

E-Portfolio/Blog (Production Diary)

Module Code: ACCA4039

**Module Name: Academic & Professional
Development**

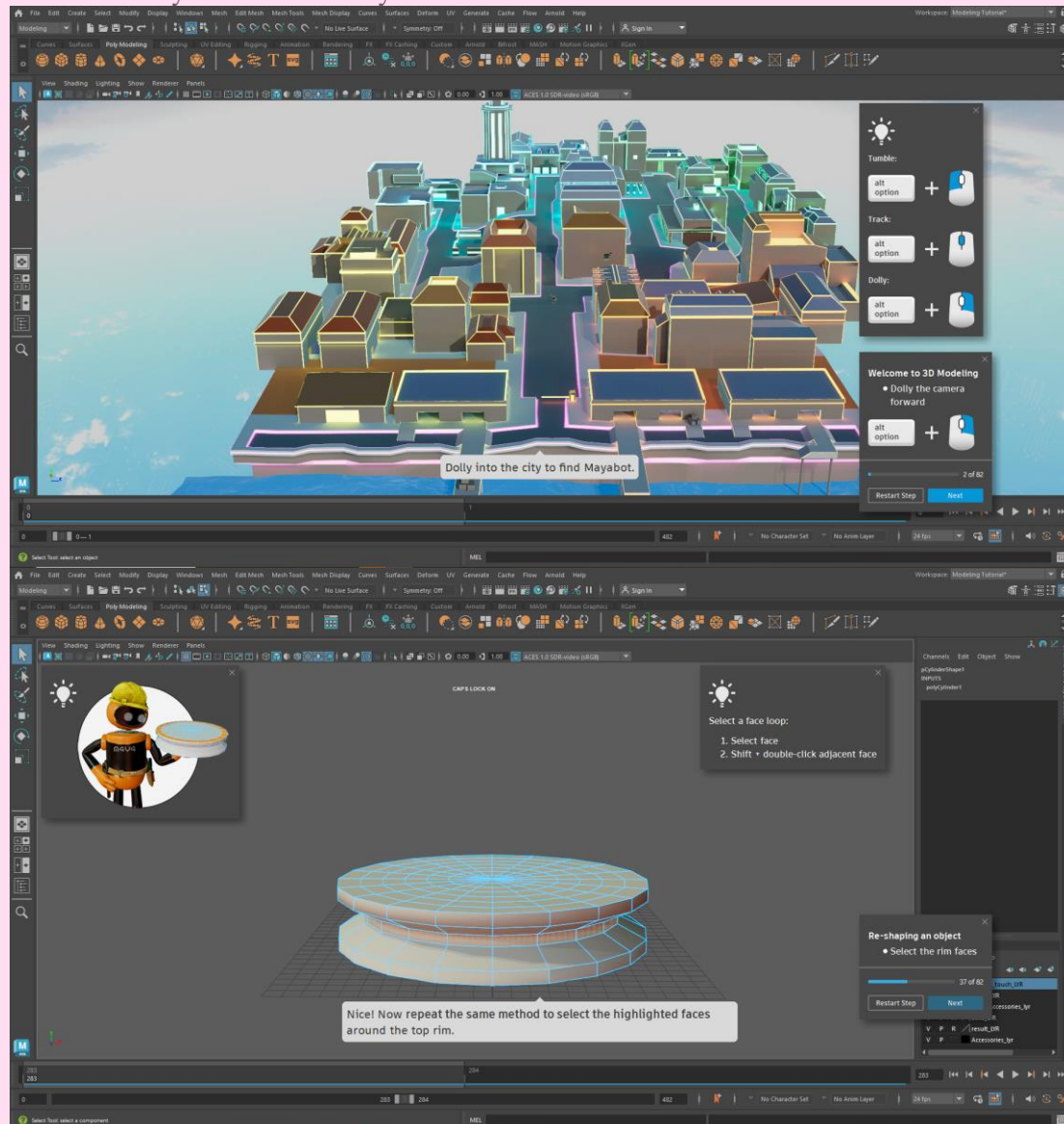
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03/10/2025

Introduction to Maya

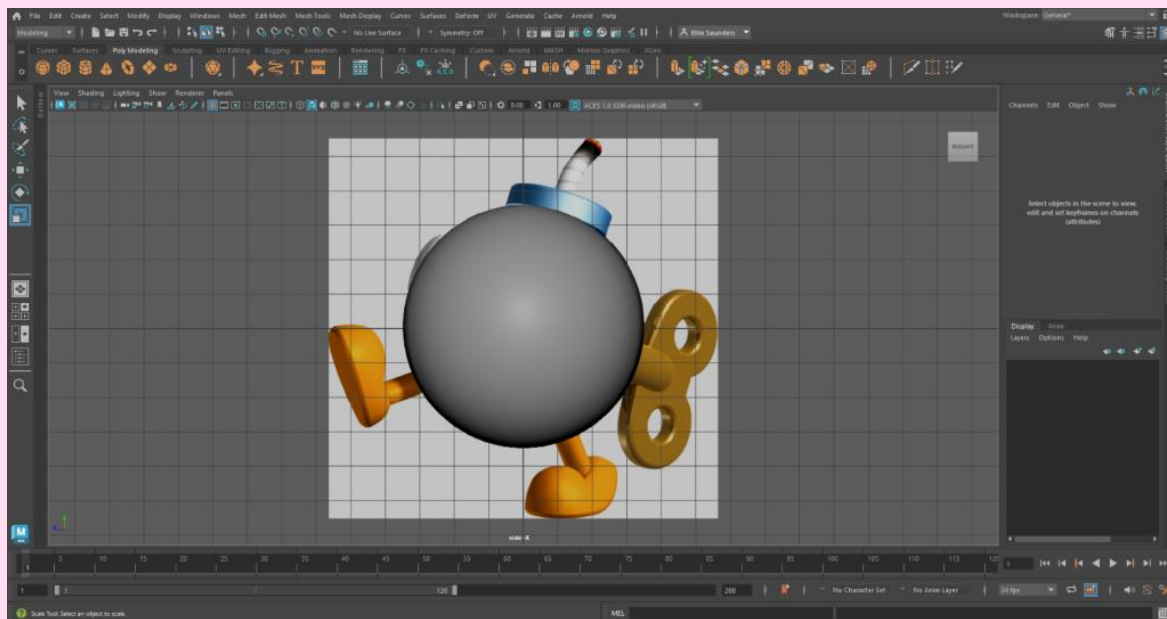
In this lesson I began my transition into Maya [1] by doing the interactive tutorial provided within the software. This introduction went over things such as basic navigation around the software, common key binds, how to move and look around and what certain things mean in the interface. I followed this tutorial before moving onto the 3D modelling interactive tutorial also provided within Maya, this went into more depth about the software and how I can properly utilise all its features. I also went and did a bit of independent research and found a website [2] that covers most of the key binds within Maya.



