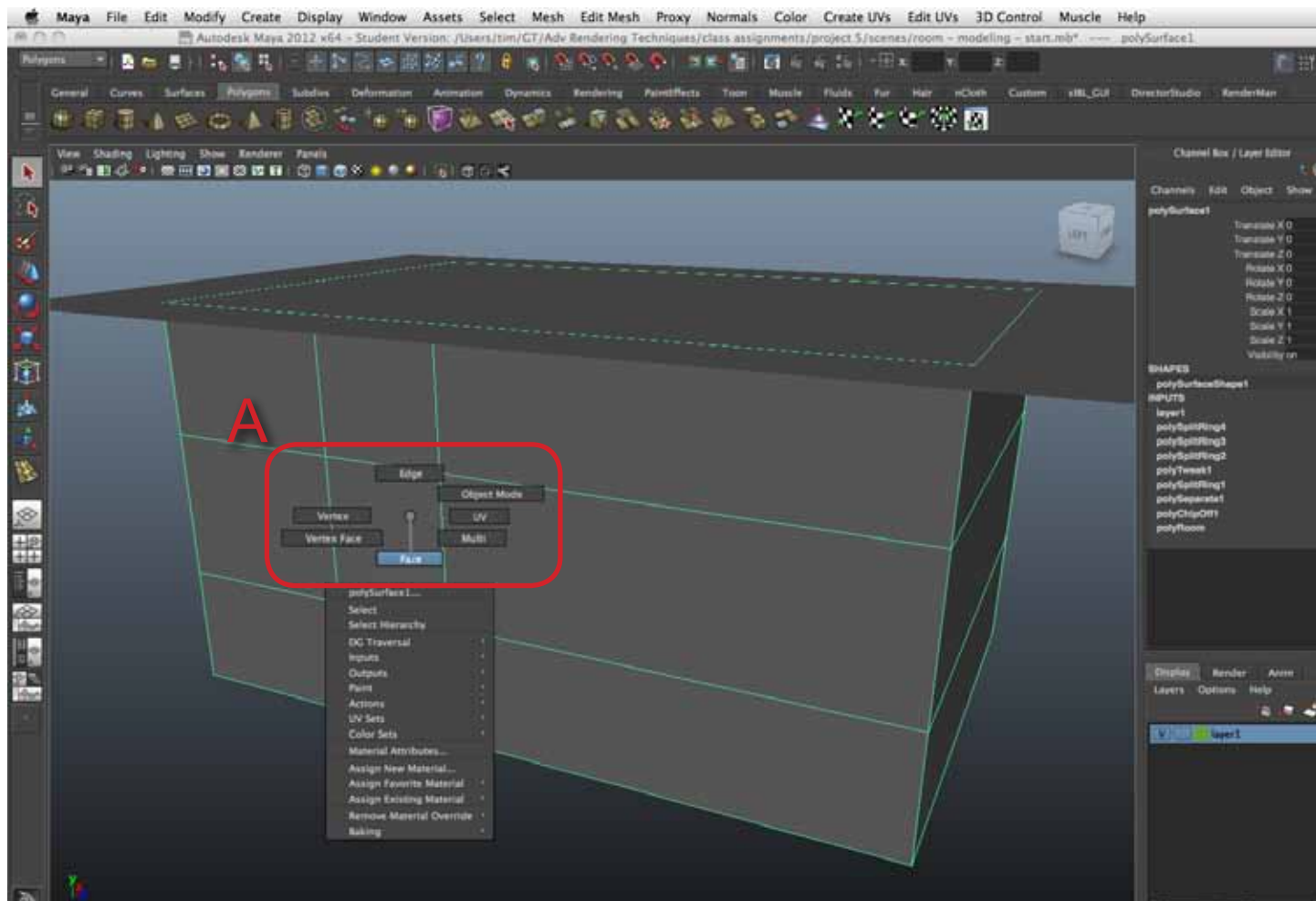
Maya - Basic Polygon Manipulation

Step 9 Double click on an edge to select the complete edge and not just one section (A). Then choose the move tool (B) and use the manipulators to move the edge around.



