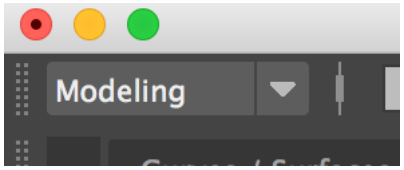
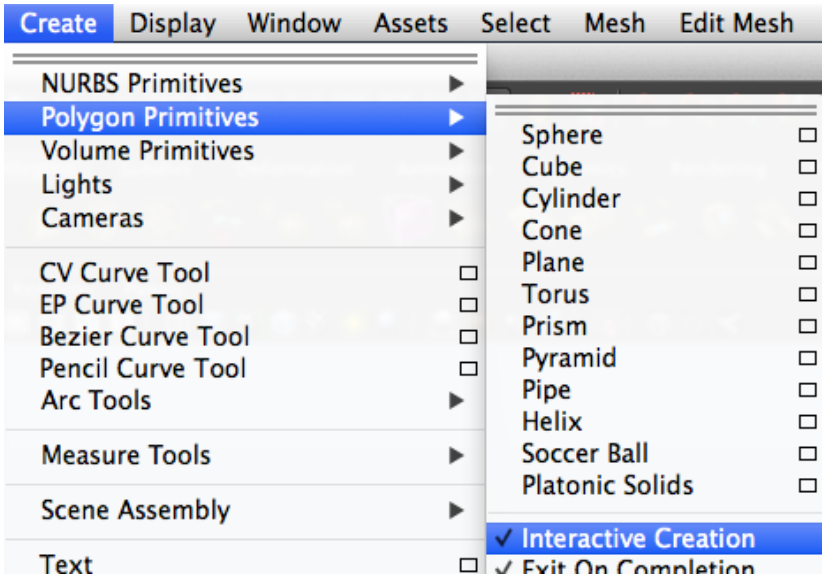
Tutorial chair modelling in Maya

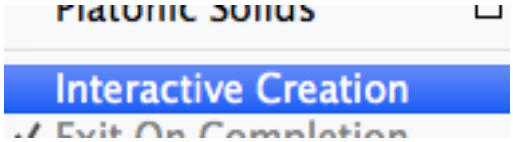
René Birkholm



Make sure to be in modeling ”mode”.

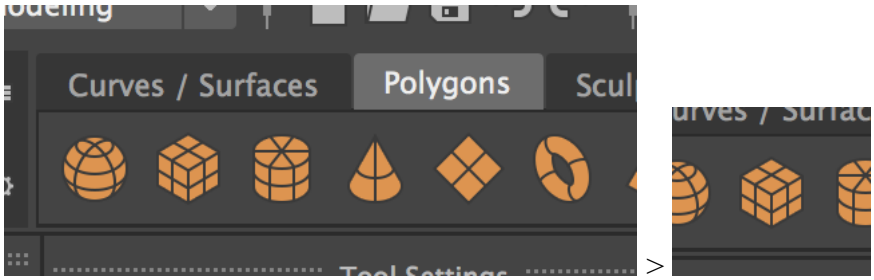


Here is by default added a checkmark.
Remove it.



Removed!
Now polygon models will be placed correctly in the middle of the scene, when you create them.

Like this..



Click Cube.

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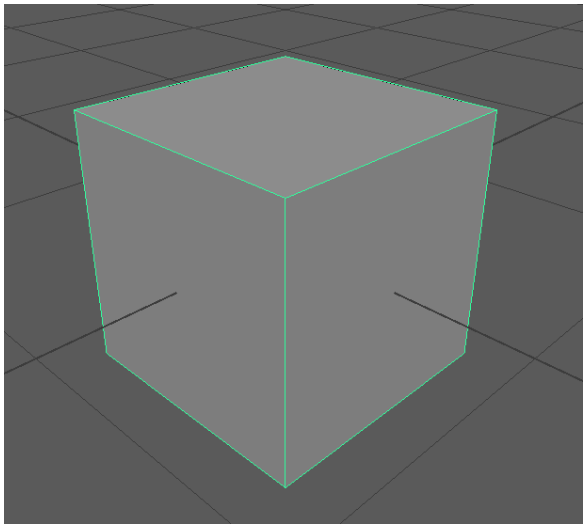
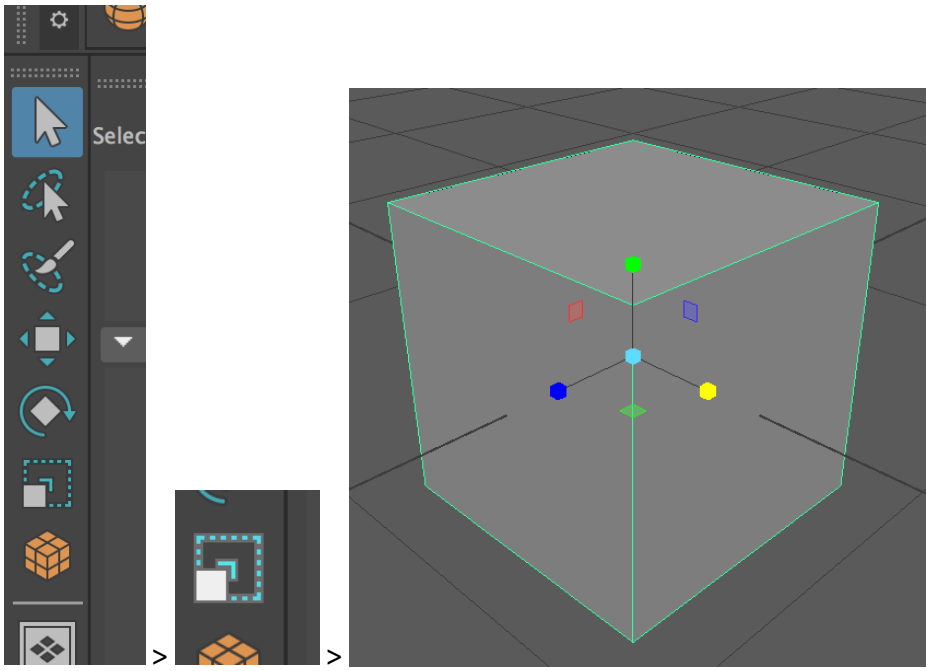


Here it is.



Select the scale tool.

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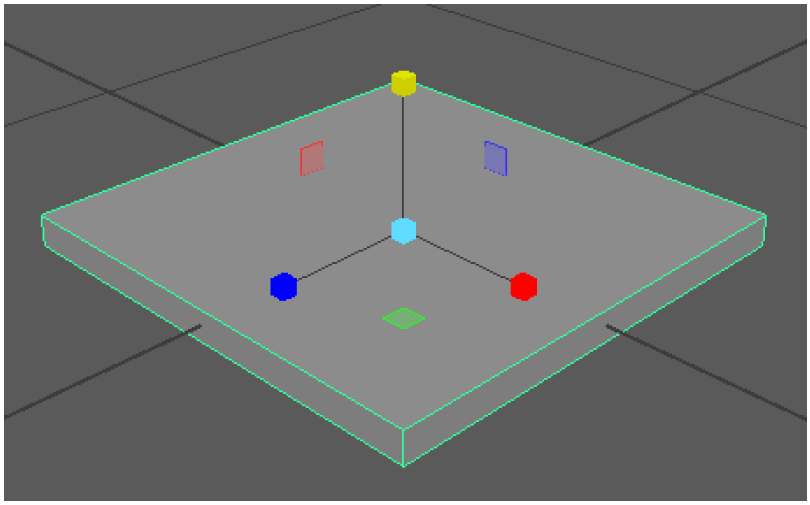
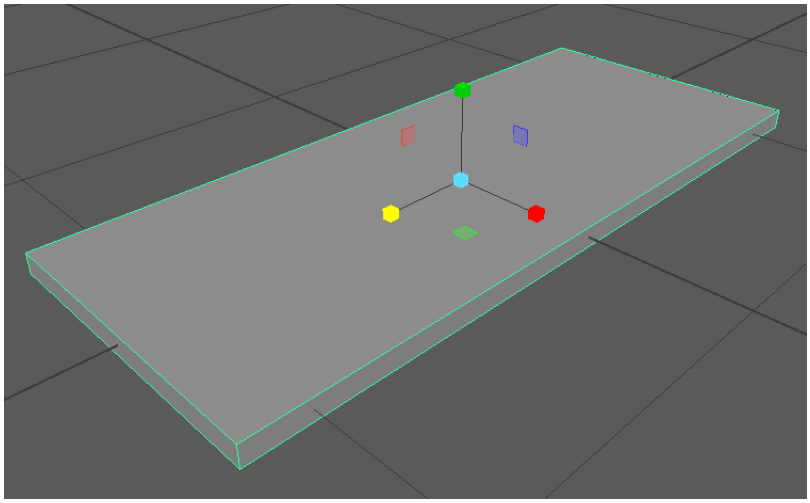
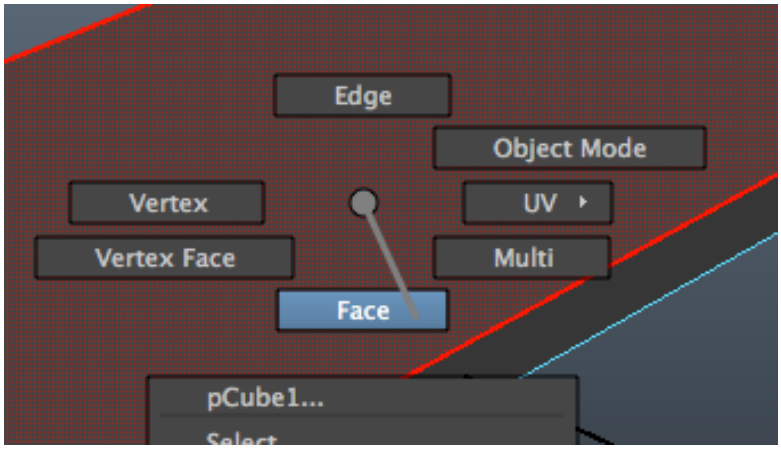


Make the cube flat scaling it along the y-axis.



Scale it along the z-axis



RMB-click the object and select Face.

Now you can select faces on the object.