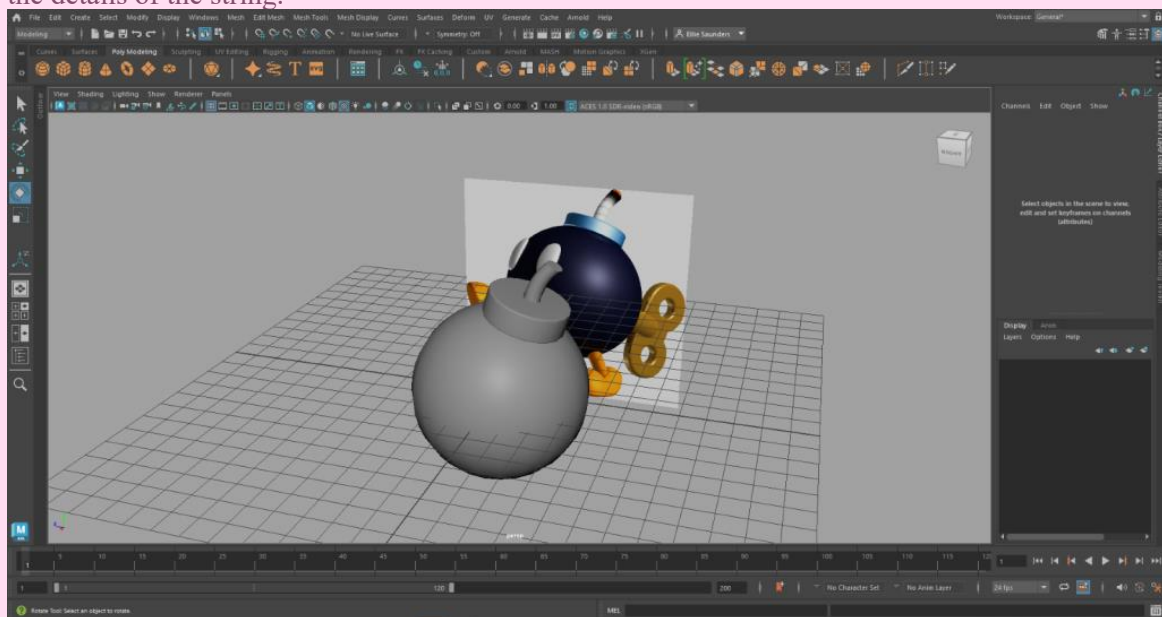
08/10/2025

Modelling a Bob-Omb

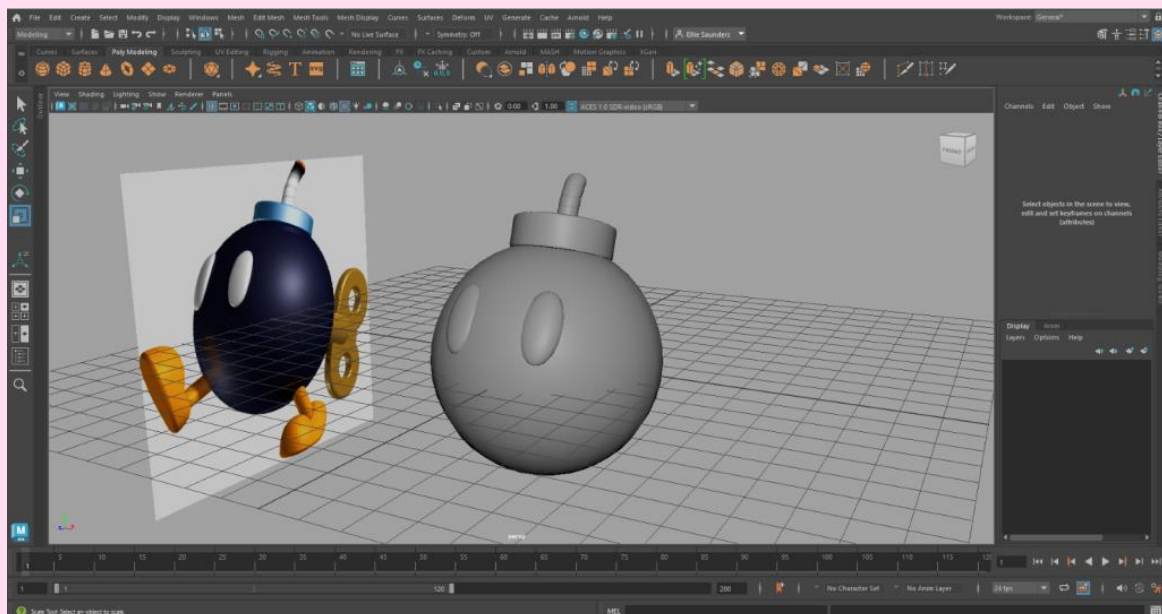
At home I focused on bettering my skills within Maya, to do this I followed a YouTube tutorial [3] on how to make a Bob-Omb from the Mario [4] franchise. A lot went into this model as I found it hard sometimes to follow the tutorial since steps would be skipped, or I ran into issues it didn't cover. I began by adding in my reference image [5] and adding in a simple sphere object as the main body of the character, I then used the resize tool bound to R on the keyboard and the W key to move the object to align with my reference image.



