

DP ANIMATION STUDIOS

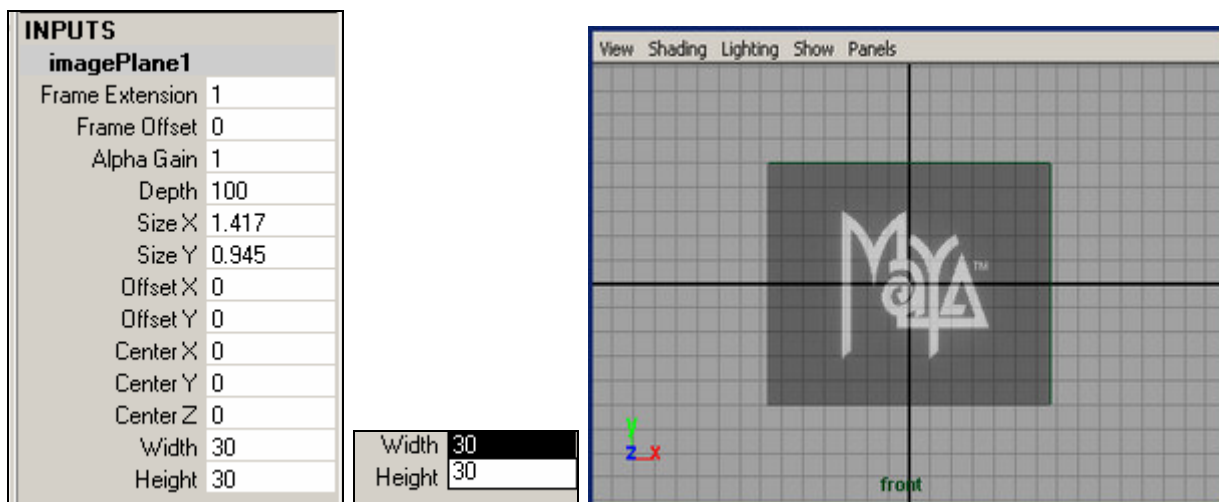
→ Making 3D Maya Logo ←

In this tutorial we will make Maya logo using curves.

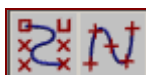
Firstly you should have a reference ready for the logo.



Now we have to set this image as reference in the front panel. For this in panel menu go to view → Image Plane → Import Image and select your reference file. We will scale down the image so that it will reduce memory cost. Select image plane in the perspective panel go to channel box → INPUTS and change alpha gain to 0.4, it will reduce the transparency of the image plane for better visibility. Select both height and width. Change it to 10. You should have front panel something like in the illustration.