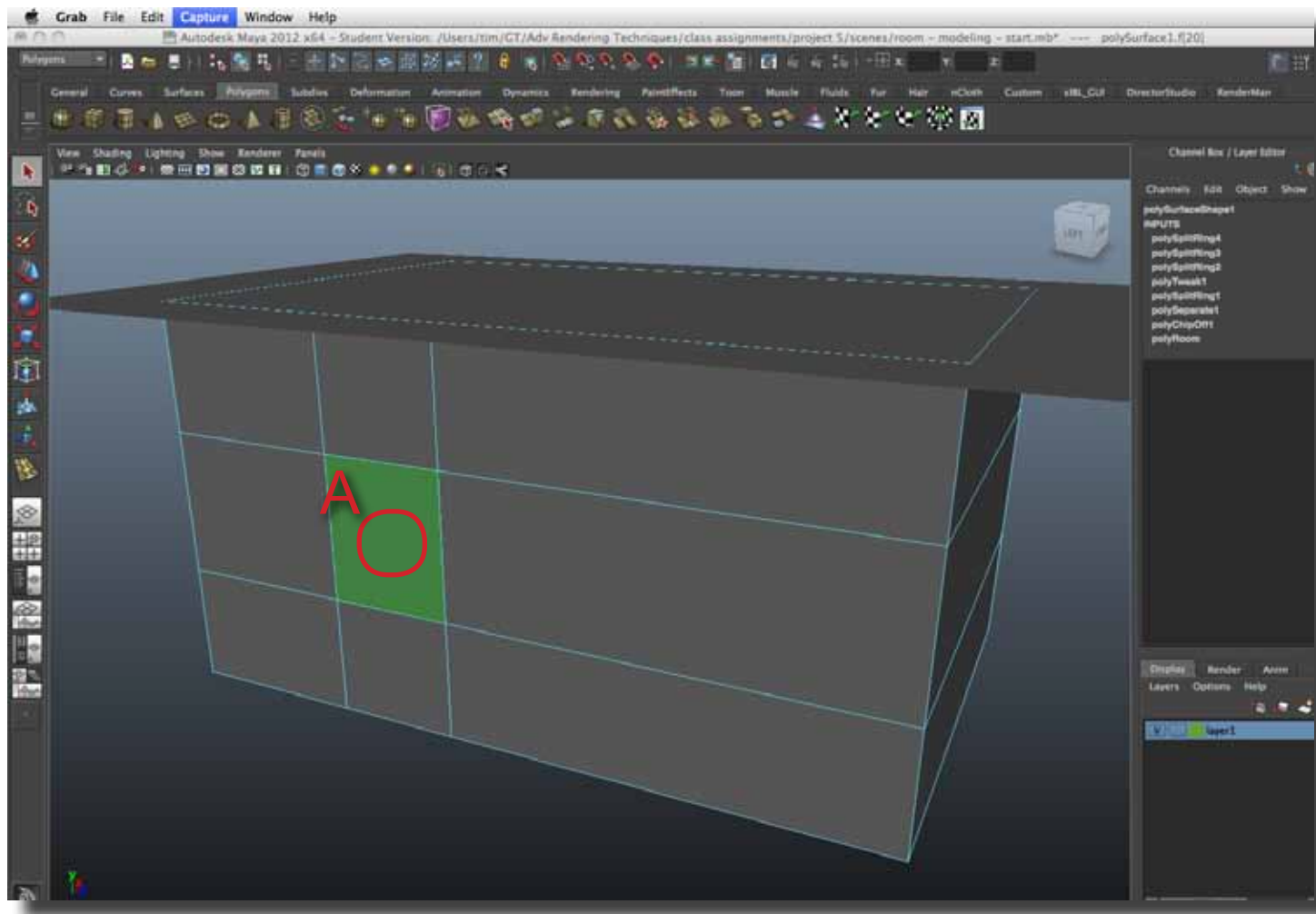
Maya - Basic Polygon Manipulation

Step 10 After inserting the three other edges and moving them to correct location, switch back to Face component mode (A).



Maya - Basic Polygon Manipulation

Step 11 Pick the face that defines the “window” area (A).



Maya - Basic Polygon Manipulation

Step 12 Then choose delete key to remove the face and open a hole into the polygon (A).

