

# Maya Complete 4.5

Modelling a simple chess piece.

Continuing from the previous handout, we'll create the rest of the Chess Set using different modelling techniques.

Below are a selection of images showing different types of Chess sets and these we can use as references for our models.



Take a moment to study the different characteristics of the Chess Sets.

- i. Traditional/Classical organic in style - would suite NURBS modelling.
- ii. Modern/Industrial/futuristic - would suite Boolean modelling.
- iii. Coarse/modern and traditional - ideal for Box modelling.

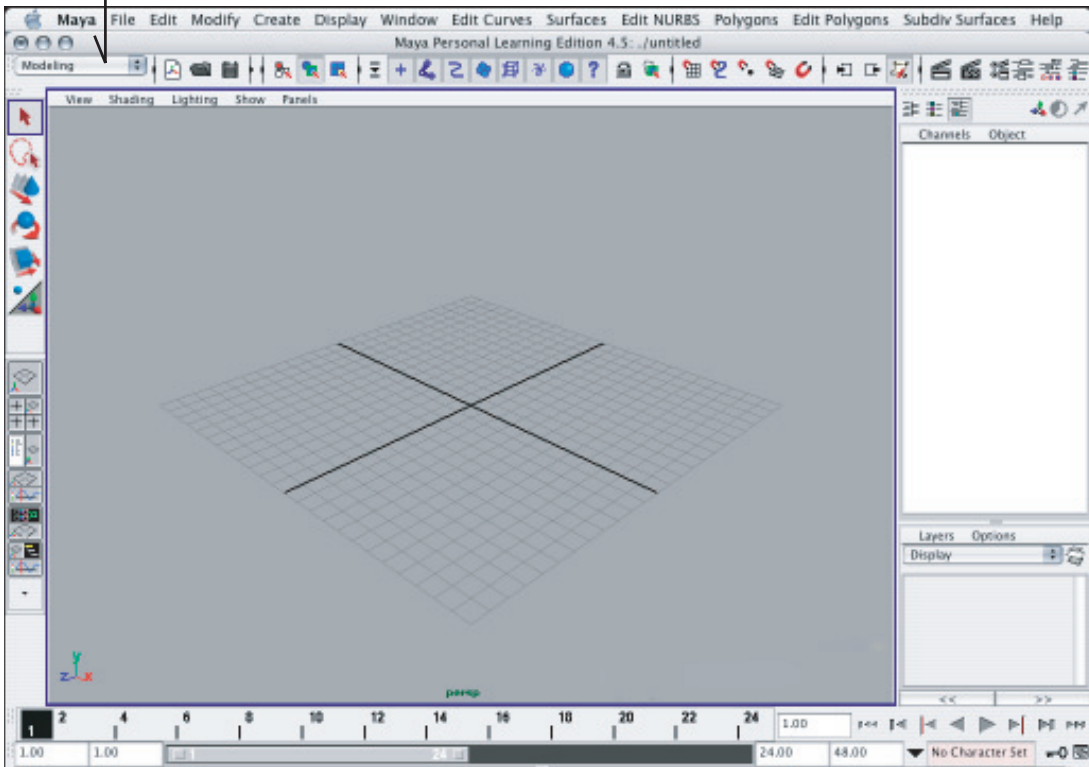
I've made initial assessments but any of the modelling techniques mentioned could apply to any of the Chess Sets. As you become more comfortable working in Maya you'll instantly know which is the best approach, or use the method that you prefer but taking time to analyse the characteristic features, proportions and detail of the different pieces, and if you feel it necessary, make sketches (strongly recommended), is a worthwhile study that will benefit you hugely when it comes to the modelling stage.

We will create the Chess pieces using the different modelling techniques listed above as an exercise. Bear in mind that the methods deployed in this handout are covered in brief (particularly NURBS), therefore they're quick ways of producing the models. More detailed explanations will be given in the lesson.