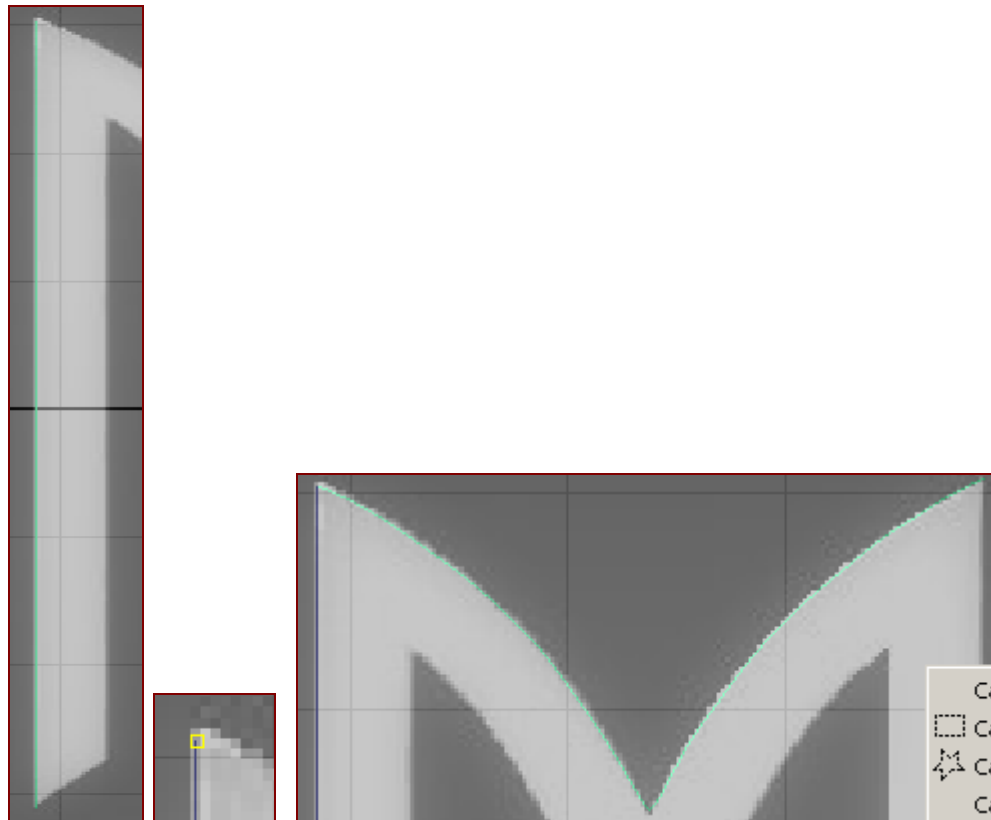


We don't need image plane in the perspective panel. For this select perspective view. Unselect camera from the panel menu → show. Ok now switch back to front view. Now we will use curves to trace the outline of the logo. We will use both EP curve and CP curve for tracing. It is better that you create a new tab in shelf and add the two curve tool to add to that tab in shelf. To know more about it read part – II of interface tutorial.

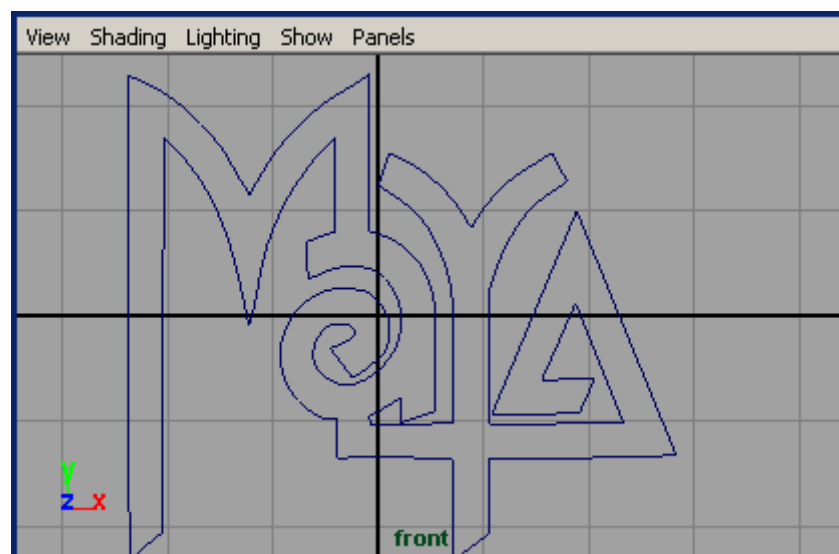


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For curvy part of the logo use CV tool and for straight part use EP tool. Start from the bottom left of M letter, use EP tool to draw a straight line upwards, hit enter. Now switch to CV tool and start drawing. Remember one thing that when you start drawing press and hold c key and drag at the end of the first curve you draw. The new curve will snap with the old one. You will notice a yellow rectangle at the end of first curve you draw. Continue drawing upto right top corner of the letter M, now snap using c and draw a curve downwards using EP curve tool. Continue and trace whole logo.