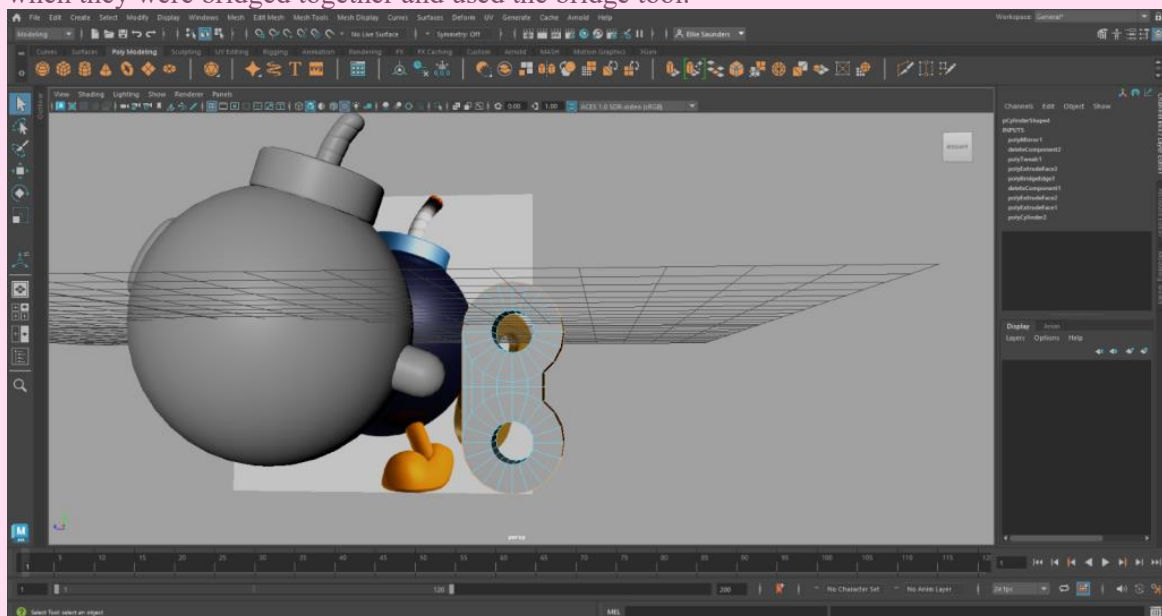
To make the wick I added in another cylinder, resized it and moved it up on top of the other cylinder using the keys R and W or the options on the far left with the cubes and arrows, the top one being move, one below being rotate and the last being resize. I went into edge mode which you do by holding down right mouse button and moving the cursor over to edge and moved the edges over on the cylinder to create a curved look. Then used the bevel and resize tool to mark in the details of the string.

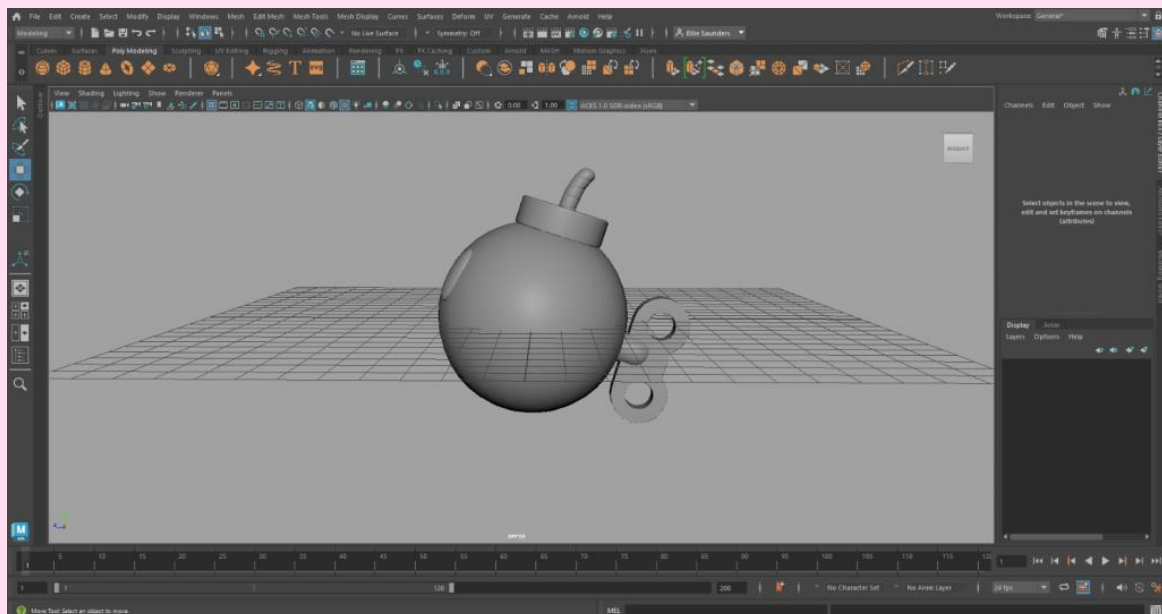


To create the eyes, I added in a sphere and then resized it to make it longer and slimmer to match the eyes of the reference image. I moved the eye to the front of the character model and reshaped it slightly to fit onto the body and ensure it looked apart of the model. Once I was happy with the eye, I used the mirror modifier to reflect it onto the other side of the model, ensuring the object is mirroring from the body and not the world origin.

