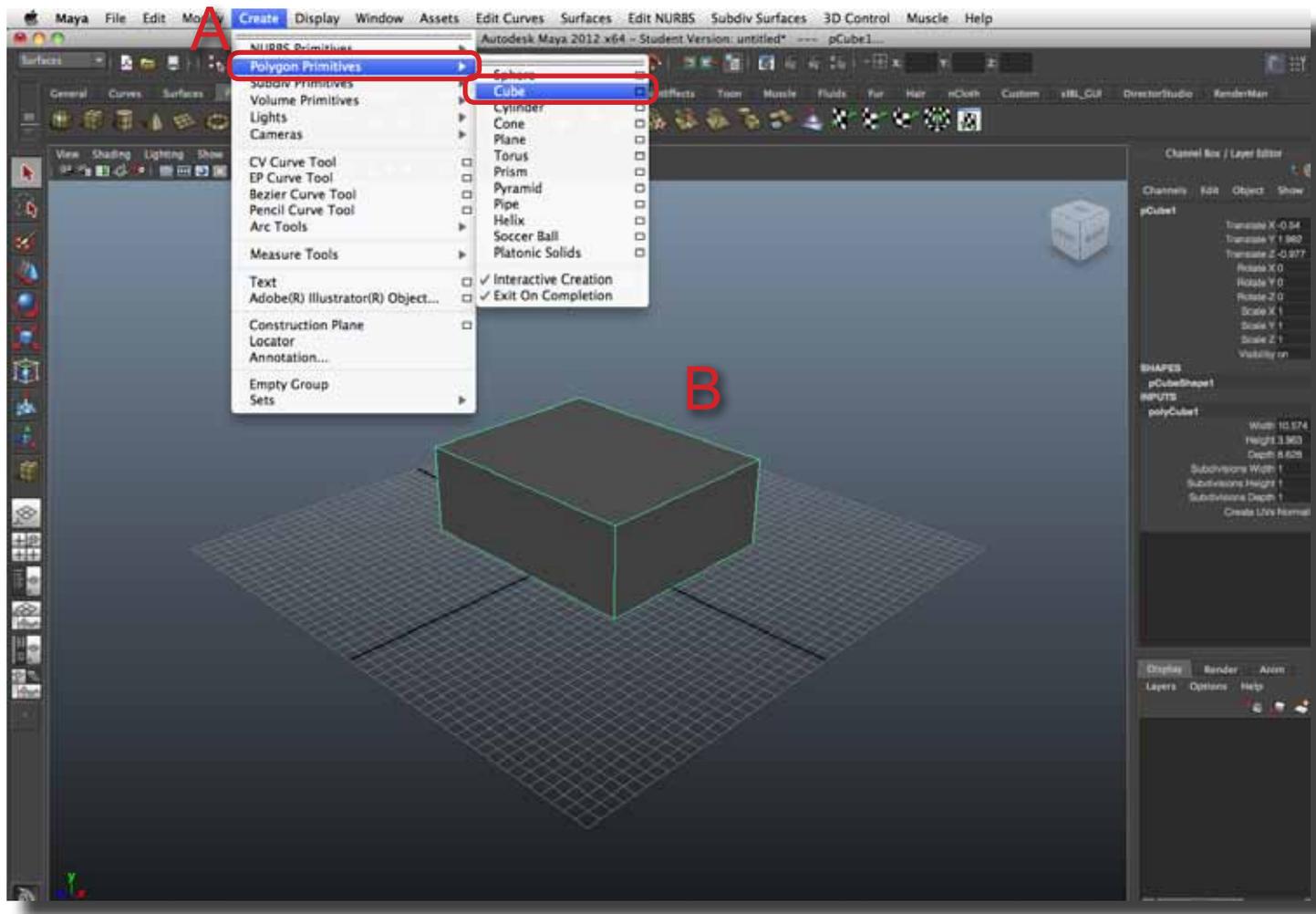


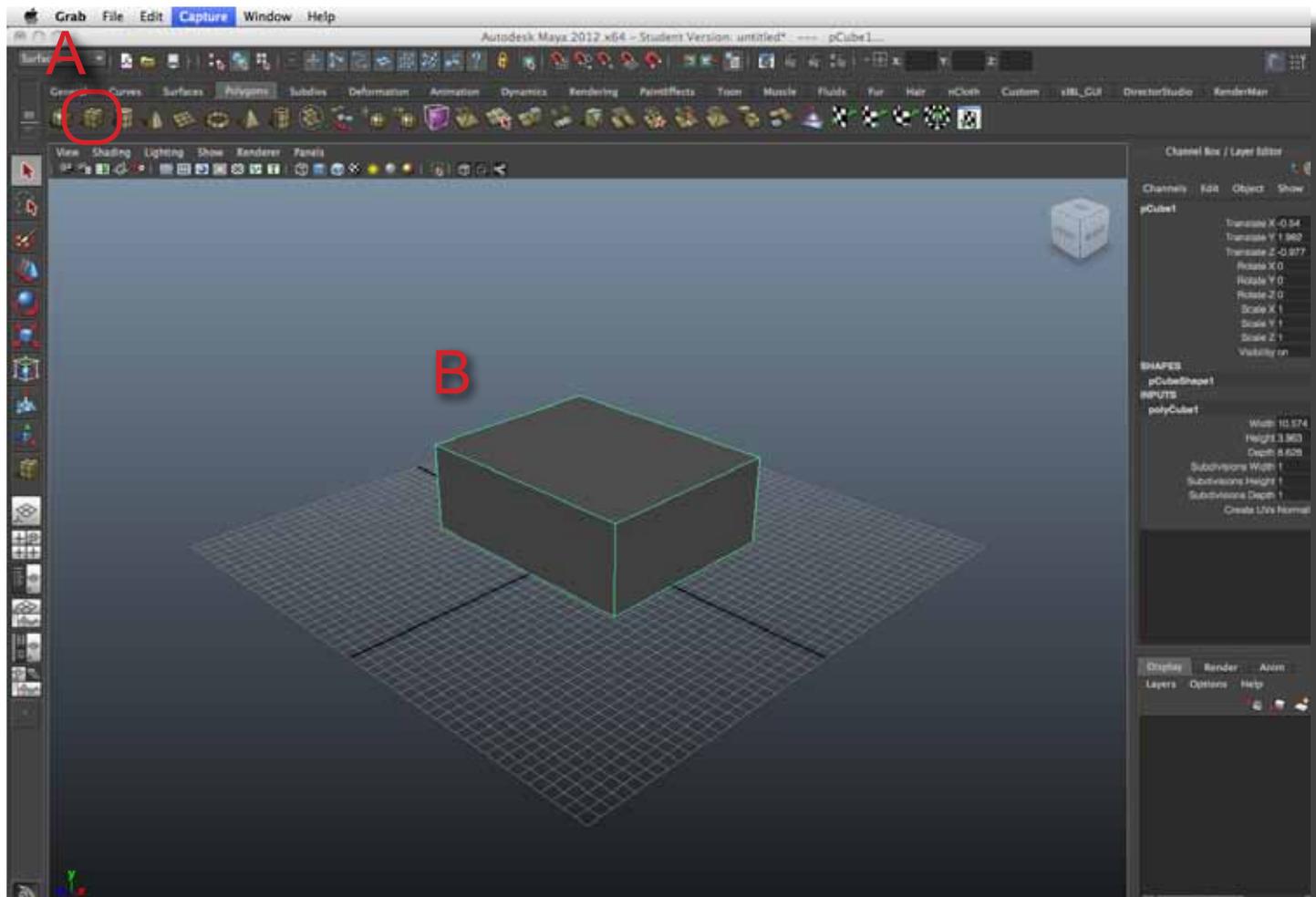
Maya - Working with Primitive Polygons

Step 1 Polygon primitives can be created in several different ways. From the menu, go to Create > Polygons Primitives > Cube (A). Click and drag in the modeling window to create the base (B). Then, click and drag up to define the height.