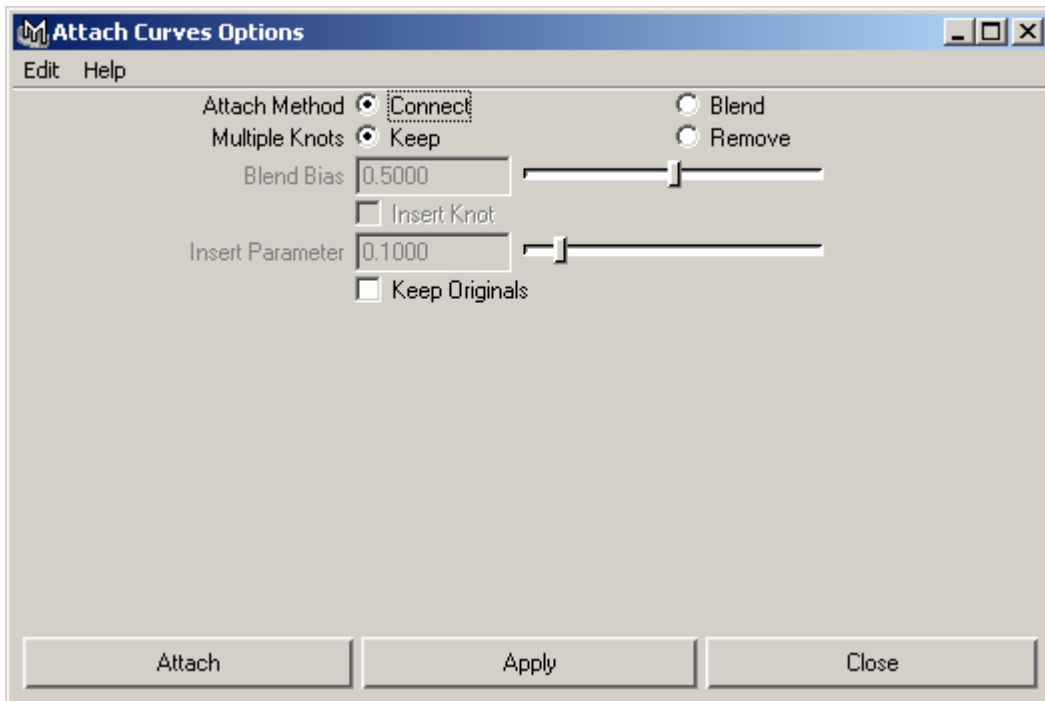


If everything has gone well you will get something like below.

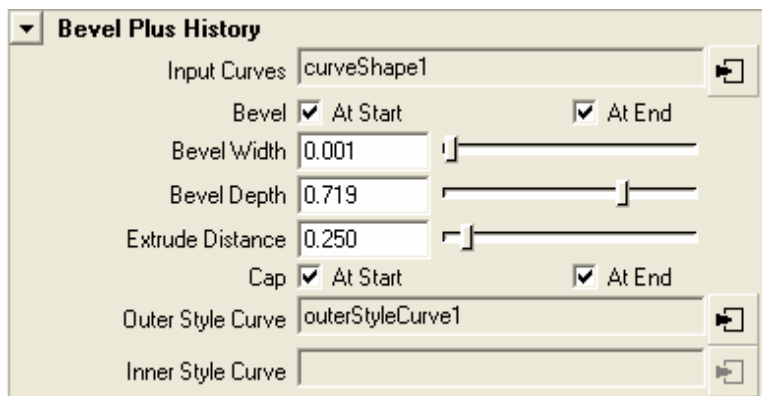


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Now we have to connect all the curves. Select the first curve you draw and shift select the second curve. Go to the Edit curves menu click on attach curves. Use following options.

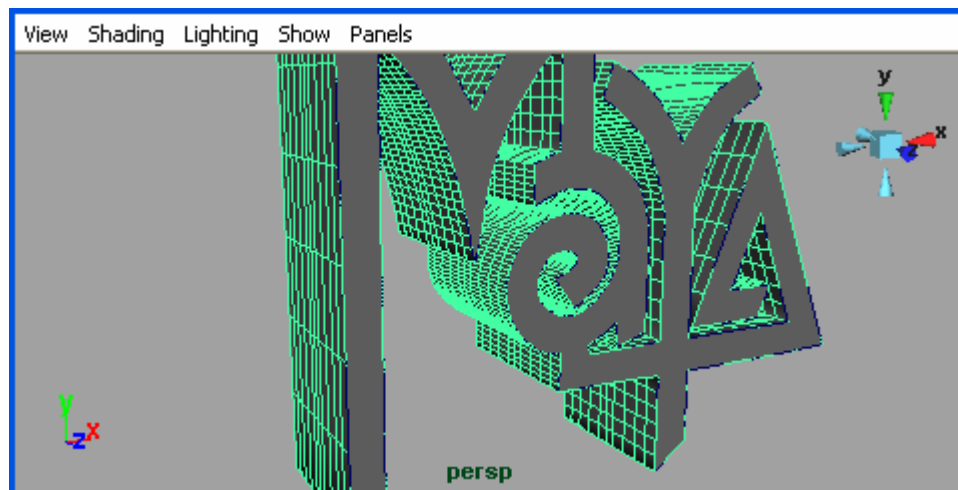


Repeat process for all the curves. Once everything is connected go to edit – delete by type – history. This process will covert all your curves to one curve. Now its time to give thickness to the logo, for this we will apply bevel plus. Use following settings.



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If everything has gone well you should have something like below.



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