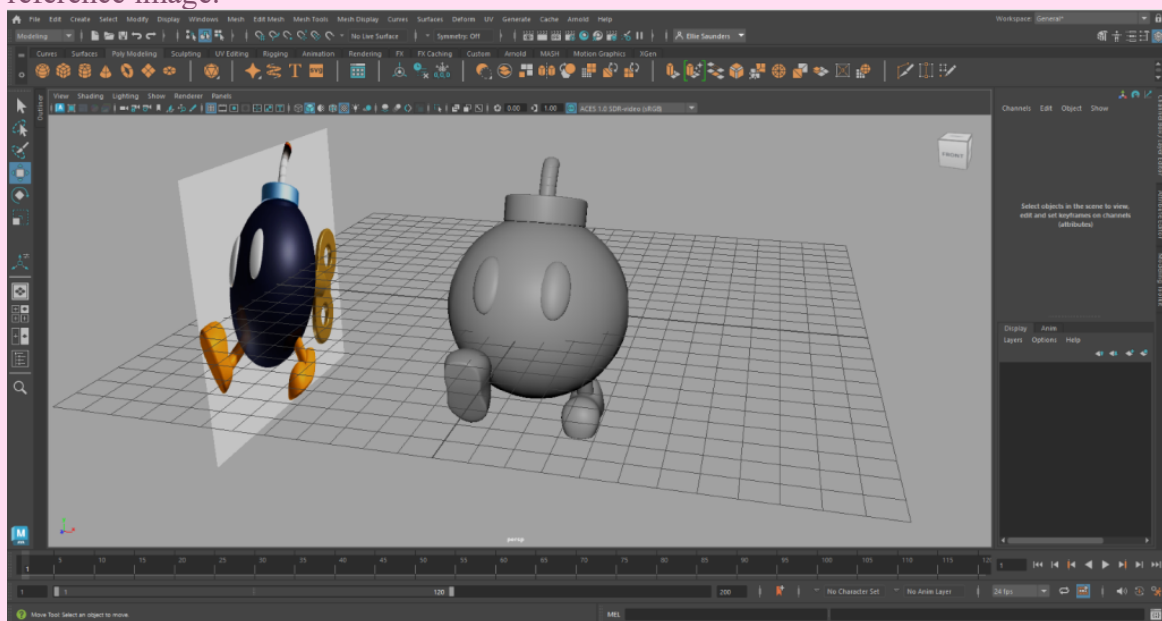


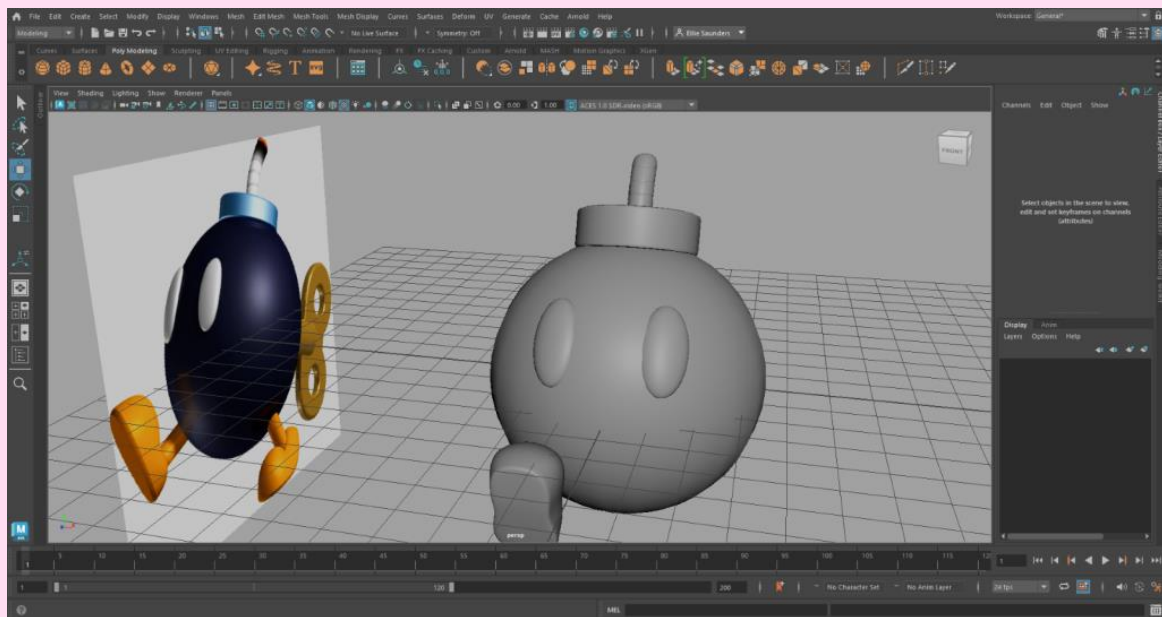
To create the wind-up key, I first added in a cylinder and used the bevel modifier to round out the edge. I then added in another cylinder, then used the extrude key bind, CTRL+E, and made it larger. I deleted the inside and used the bridge tool to fill in the gap. Then I selected some of the bottom faces of the object and used the move tool to move them down and the resize tool to flatten those faces to create half of the wind-up key. From there I used the mirror tool again and mirrored it, so it was reflected on the X axis effectively creating the other half. To combine these two together to make one object, I combined the two objects together by using the combine tool found in the mesh tools drop down menu on the top of the screen, deleted the faces that would be hidden when they were bridged together and used the bridge tool.



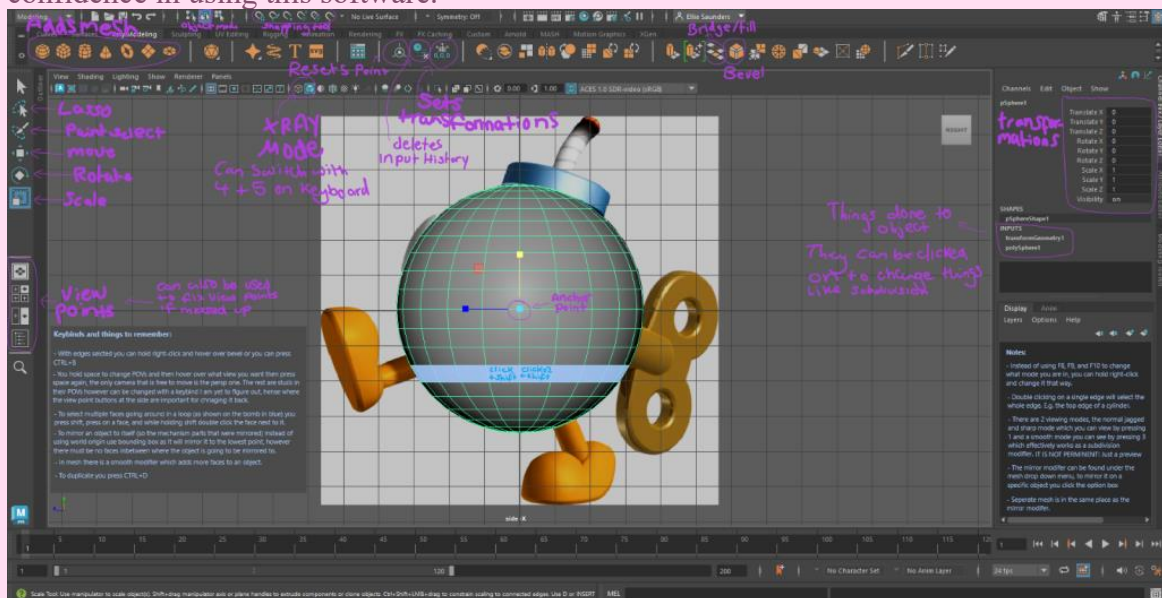


For the legs and feet I started with a basic sphere which I resized and moved using the face mode and the B key to move parts directly with it making the model look smoother. To create the flat bottom of the shoe I selected the faces on the bottom and used the R key to make all the faces flatten onto the same Z value. For the leg I added in a cylinder which I resized and bent with the move tool before attaching it and the foot to the main body. Once I was happy with placements and size I used the mirror modifier again to mirror it onto the other side the body, I adjusted the placement and size slightly to match more with the reference image.