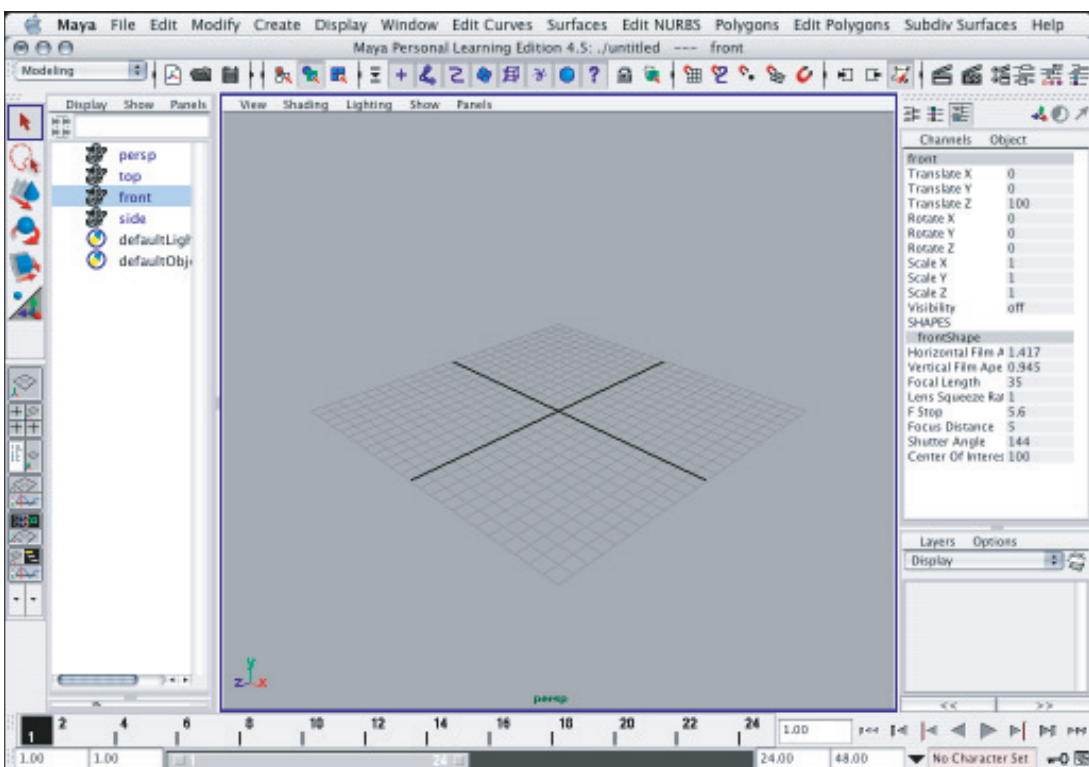
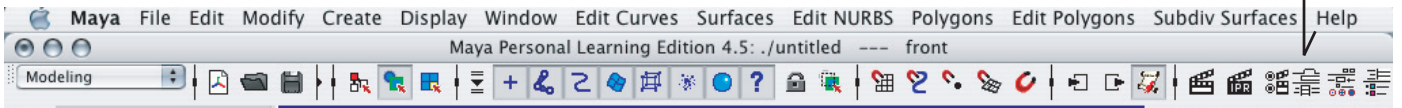
# Maya Complete 4.5

Modelling a simple chess piece.