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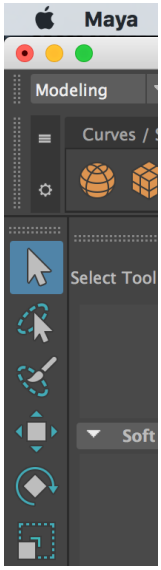

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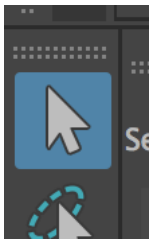
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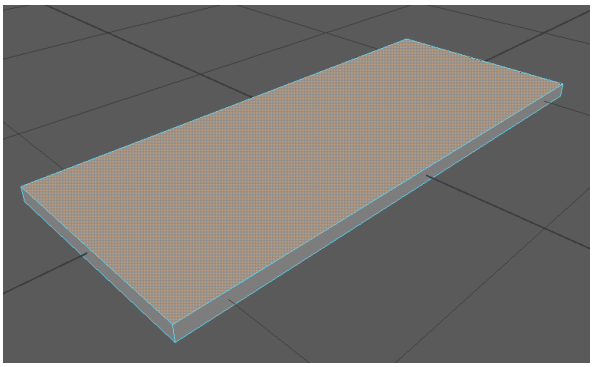
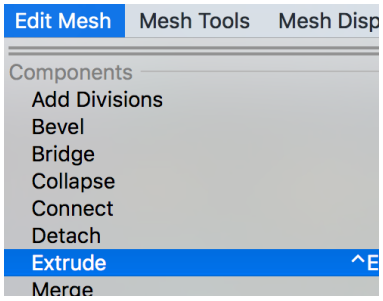
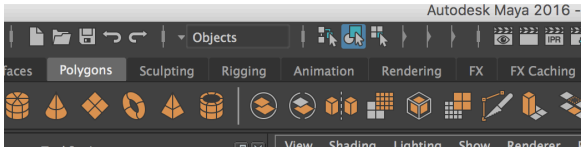


Select the Selection tool and use it to select this face.
It becomes brown.
It's selected.



Extrude it like this or…

like this…


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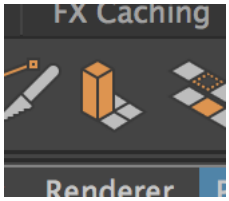


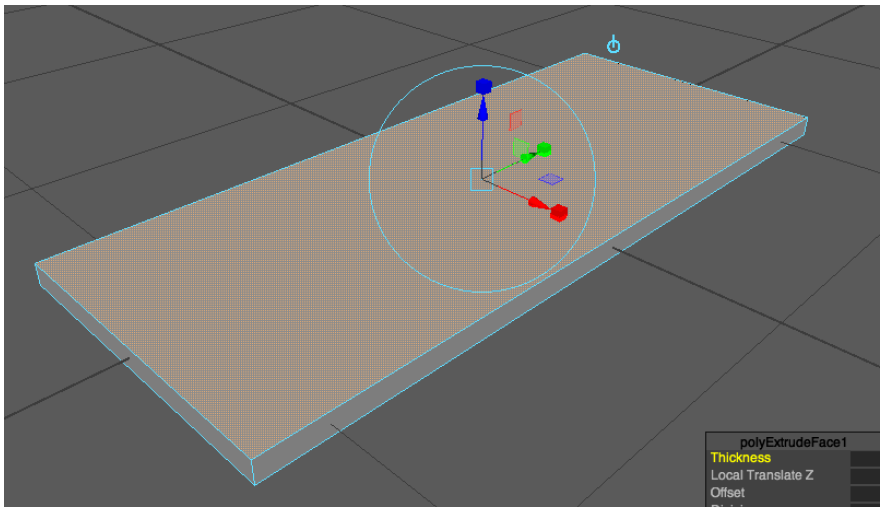
A **warning** before we continue**!**

Extruding is a simple technique. Nevertheless, things often go wrong here. So be careful!

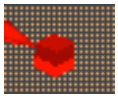
Things go wrong if you extrude more times on the same face.

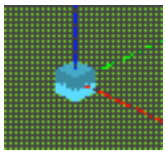
When you extrude you create an extra layer of faces. These faces have to be moved or scaled before you extrude again.

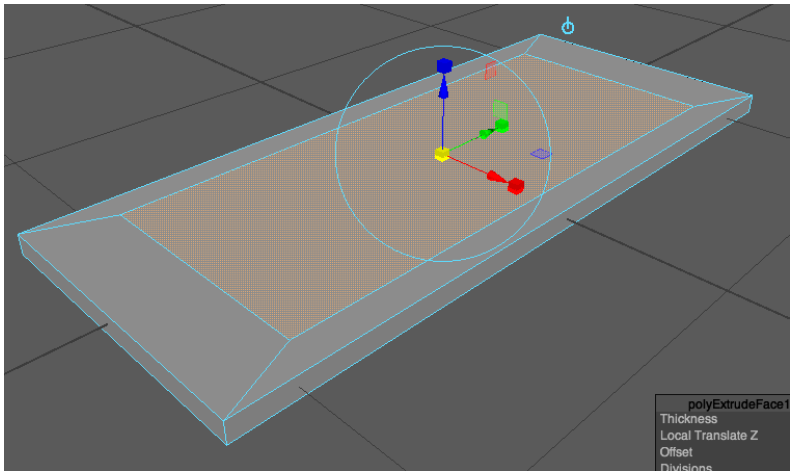
Otherwise you will create faces placed on top of each other at the exact same spot. Then the object will be impossible to cope with.



The face is extruded and the extrude tool is visible.

 Click on one of the colored scale boxes (handles) on the extrusion tool.

 A light blue box appears in the middle.



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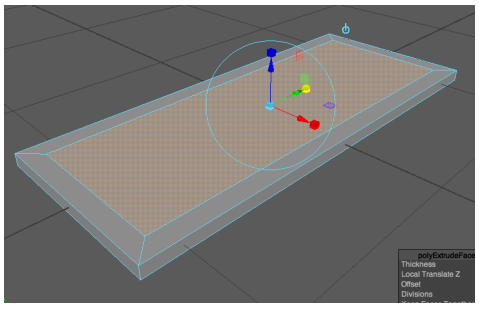
Use this light blue handle to scale the extrusion down along all the axes (Notice the handle becomes yellow when it has been used).

Now use this green box handle to extend the length of the face.



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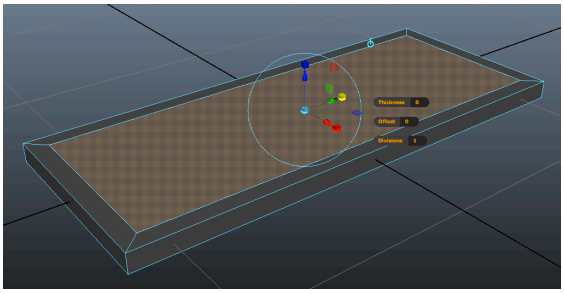
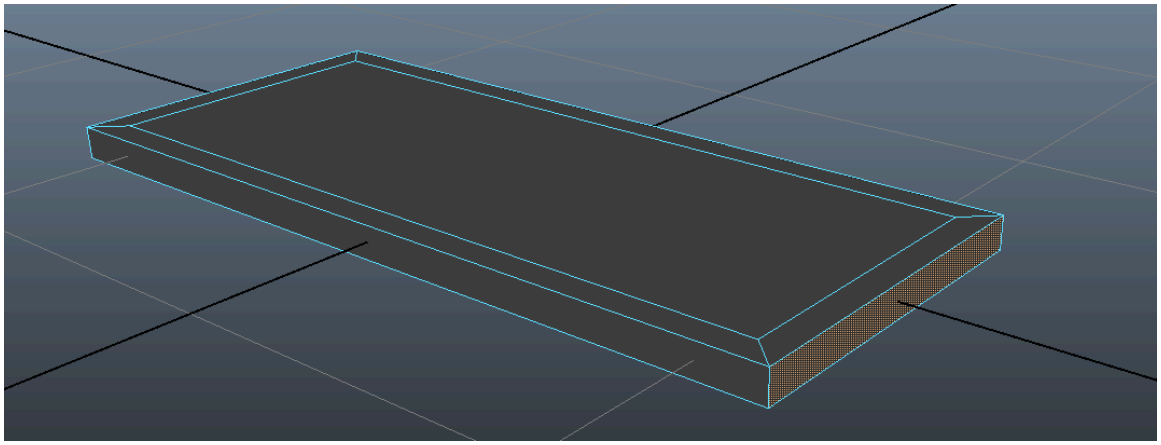


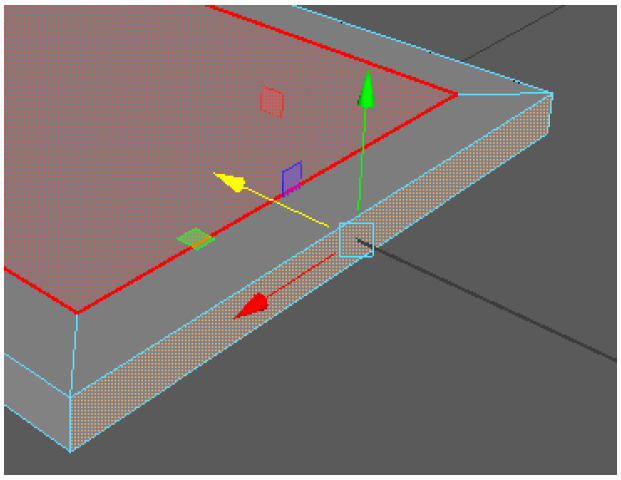
Like this.



Rotate your view (alt+LMB) and select this face.

>

>



Select the move tool.