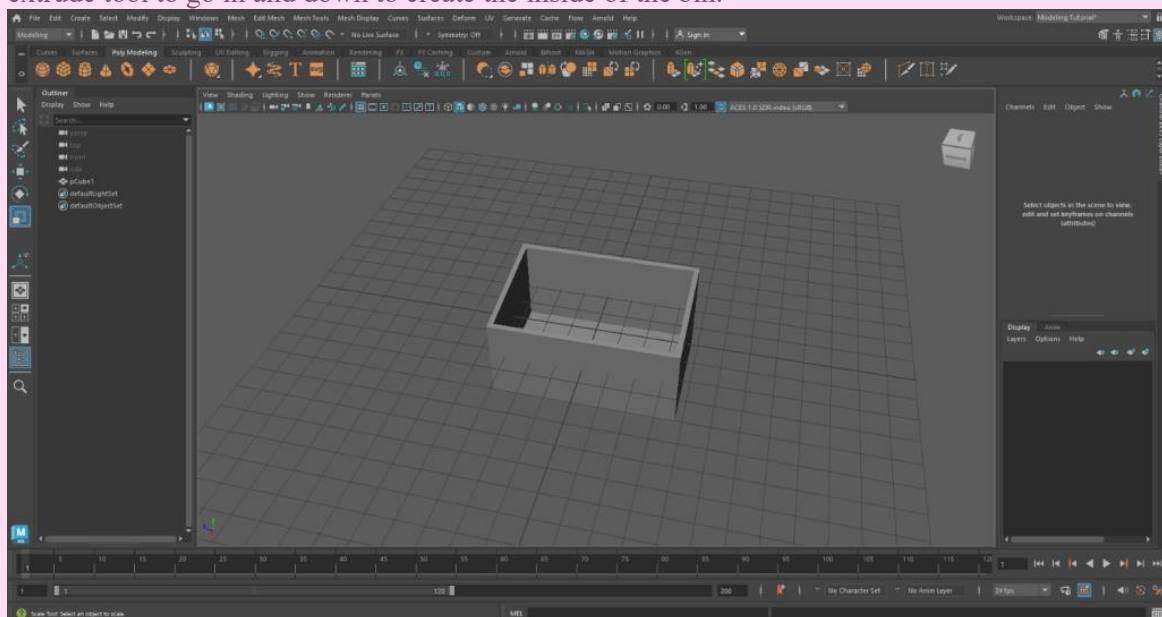
I did have some issues while creating this model, for a start the wind-up key wouldn't bevel during the beginning, I used to google and went through a few websites however there was no straight answer to my issue that I could understand [6]. As a result, I deleted what I had of the win-up piece and re-made it. I did not run into this issue again after this, but if this happened again in the future, I would seek help from a tutor to prevent me having to redo a part of my project. Despite this I have benefitted a lot from this a lot, it has helped me better my understanding of Maya and its interface and has built my confidence in using this software.



