

## Assignment 1 “Poly Model”

### Objective

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To build an accurate three-dimensional replica of a simple physical item. Achieve fluency navigating three-dimensional space. Through observation, visually dissect a physical object into its simple geometric shape components and use these shapes as a foundation to reconstruct the object. Use the move, scale, and rotate tools to reshape simple polygons.

### Assignment

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Choose an object that you would like to model. Your object should be of average complexity, as you will receive a higher grade for added complexity. However, choose an object that you will be able to complete on time. (You may not model cell phones or portable mp3 players – try to be original. You should practice drawing this object with pencil and paper from multiple angles, taking note of the objects simple geometric components. Begin building this item in Maya. Shading (adding color) to your model is optional. Instructions for handing in the assignment will be discussed in class.

### Competencies

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Upon completion of this assignment you should be able to:

1. Fluently use the move, rotate, and scale tools.
2. Edit a polygonal mesh.
3. Work in Object and Component modes.
4. Understand Object hierarchies.
5. Use groups and layers.
6. Navigate Viewports.
7. Manipulate an object with the Channel and Attributes menus.
8. Understand Object History.
9. Use basic shading.

### Terms

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Orthographic Projection  
Normals  
Extrude  
Pivot Point  
Lambert  
Vertex  
Booleans

Face  
Outliner  
Wireframe  
CV curve  
Isoparm  
Edge Loop  
Node

Marking menu  
Hotbox  
NURBS  
EP curve  
Revolve  
Chamfer Vertex