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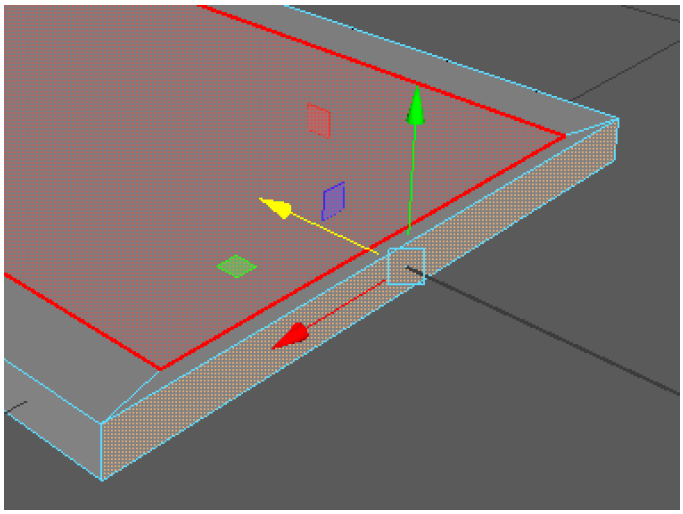
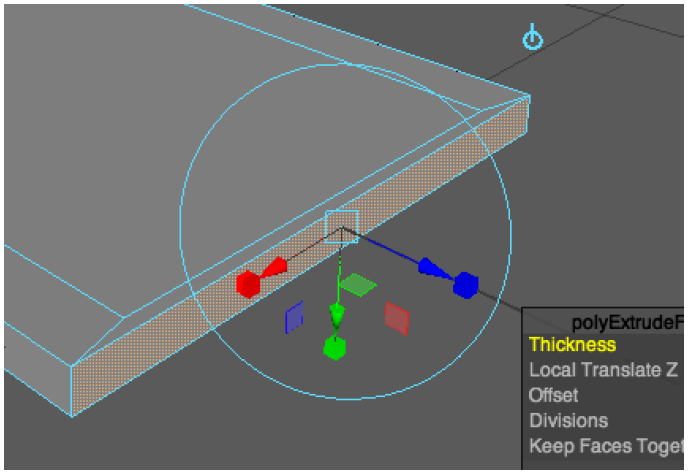
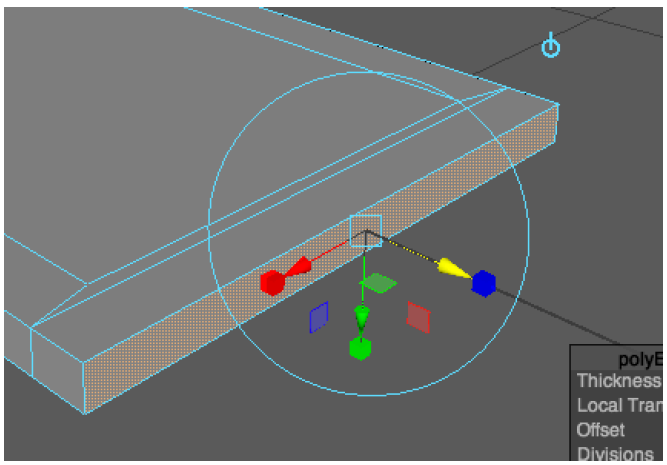


Move the face along the X-axis.

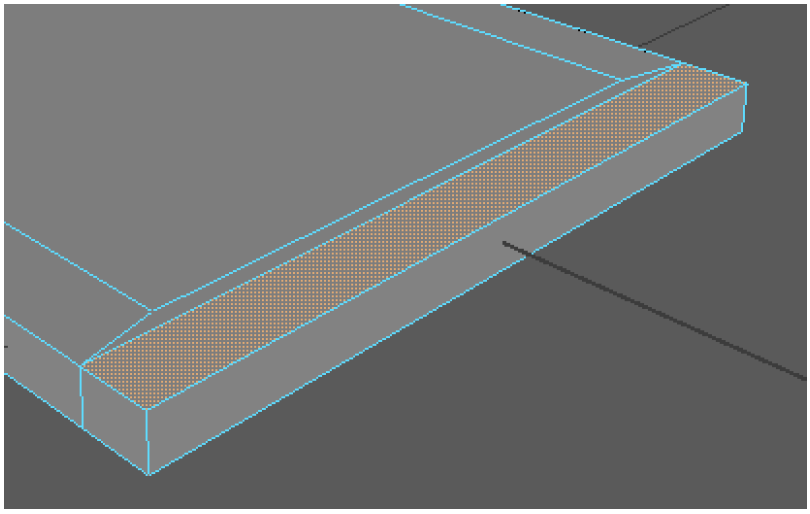


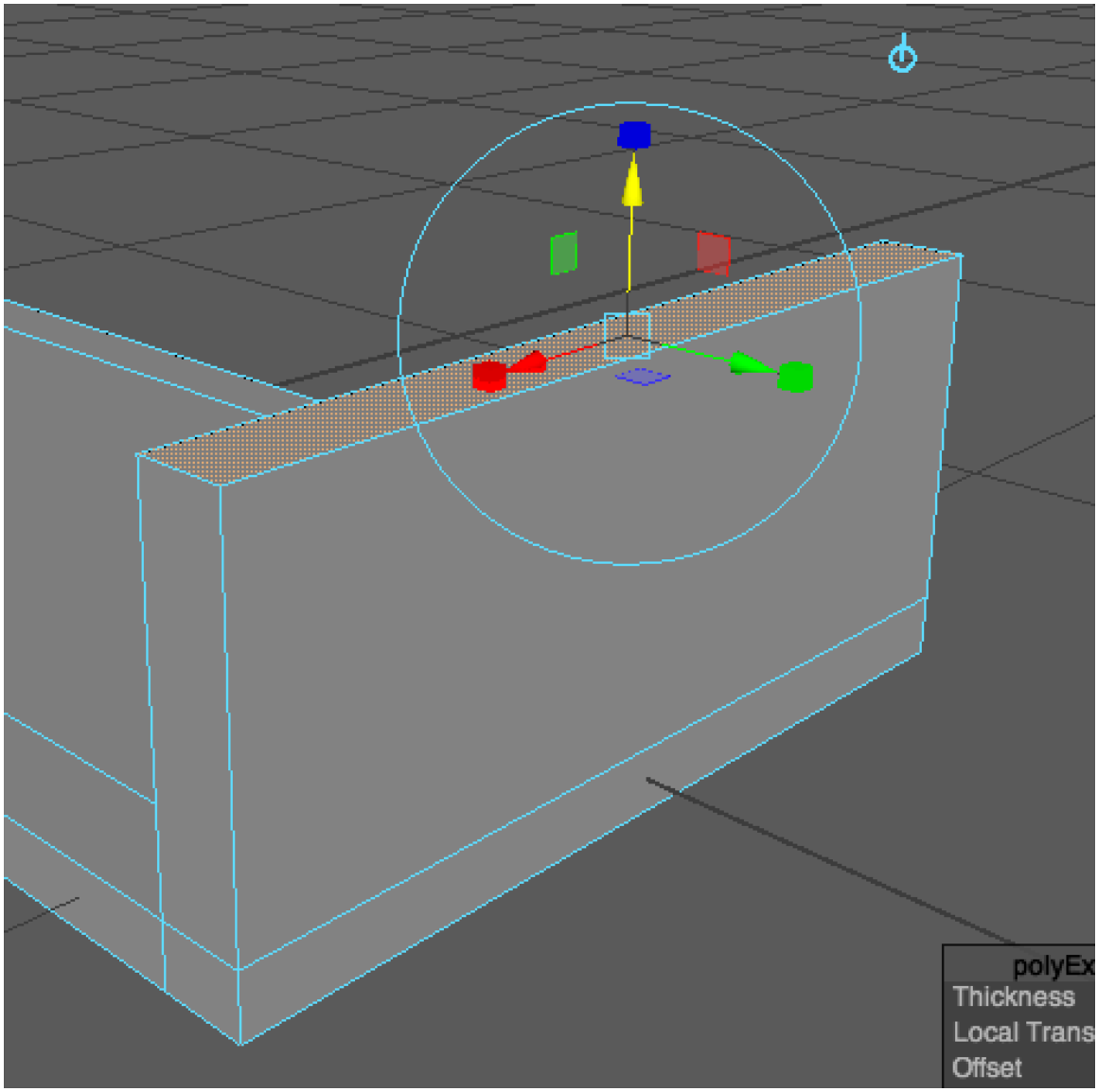
Extrude the face.

>



Move the extruded face out with the blue arrow.


Select this face.



Extrude the face and move it upwards.

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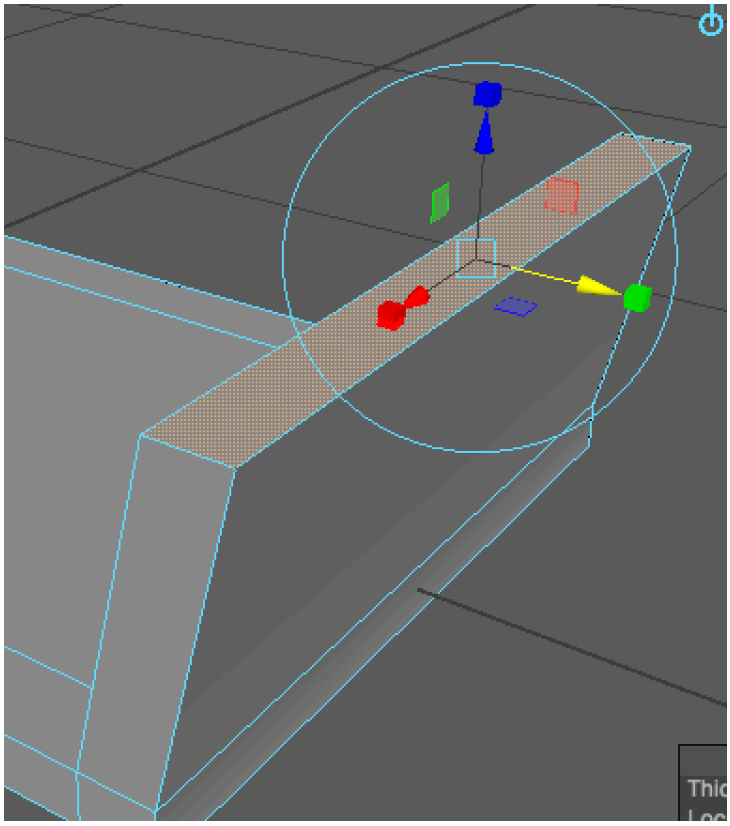
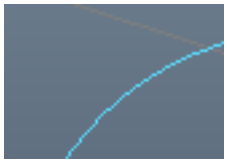
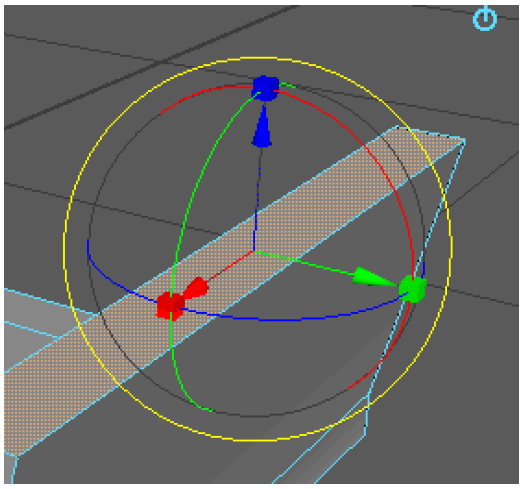


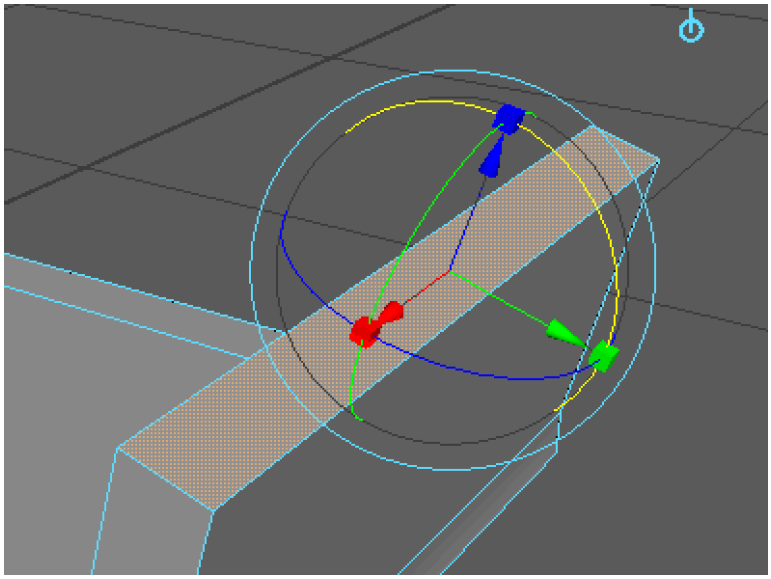
Use the green arrow handle to move the face backwards (The green arrow becomes yellow when used).