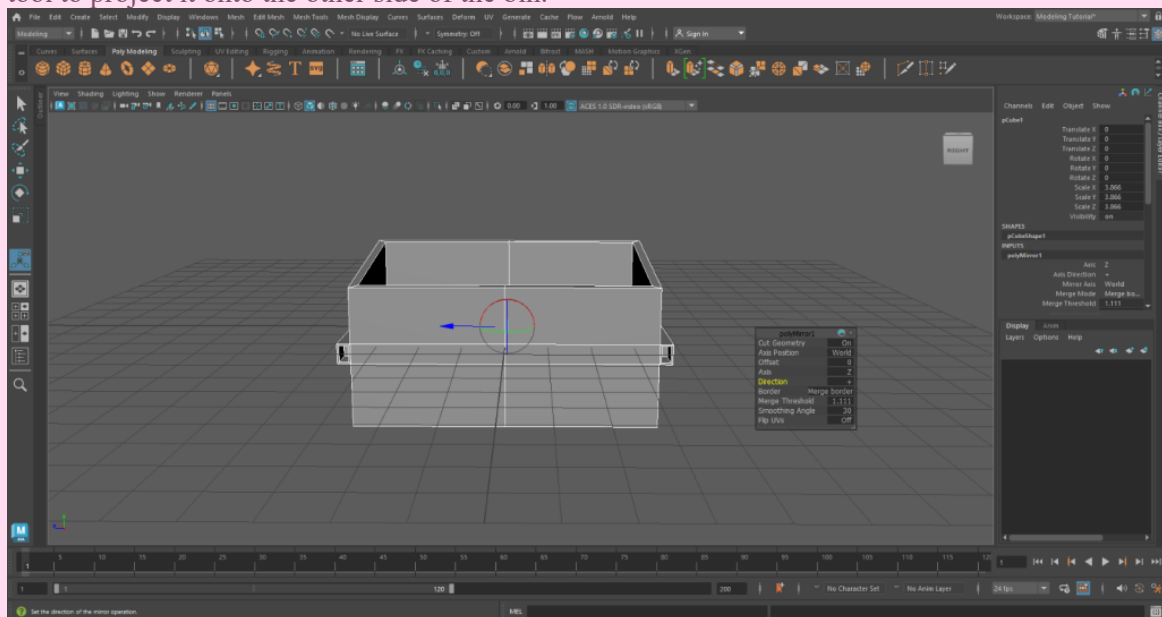
10/10/2025

Modelling a dumpster

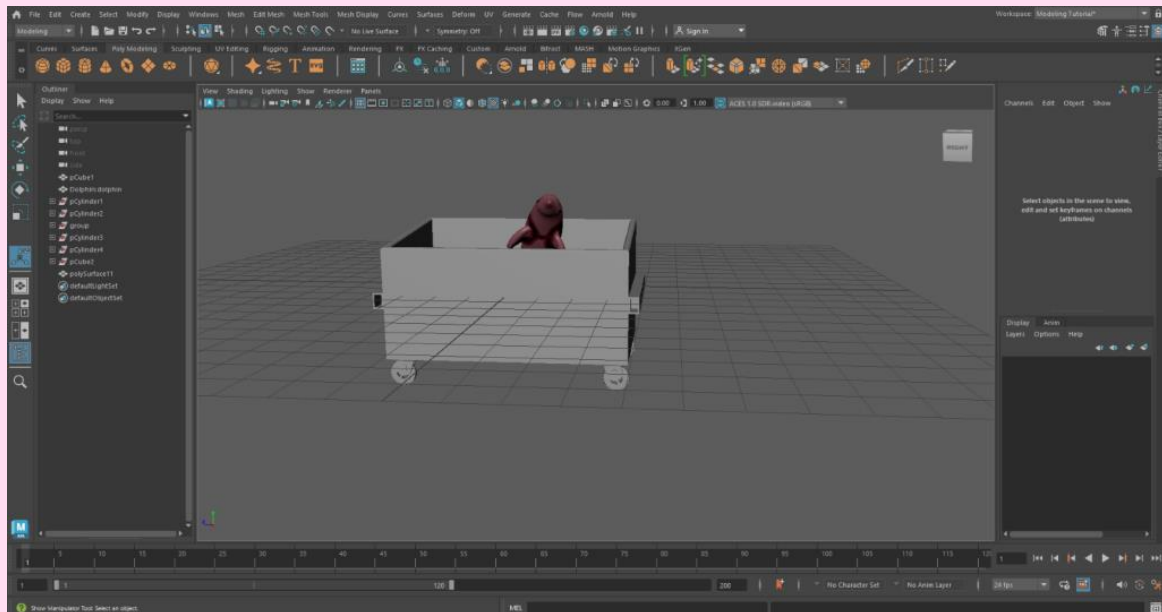
This lesson we began on our assignment and made a dumpster. The model itself was very simple and not much was required to make it. I began with a cube and resized it to make it longer, going into face mode I selected the top face and rotated it to give it that slanted shape before using the extrude tool to go in and down to create the inside of the bin.



From there I added in the handles on either side by adding edge loops into the model and extruding the face out of the side to stick out, I selected the front and back faces of the handles and used the extrude tool to have an offset and sink into the model. Once I finished one side, I used the mirror tool to project it onto the other side of the bin.



Using my combined knowledge from this lesson and the model I did at home; I was able to take some initiative and made the wheels myself. I used a mixture of different methods and skills including bevelling, extruding, mirroring, bridging, and going into different modes to ensure nothing was wrong with my model. Doing this helped me gain more confidence in my skills and ensured me that I was learning and am capable of understanding and using this software.

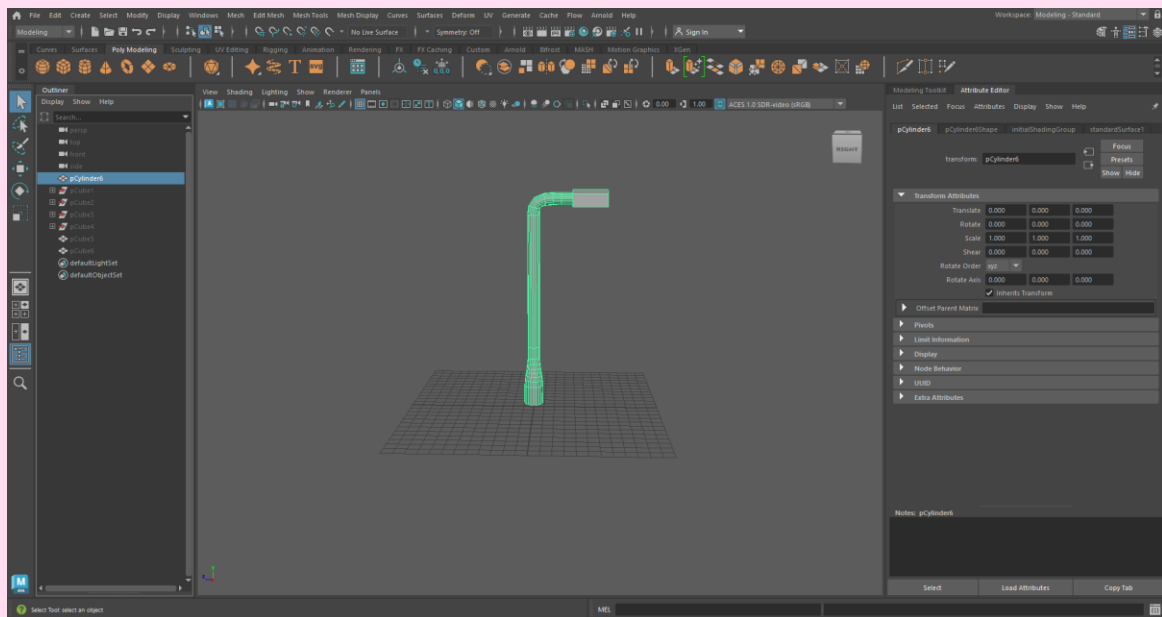


I again ran into the same issue where part of the wheel would not bevel so my edges were very sharp and blocky, as a result I called my tutor over to try and help resolve this issue as I already found out that websites weren't helping. However, when they came over to view the issue the model bevelled as normal. I am still unaware of what this issue is or how I caused it and if this happens for a third time I will again have to return to my tutor. I also had an issue where Maya crashed at the end and I hadn't saved any of my previous progress, this gave me the chance to remake my dumpster since it was completely gone and helped me get a better understanding of the model.

17/10/2025

Creating a lamp post

This lesson focused on mainly the bridging tool and how we could effectively use it within our models, to keep it linked to our assignments this tool was shown in the form of a lamp post. I started with a cylinder and used the resize tool to stretch it up, where I would have originally used the extrude tool to make it go inwards, I instead added in another cylinder which I made slimer and longer with the use of the resize tool, deleted the bottom faces and use the combine tool found in the mesh drop down menu. Once the objects were combined, I used the bridge tool to create polygons to fill in the gap. I changed some of the settings such as twist and taper to get the right look for the pole of the lamp post. To create the top arch, I used the same technique of adding in a new cylinder, resizing and rotating it to the position I feel works best and using the combine and bridge tool.

