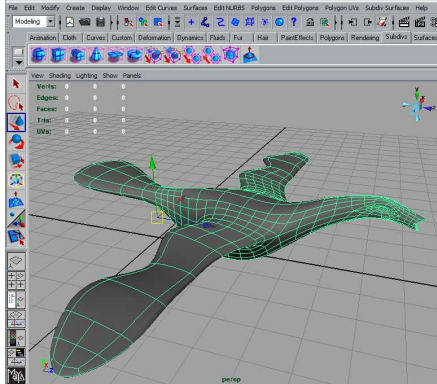


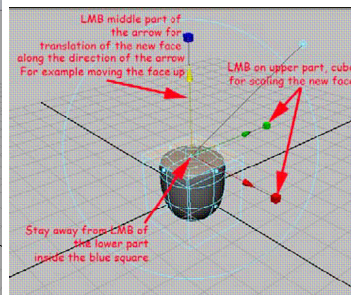
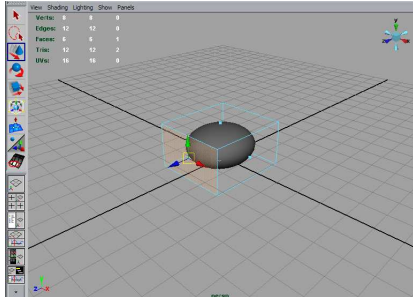
Modeling a bird using Subdivision surfaces

JMG Spring 2007

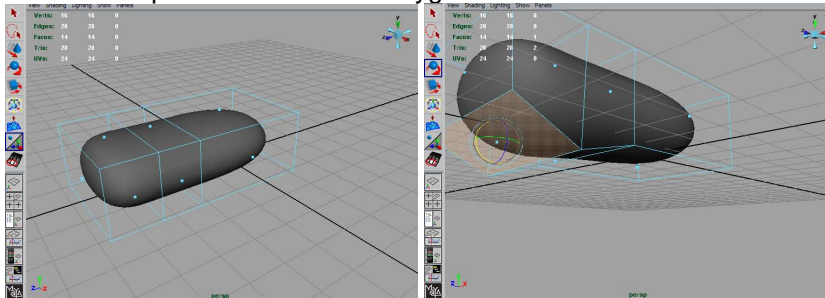
This tutorial shows how to create a bird using subdivisions surfaces and polygons. Please take note that the next tutorial covers texturing and animating the bird.



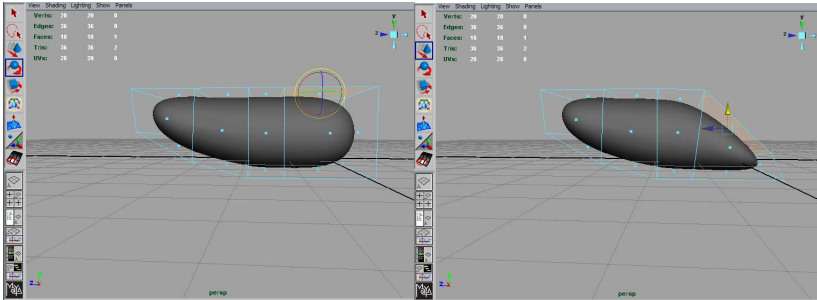
In Maya, go to Modeling > Create > Subdivision Surfaces > Sphere. Press the “3” key in to increase the sphere resolution. The sphere preview switches from facets to smooth curves.



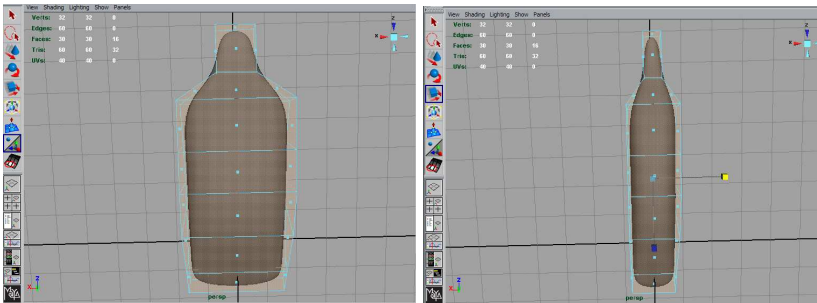
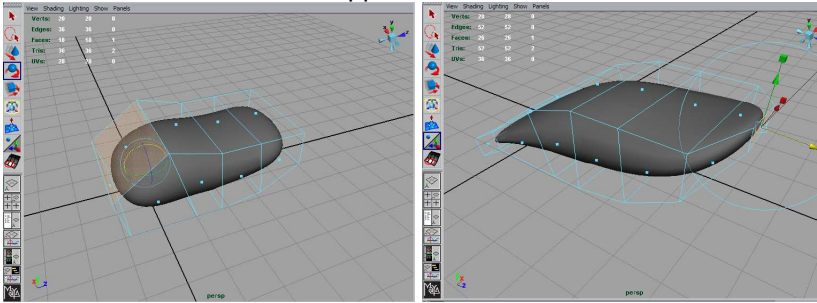
Select the sphere as a 3D object (green selection). Go to Modeling > Subdivision Surface > Polygonal Proxy Mode. RMB on the Sphere > select “Face” inside the contextual menu. You can also switch the sphere selection mode to the “Component” mode, hit the “faces” button. Select the top face of the sphere > Go to Edit Polygons > Extrude Face.