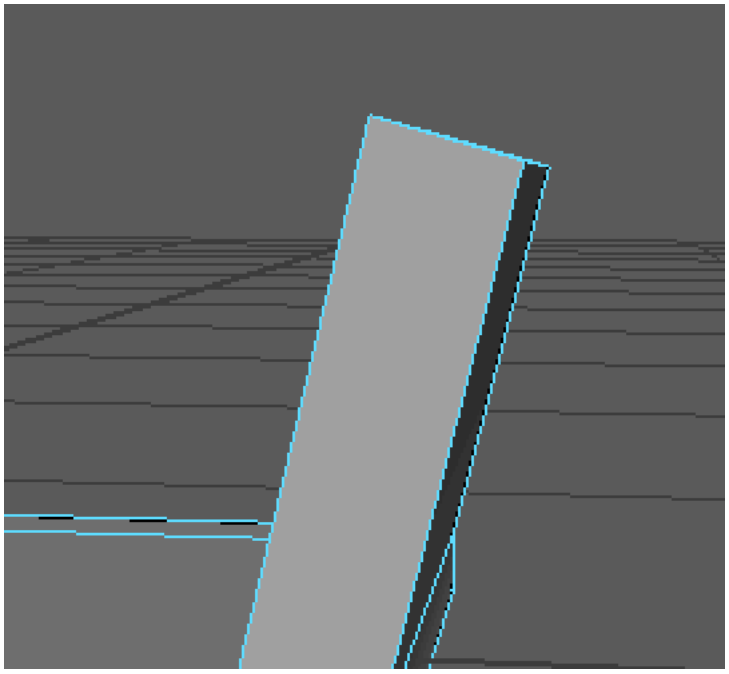


Click somewhere on the light blue circle.



Now it's possible to rotate.


Use the red circle to rotate a bit (the red circle becomes yellow when used).


Try to get corner angles at about 90 degrees when rotating like on the picture.

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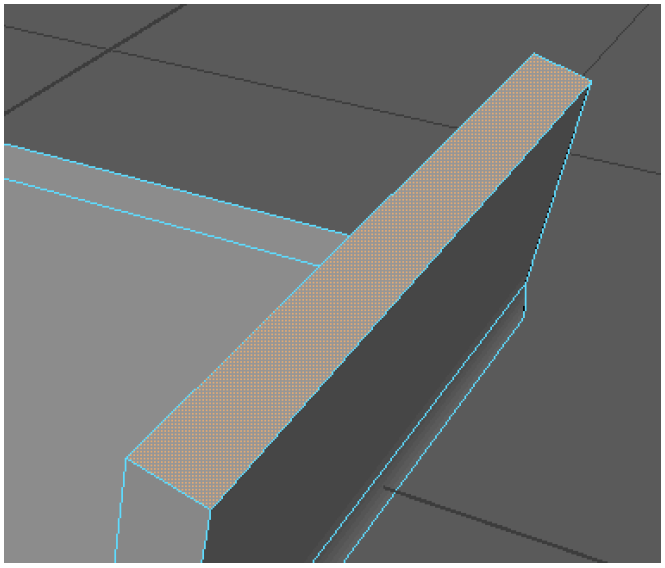
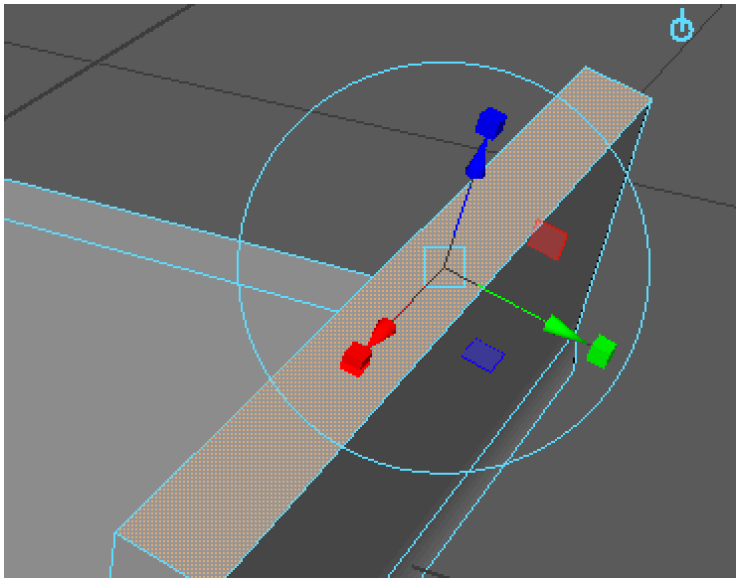
>  Select this face.

 Extrude it.

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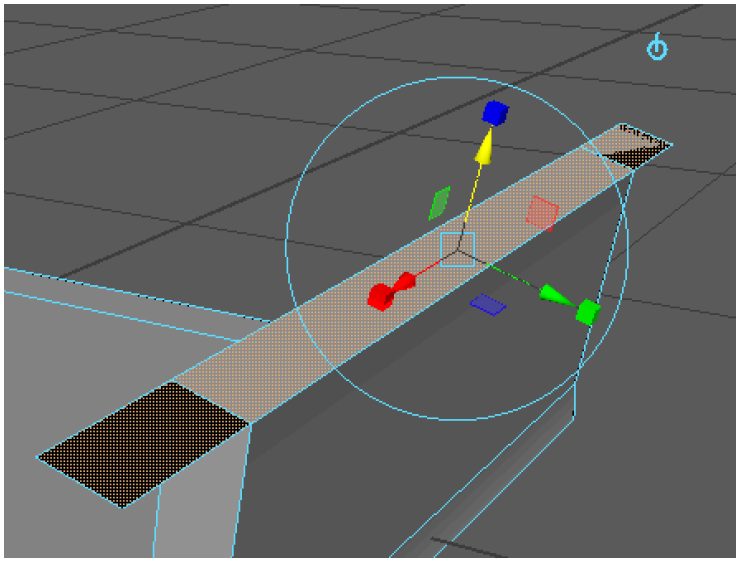
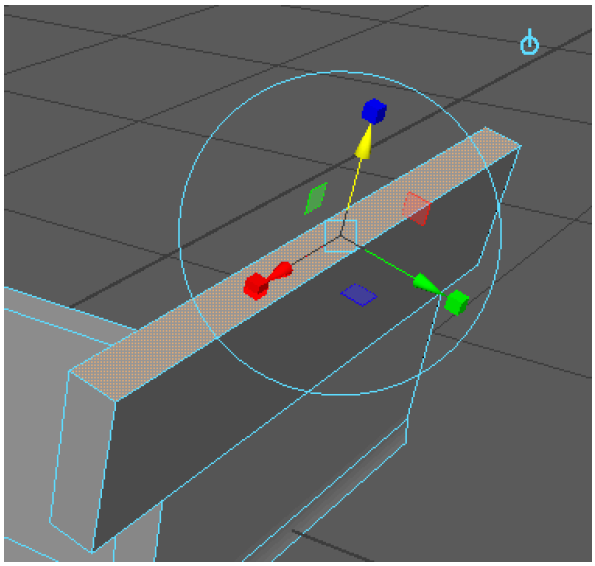
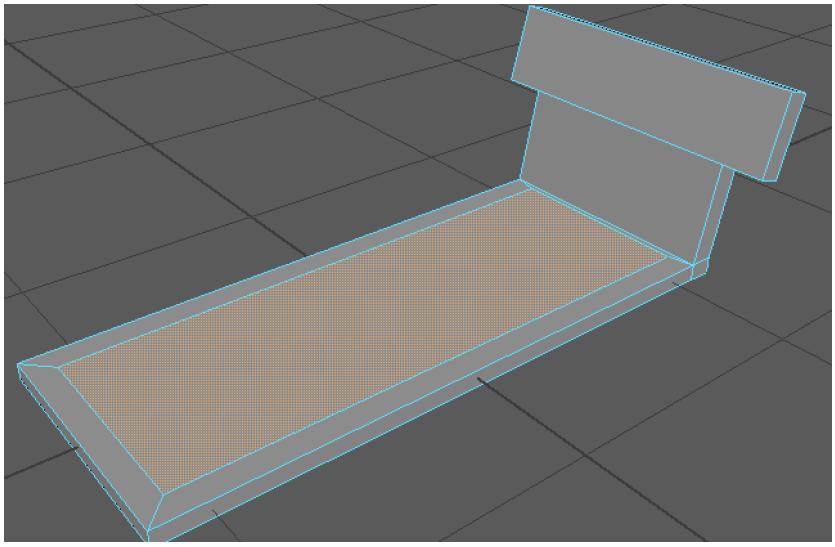
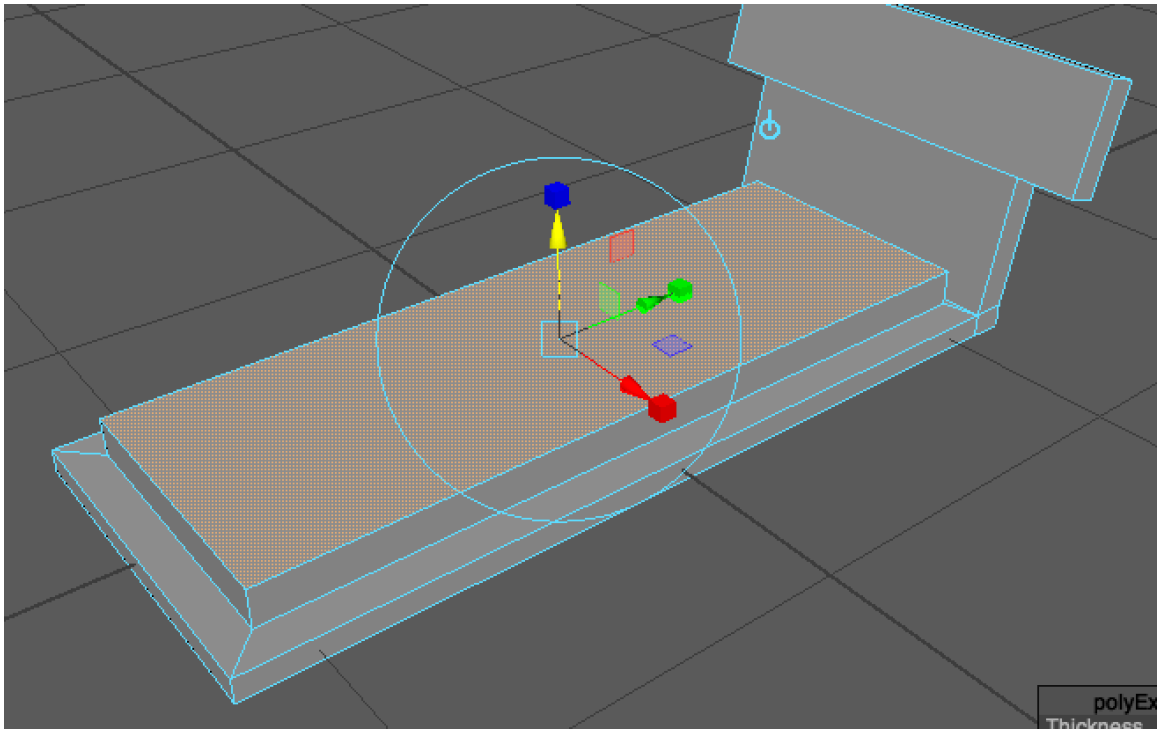
> 