As before check that in the Menu Bar you' re in Modelling mode,

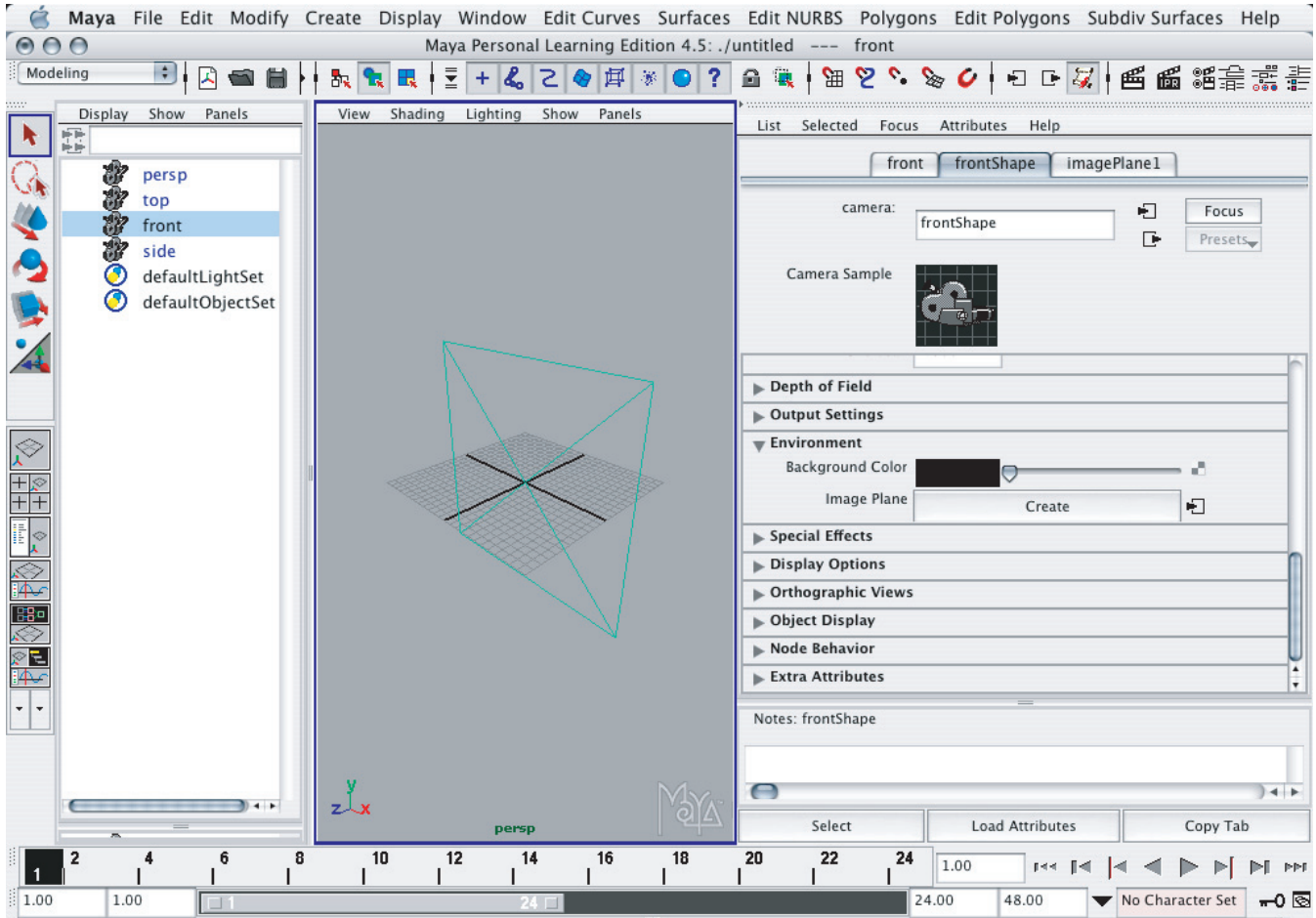


Then click here to open the Perspective/Outliner display as shown in the image at the bottom. Notice that the Camera (icon) Front is selected so if in your Outliner it's not, click on it then click on Show or Hide Attribute Editor.

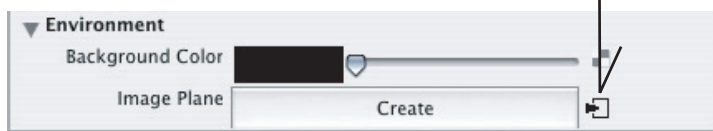


# Maya Complete 4.5

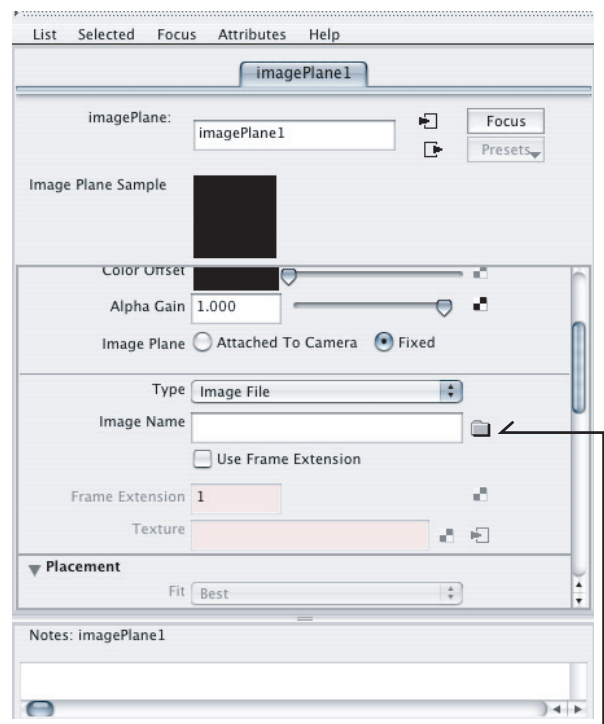
In the attribute editor move the scroll bar down until you find Environment. Click on the little arrow to open the its attributes then click Image plan. You should have a plan in the Z axis (facing the Front View). This is where we'll place our image.



Click here to go the panel where we'll load our image.



Click on the folder icon, this will enable us to browse the hard drive to where our image is stored.



... continued in the classroom ...