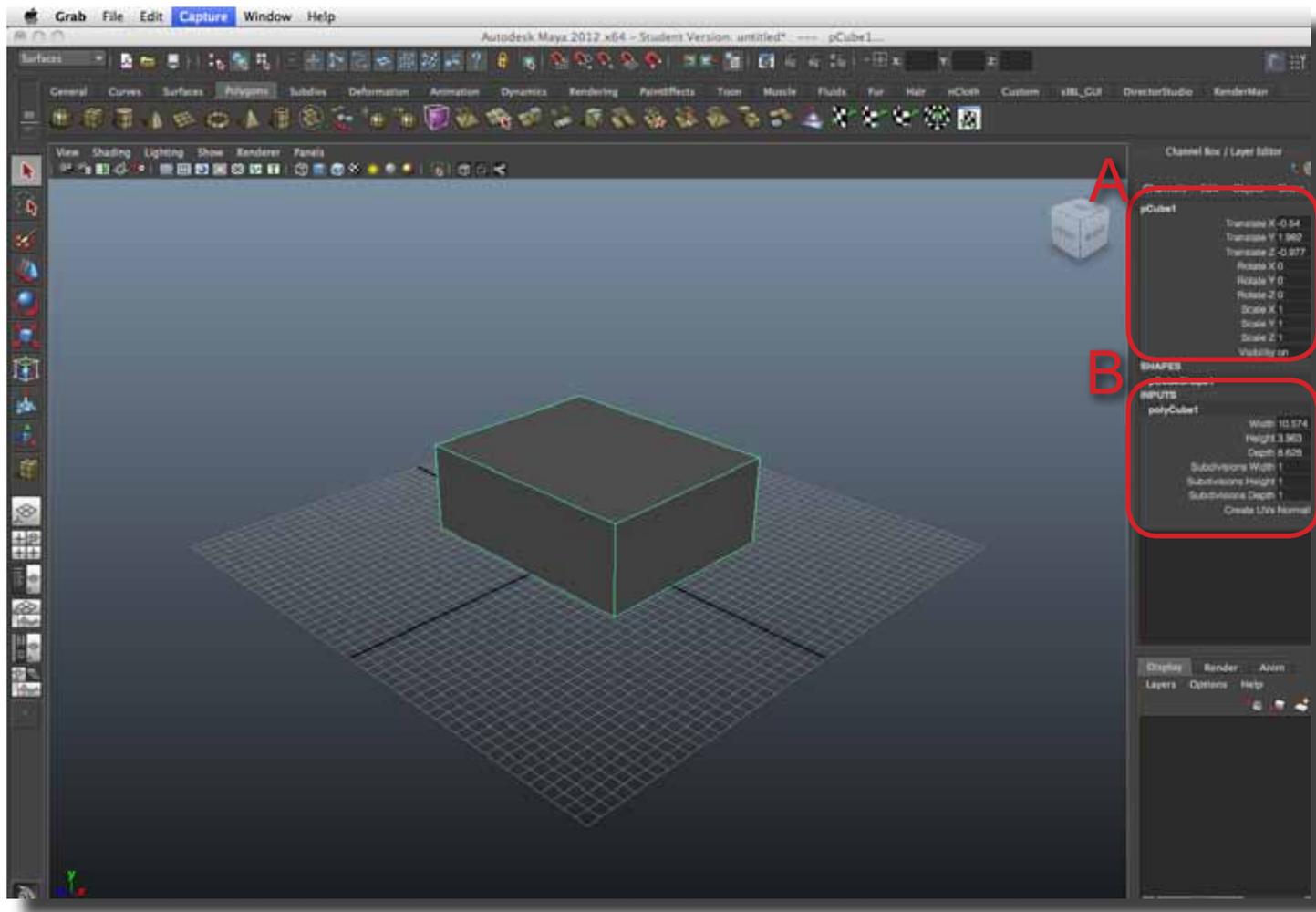
Maya - Working with Primitive Polygons

Step 2 Polygon primitives can also be accessed in the Shelf. Click on the Polygon tab and then select the primitive (A). Click and drag in the modeling window to create the basic shape (B).



Maya - Working with Primitive Polygons

Step 3 Primitives can be modified in two areas. Location and overall scale can be accessed in the transform area (A). Basic size information and subdivisions can be accessed through the Inputs area (B).



Maya - Working with Primitive Polygons

Step 4 Primitives can be modified into different shapes. In this example, a primitive torus was used. The inputs were changed to make a four sided ring (A).