Scale with the red box handle.

 Extrude again and pull up.



Select this face.



Extrude it and pull upwards.

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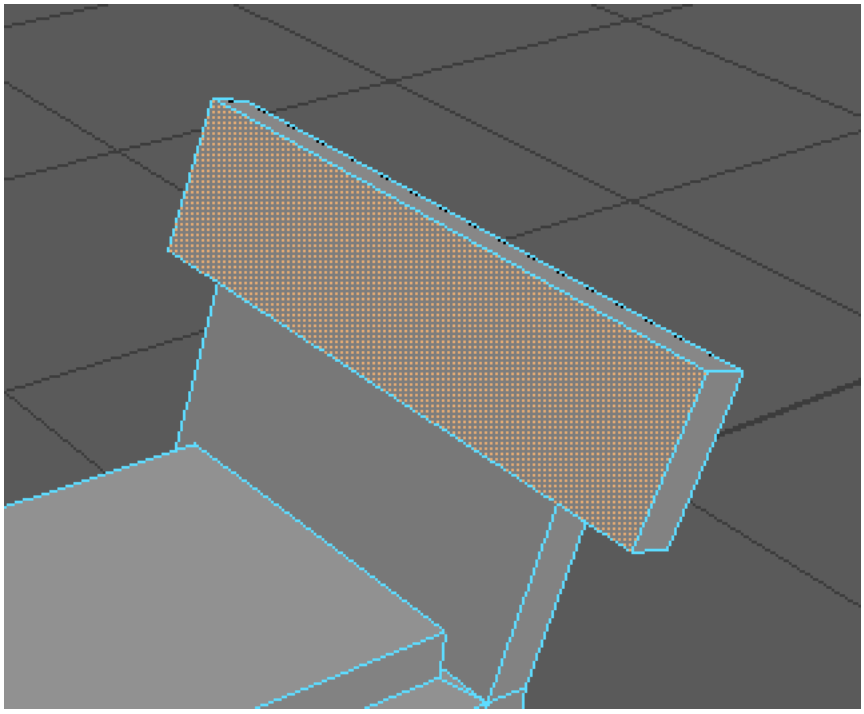
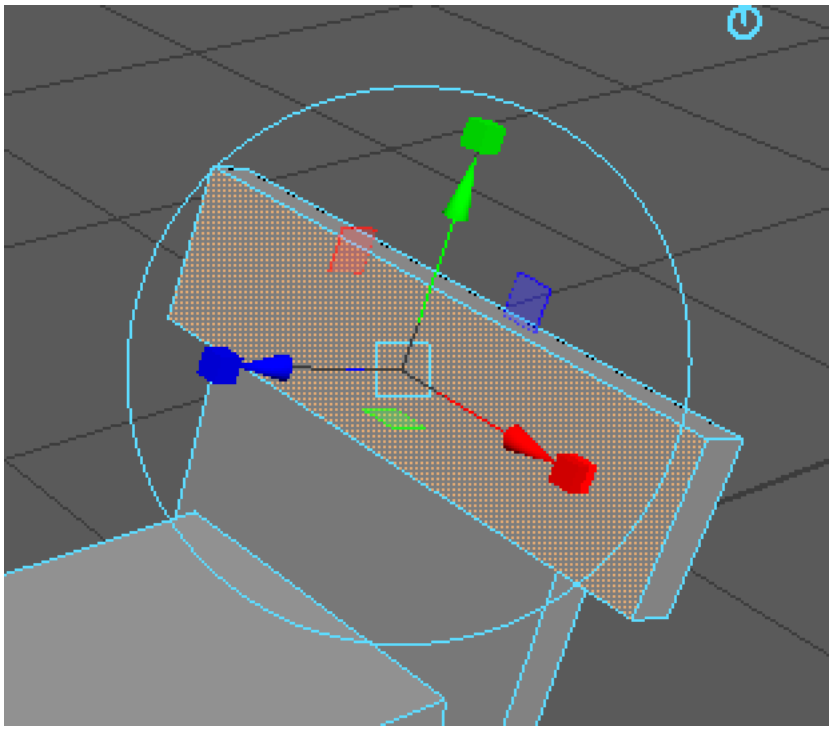
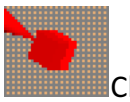


Select this face.



Extrude



Click on a colored box

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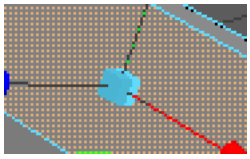
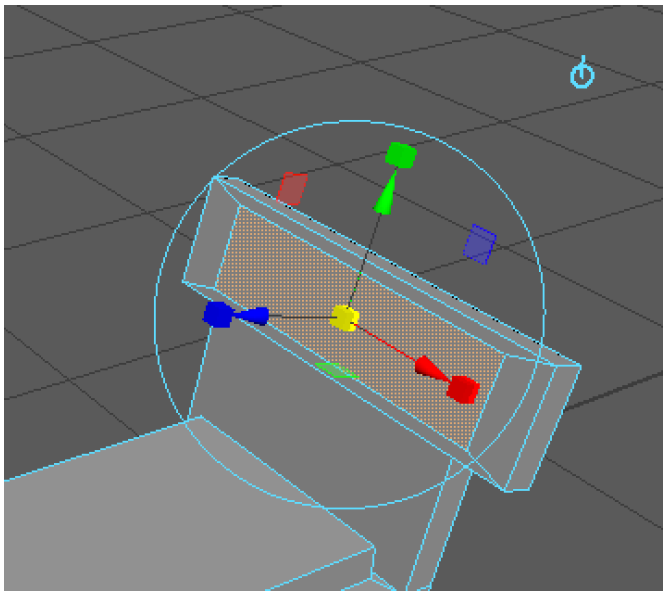
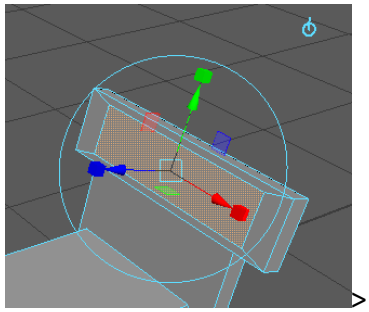
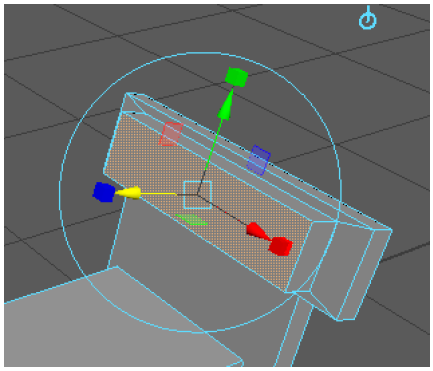
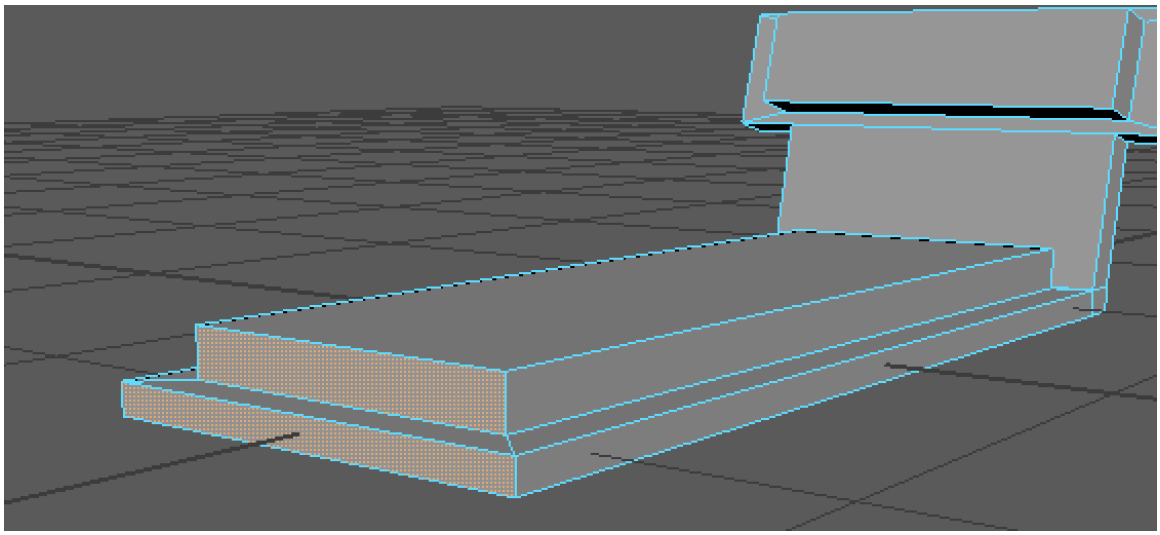
 Scale down with this box.