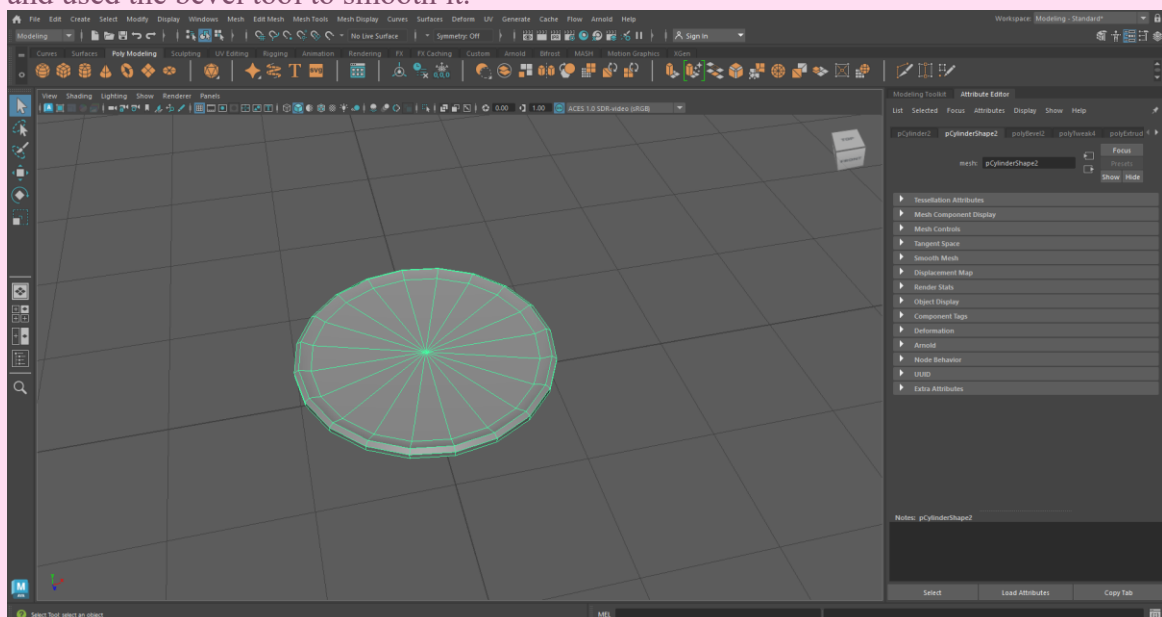


I felt this lesson was mostly useful, however I felt that there were better and ways that the lamp post could have been made. I think the extrude tool could have been better in certain situations rather than the bridge tool, however using it primarily for this model helped me to further improve my understanding of the tool and its capabilities. I didn't run into any issues within this lesson; everything was very straightforward and simple. In the future when I redo this model, I want to experiment more with the design to make it more complicate and push myself to use different techniques and tools.

24/10/2025

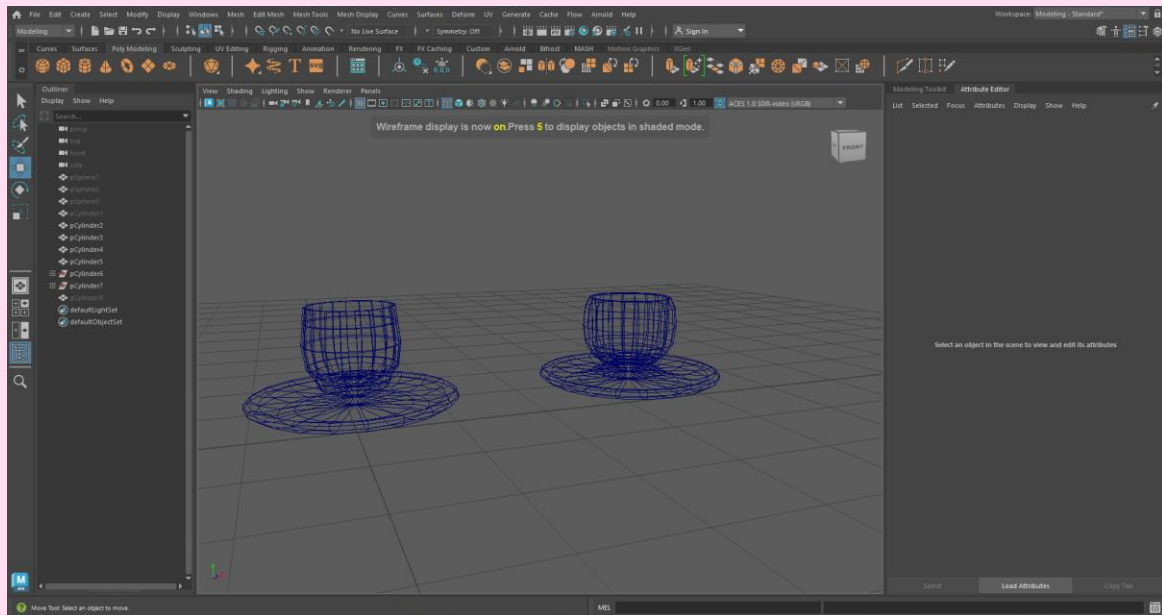
Creating cups and saucers

This lesson had me focusing on creating a cup and saucer for our assignment and introduced me to the X-Ray mode. I began by creating the saucer, I began with a cylinder and with the resize tool I flattened it down and then used the extrude tool on the outer faces of the ring. Extruding out created the rim of the saucer to give it that more plate look. From there I selected the bottom and top faces within the extrude area and with the W key moved it down slightly to make that dip in the plate. I then selected the edges of the rim and used the bevel tool to smooth it.



The screenshot displays the Autodesk Maya 2024 software interface. The top menu bar includes File, Edit, Create, Select, Modify, Display, Windows, Mesh, Edit Mesh, Hierarchy, Mesh Display, Curves, Surfaces, Deform, UV, Generate, Cache, View, Arnold, and Help. Below the menu is a toolbar with various icons for modeling, editing, and rendering. The main viewport shows a 3D scene with a gray grid floor. In the center of the grid, there is a simple 3D model of a cup sitting on a circular plate. The cup and plate are rendered in a light gray color. On the left side of the interface, there is an Outliner panel showing a list of objects in the scene, including 'cup', 'plate', and several 'pCylinder' objects. The right side of the interface features a panel with tabs for 'Modeling Tools' and 'Attribute Editor'. The 'Attribute Editor' tab is currently selected, showing a list of attributes for the selected object. The bottom status bar indicates 'Select Tool: select an object'. The overall interface is clean and professional, typical of a professional 3D software package.