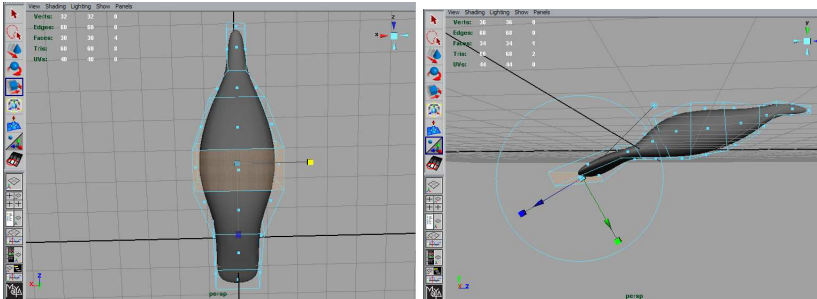
Repeat the Extrude steps. Select the sid face of the sphere > Go to Edit Polygons > Extrude Face. You can switch back to the object selection mode in order to see the subdivision geometry. Switch back to the component selection mode.



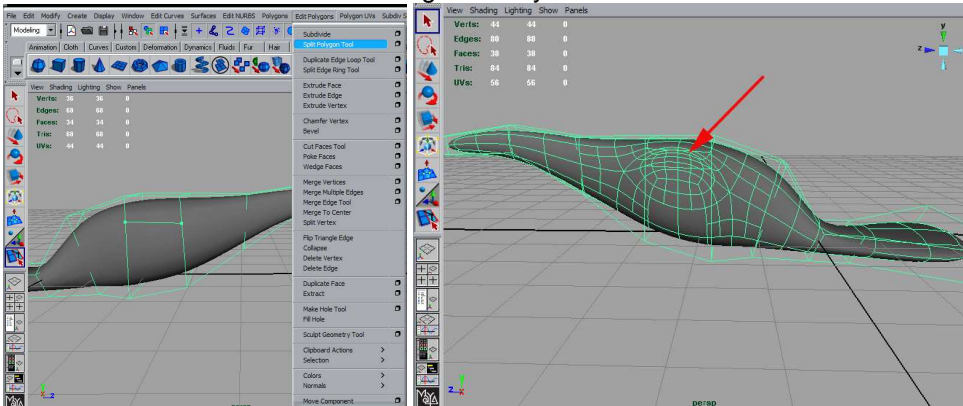
Use the rotation tool for the opposite directions for tail, neck and head.



Scale all

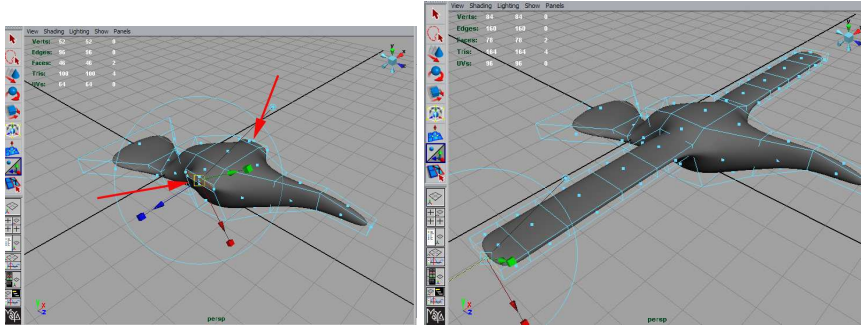


Selective scale creates curves along the body

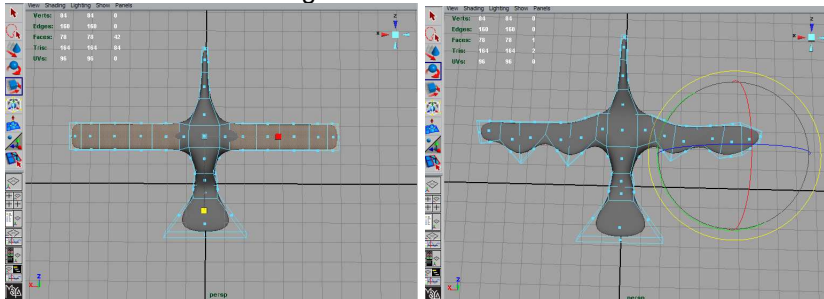


Preparing the socket for the wings on each side of the body. We need to create the shoulder area where the wings are attached
Let's create the wings.

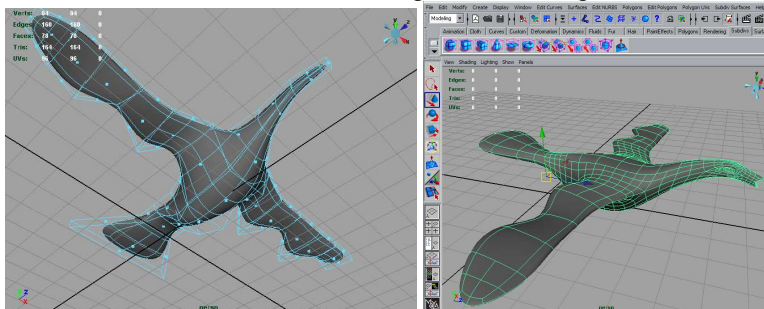
to the body. Go to Object selection mode (green) > Edit Polygons > Split Polygons Tool.
LMB click on two sides of a cell of the green polygonal cage. Press Enter. A new division is created.



Extrude face for both wings at the same time.



Select one box at a time on the edges of the wings Use the rotation tool to add detail.



The bird ready for animation.