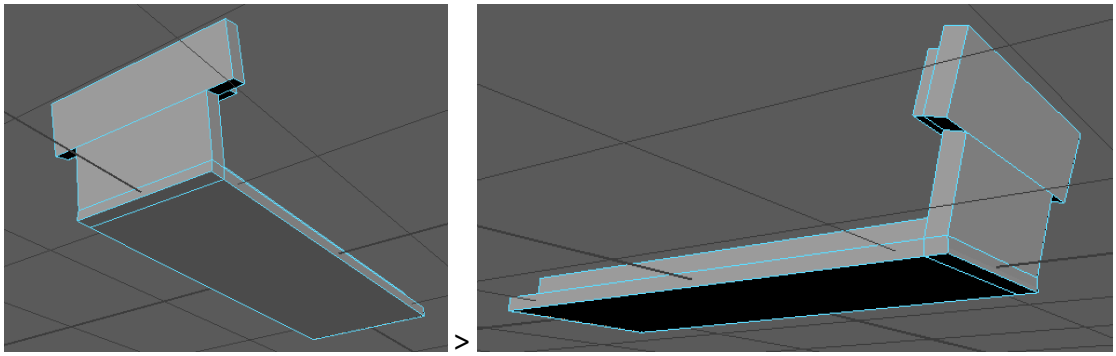
Scale down

> 
> 

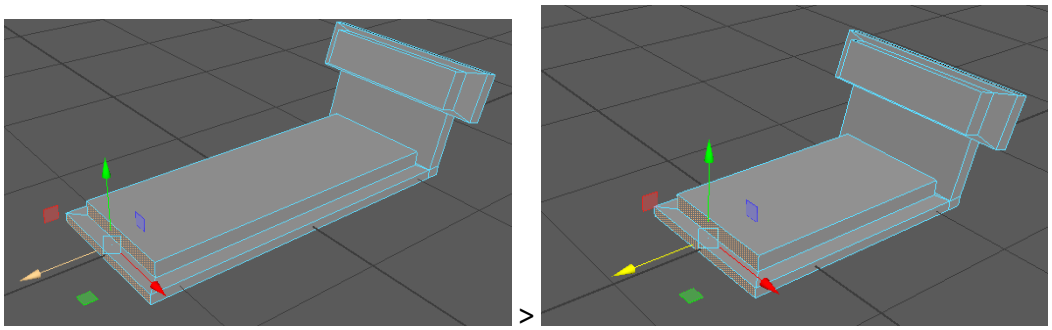
Extrude and pull out.



Shift select these faces.



Rotate your view (alt+LMB) to make sure no other faces are selected on the backside.



Adjust the length of the chair with the move tool.

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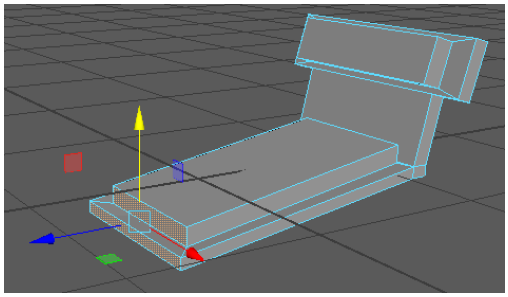
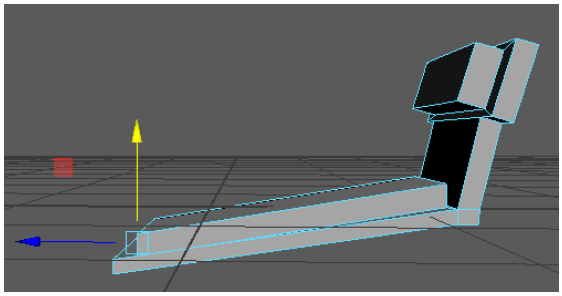
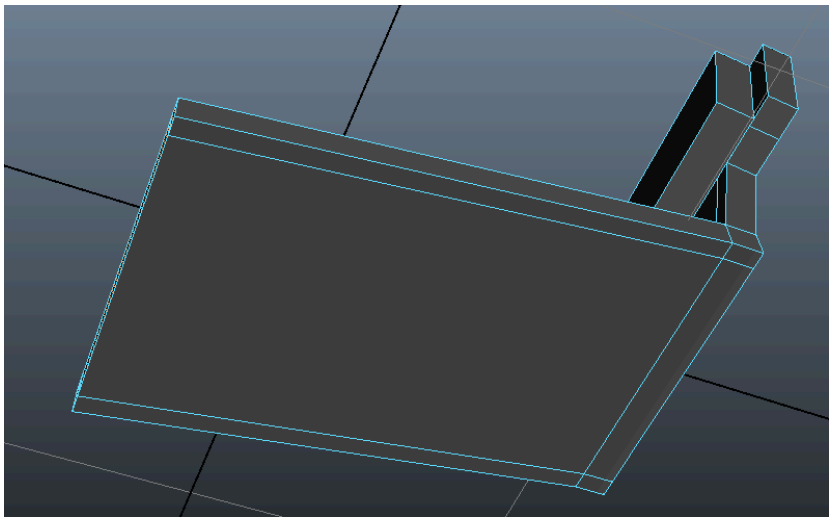
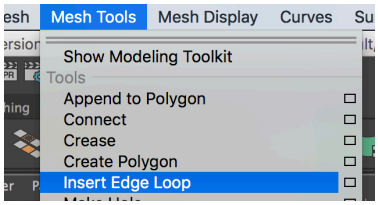
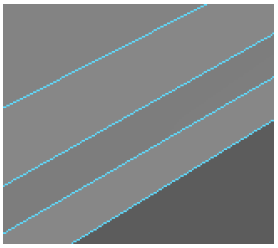
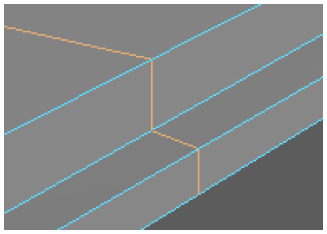
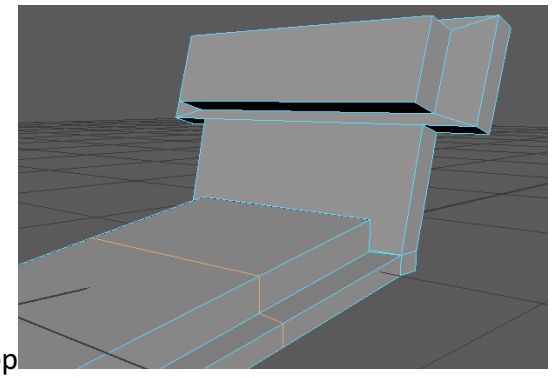



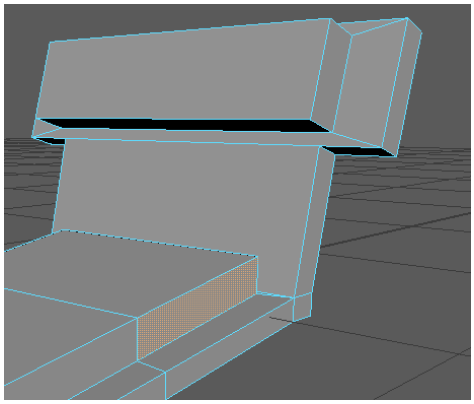
Adjust the angle of the chair with the green arrow of the move tool.

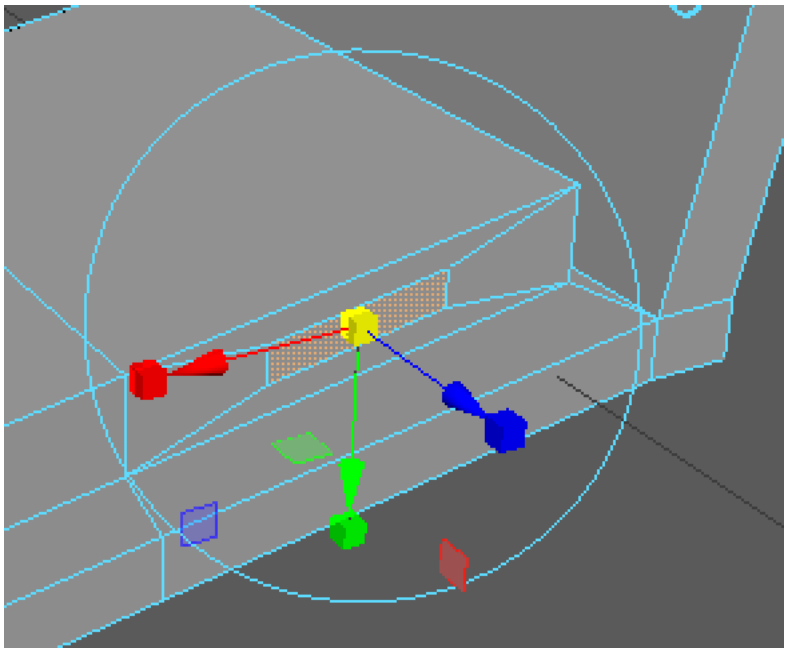


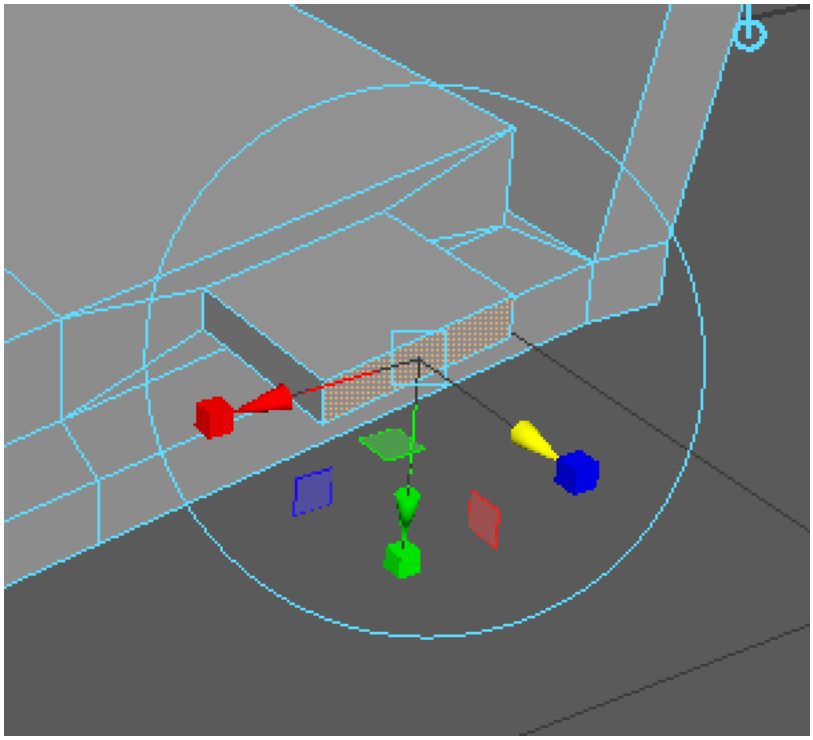
Rotate your view to see the bottom of the chair.

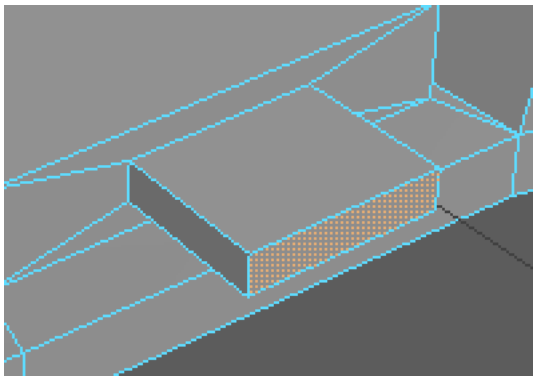


>  >  Click on one of these edges to make an edge loop 

 Select this face and use the extrusion technique to create a side table.







Tutorial chair modelling in Maya

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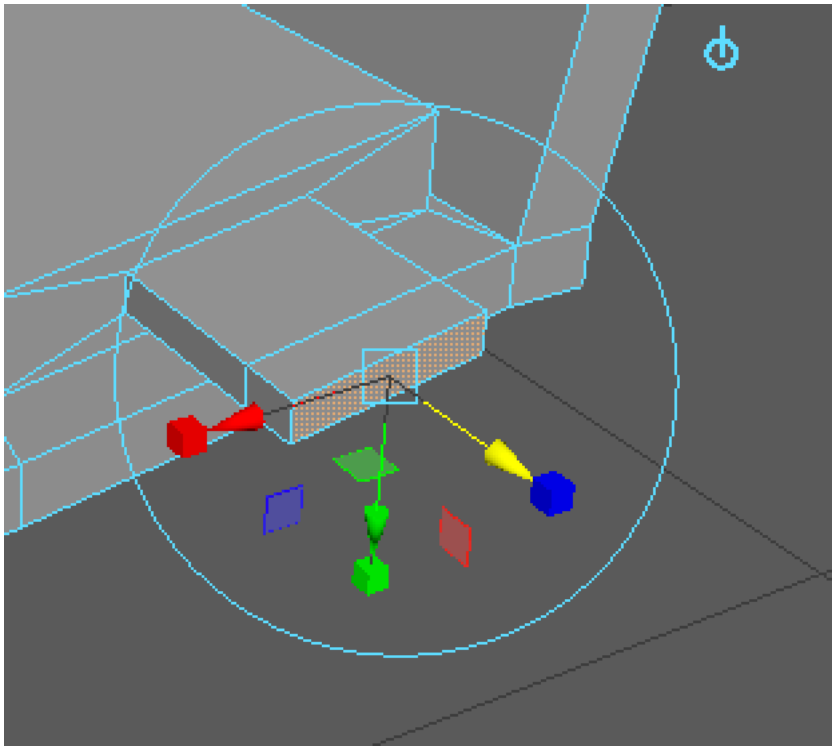

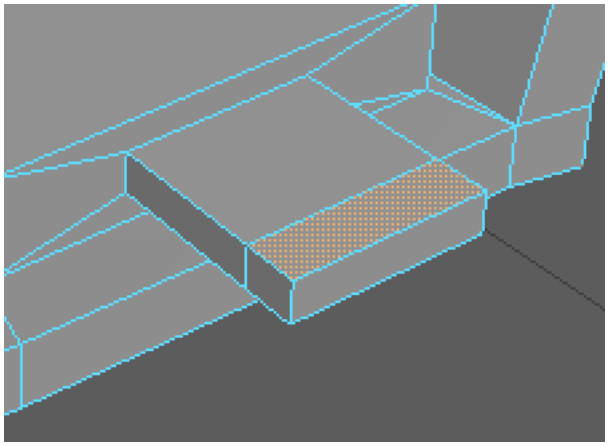

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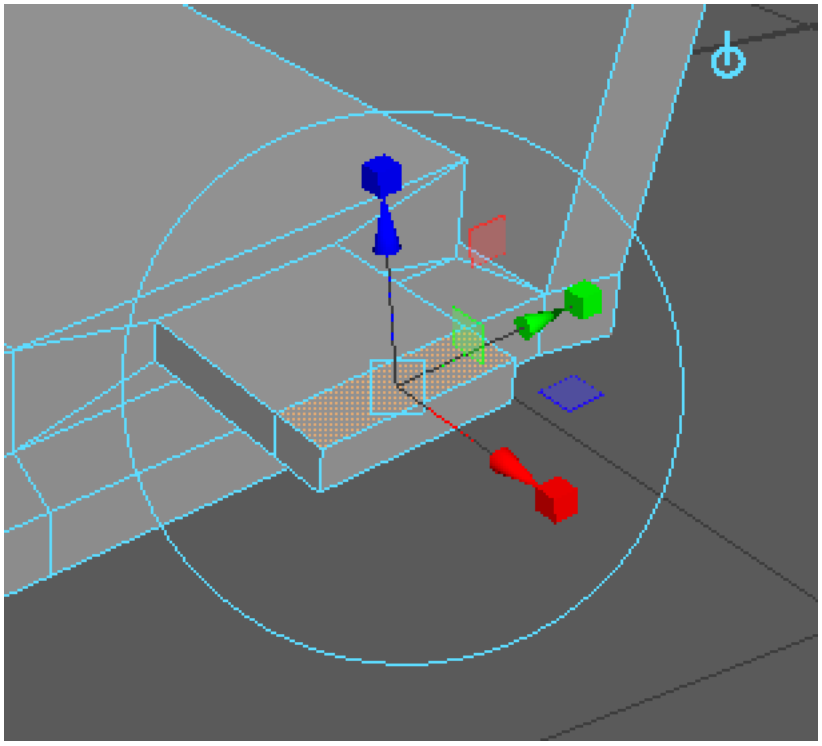
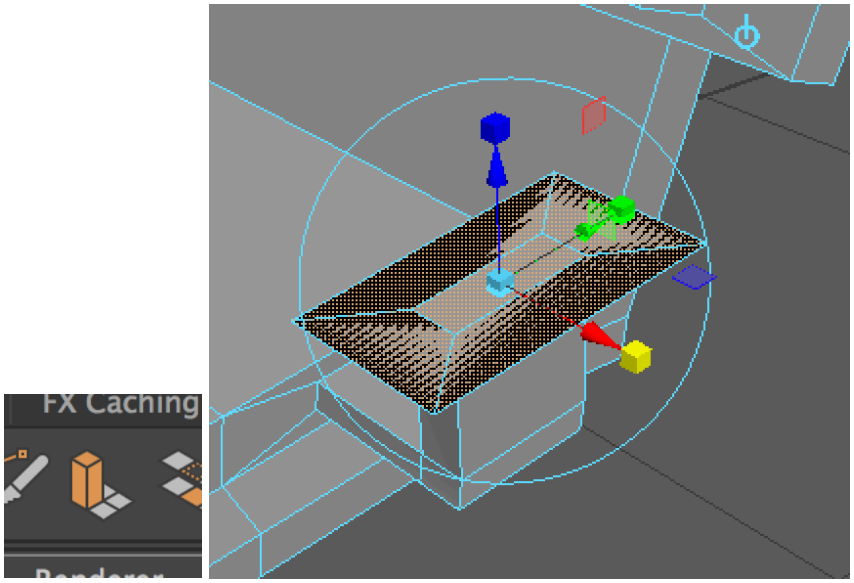
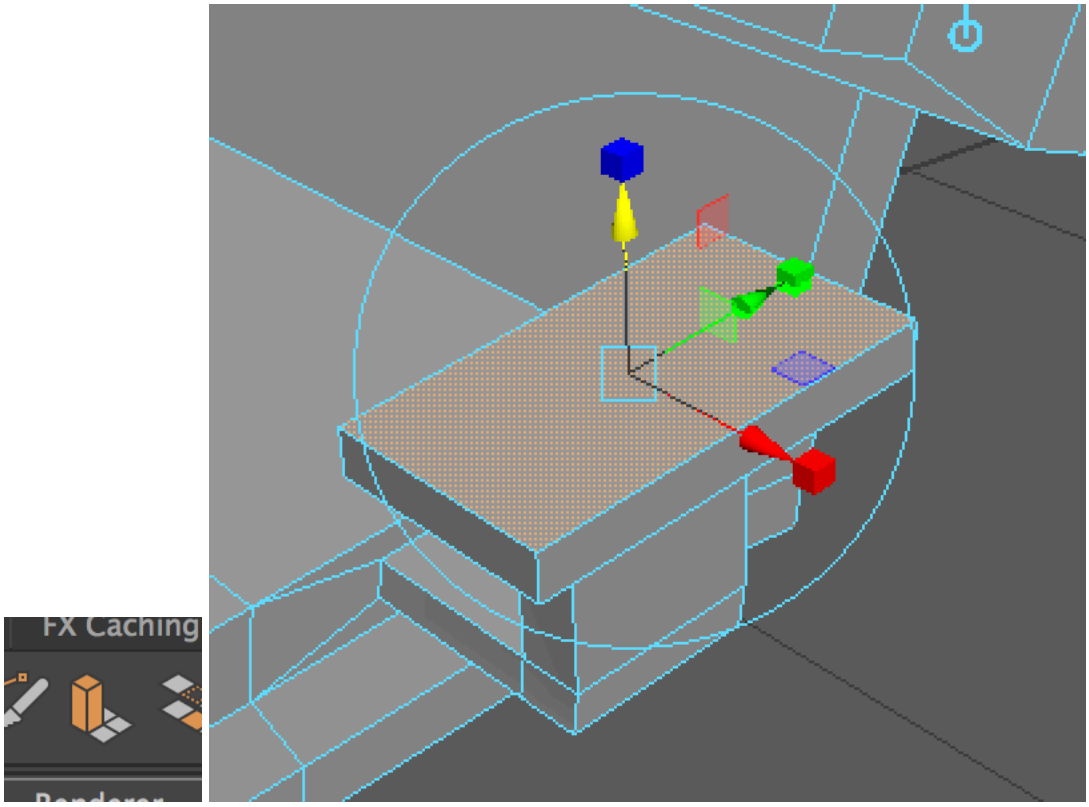
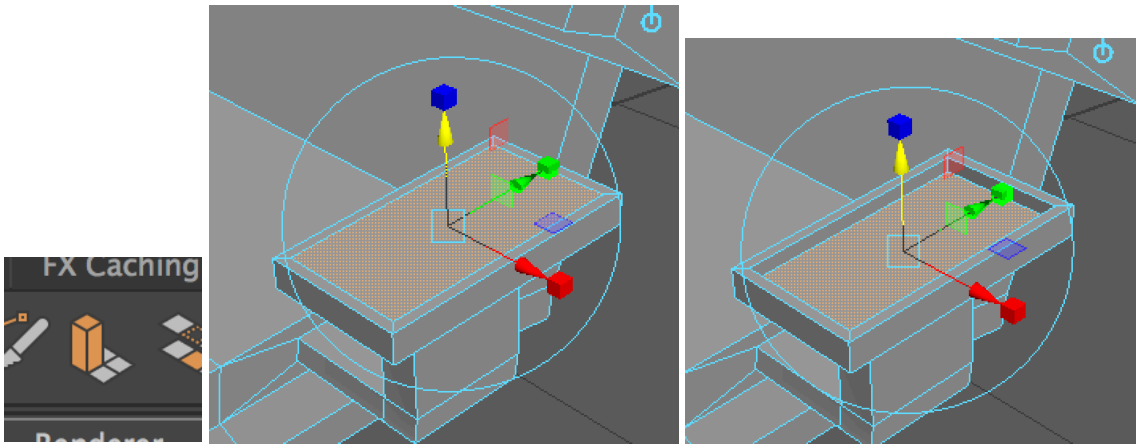





FX Caching


FX Caching

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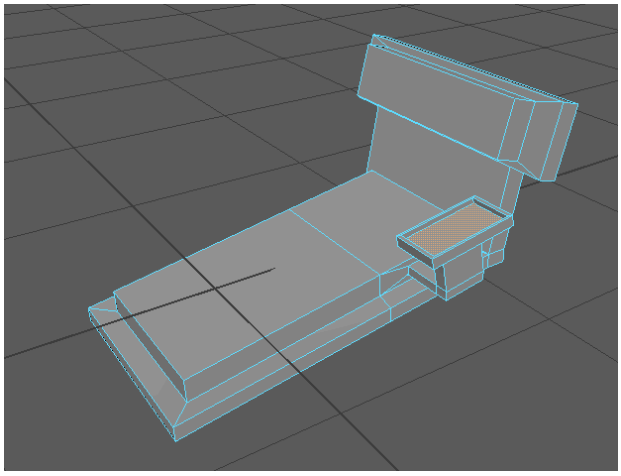

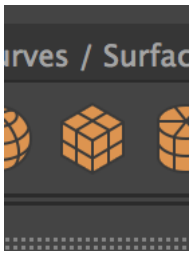

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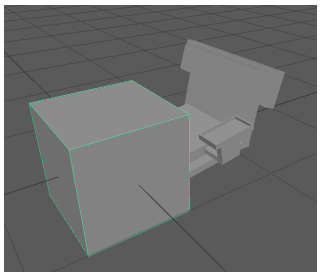
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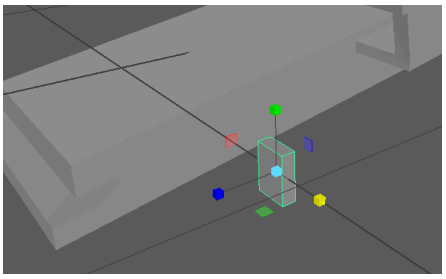
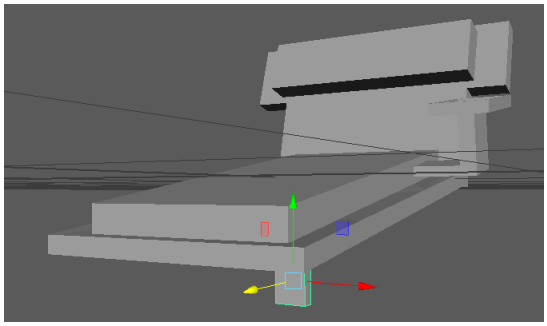
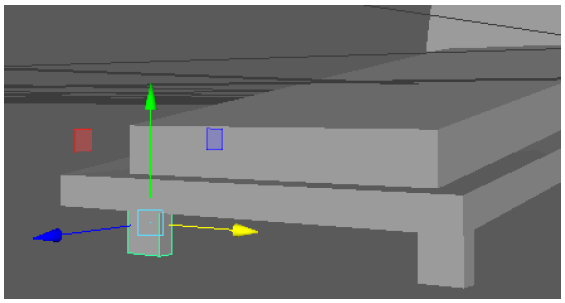


Make a box and scale it down for chair leg.


Move to its right location.


Duplicate (crtl+d) and move it for the other leg.

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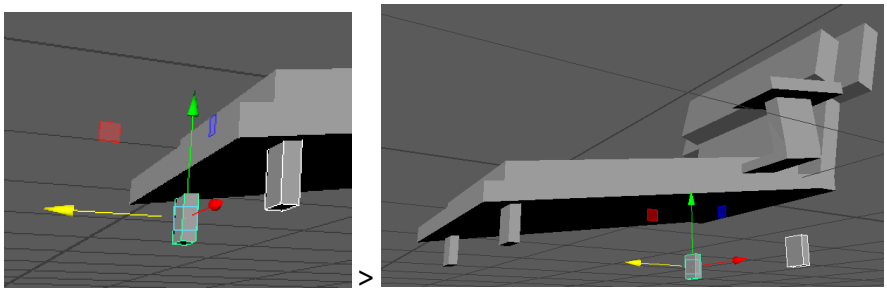
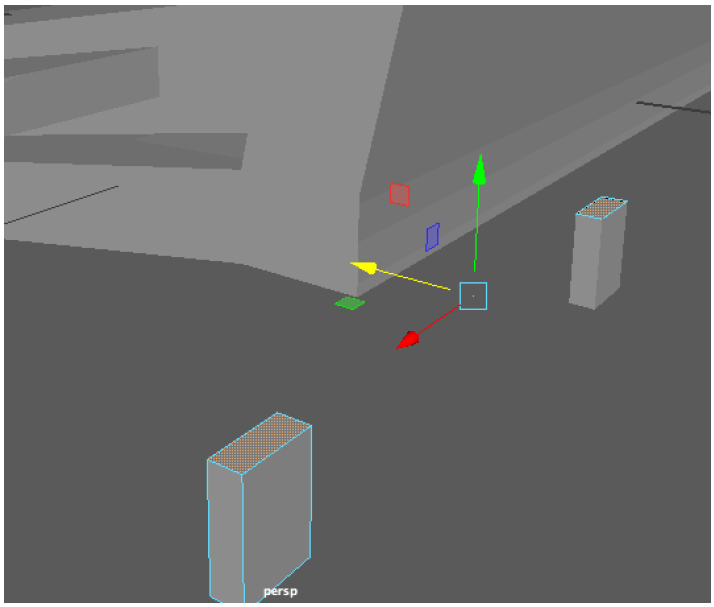
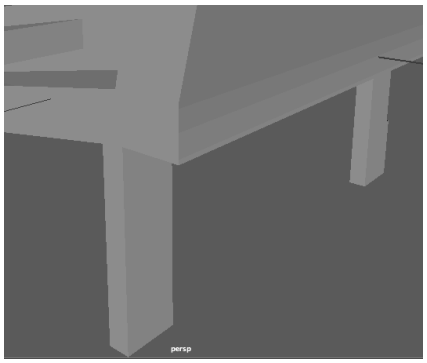


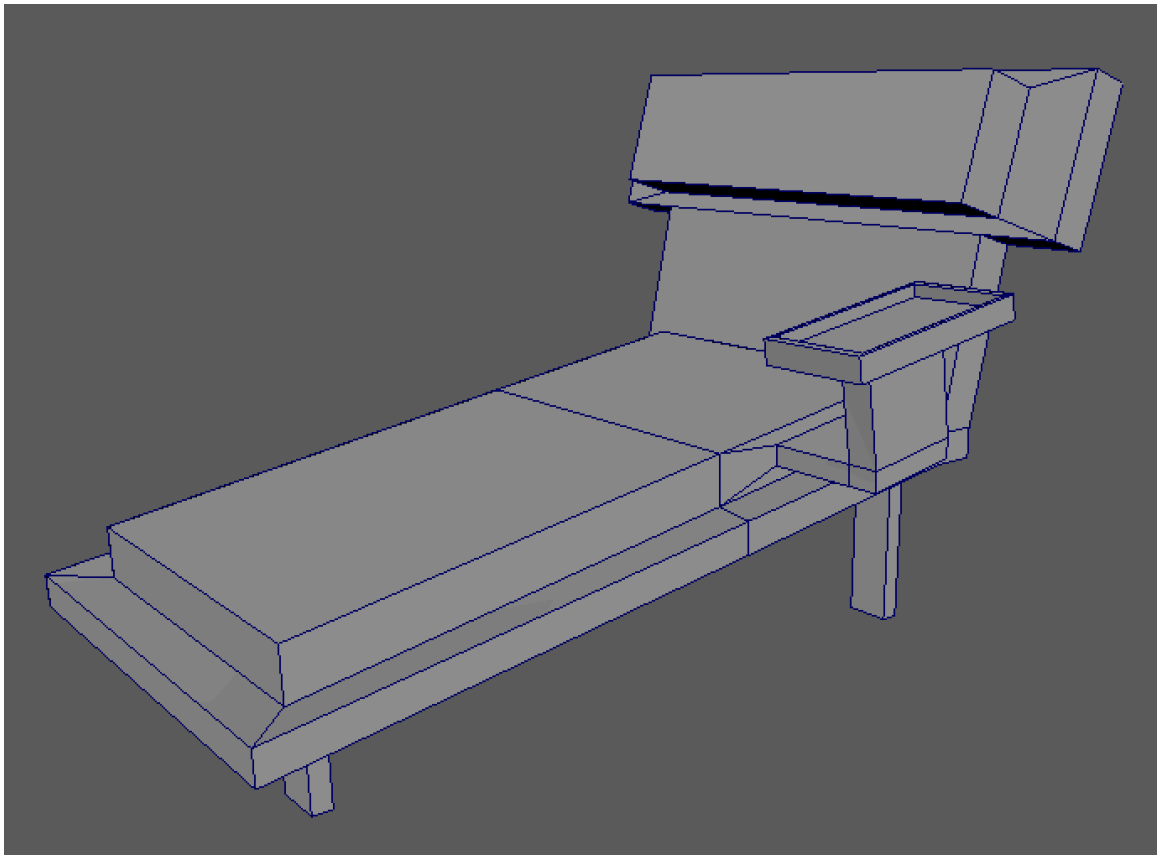
Shift select both legs. Duplicate and mow for the other legs.



Shift select the two top faces of the legs.



Pull them upwards.



Done