The screenshot displays the Autodesk Maya 2017 software interface. The top menu bar includes options like File, Edit, Create, Select, Modify, Display, Windows, Mesh, Edit Mesh, Move, Rotate, Scale, Stretch, Match Display, Curves, Surfaces, Deform, UV, Generate, Cache, View, Arnold, and Help. Below the menu bar is a toolbar with various icons for modeling, editing, and rendering. On the left side, there is an Outliner panel showing a hierarchy of objects: 'Scene', 'Plane1', 'Plane2', 'Plane3', 'Plane4', 'Plane5', 'Plane6', 'Plane7', 'Plane8', 'Plane9', 'Plane10', 'Plane11', 'Plane12', 'Plane13', 'Plane14', 'Plane15', 'Plane16', 'Plane17', 'Plane18', 'Plane19', 'Plane20', 'Plane21', 'Plane22', 'Plane23', 'Plane24', 'Plane25', 'Plane26', 'Plane27', 'Plane28', 'Plane29', 'Plane30', 'Plane31', 'Plane32', 'Plane33', 'Plane34', 'Plane35', 'Plane36', 'Plane37', 'Plane38', 'Plane39', 'Plane40', 'Plane41', 'Plane42', 'Plane43', 'Plane44', 'Plane45', 'Plane46', 'Plane47', 'Plane48', 'Plane49', 'Plane50', 'Plane51', 'Plane52', 'Plane53', 'Plane54', 'Plane55', 'Plane56', 'Plane57', 'Plane58', 'Plane59', 'Plane60', 'Plane61', 'Plane62', 'Plane63', 'Plane64', 'Plane65', 'Plane66', 'Plane67', 'Plane68', 'Plane69', 'Plane70', 'Plane71', 'Plane72', 'Plane73', 'Plane74', 'Plane75', 'Plane76', 'Plane77', 'Plane78', 'Plane79', 'Plane80', 'Plane81', 'Plane82', 'Plane83', 'Plane84', 'Plane85', 'Plane86', 'Plane87', 'Plane88', 'Plane89', 'Plane90', 'Plane91', 'Plane92', 'Plane93', 'Plane94', 'Plane95', 'Plane96', 'Plane97', 'Plane98', 'Plane99', 'Plane100'. The main viewport shows a 3D scene with a cup on a saucer. The right side of the interface features an Attribute Editor panel with tabs for Modeling, Shading, Lighting, Show, and Render. The Modeling tab is active, showing a list of attributes for the selected object. The bottom status bar indicates the current tool is 'Select' and the object is 'Plane1'.

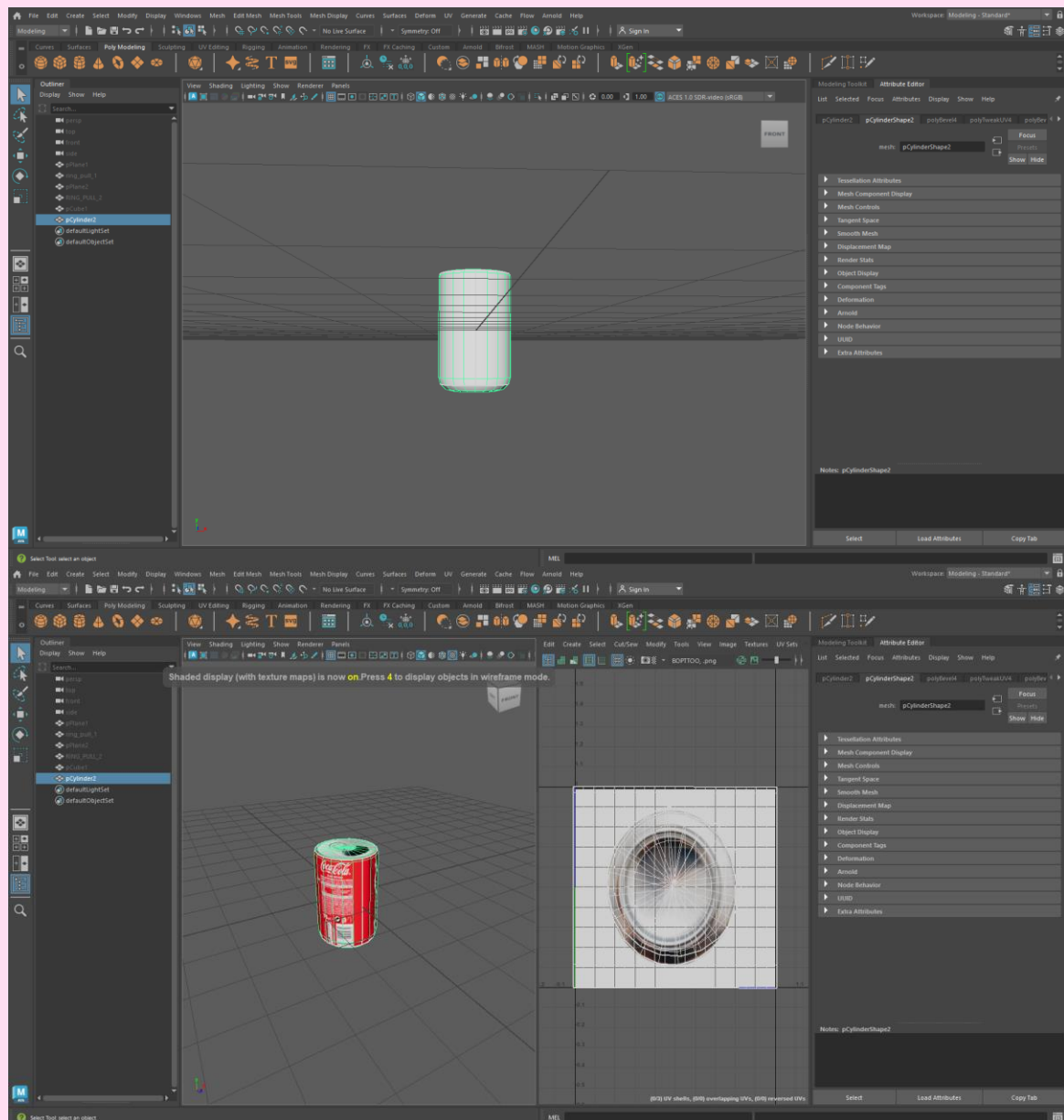


This lesson felt very important as it helped me realise that the inside of the models is just as important as the outside. It helped me learn more about the software and how to effectively use it and its features. During this lesson I gained the confidence to go further and create a second cup which was good as it made me want to go further and mix in my other skills and techniques with this. I didn't run into any issues with this; I felt the opposite. If I had to do it again, I would branch out more and create more complex designs and maybe UV wrap it to make it look better.

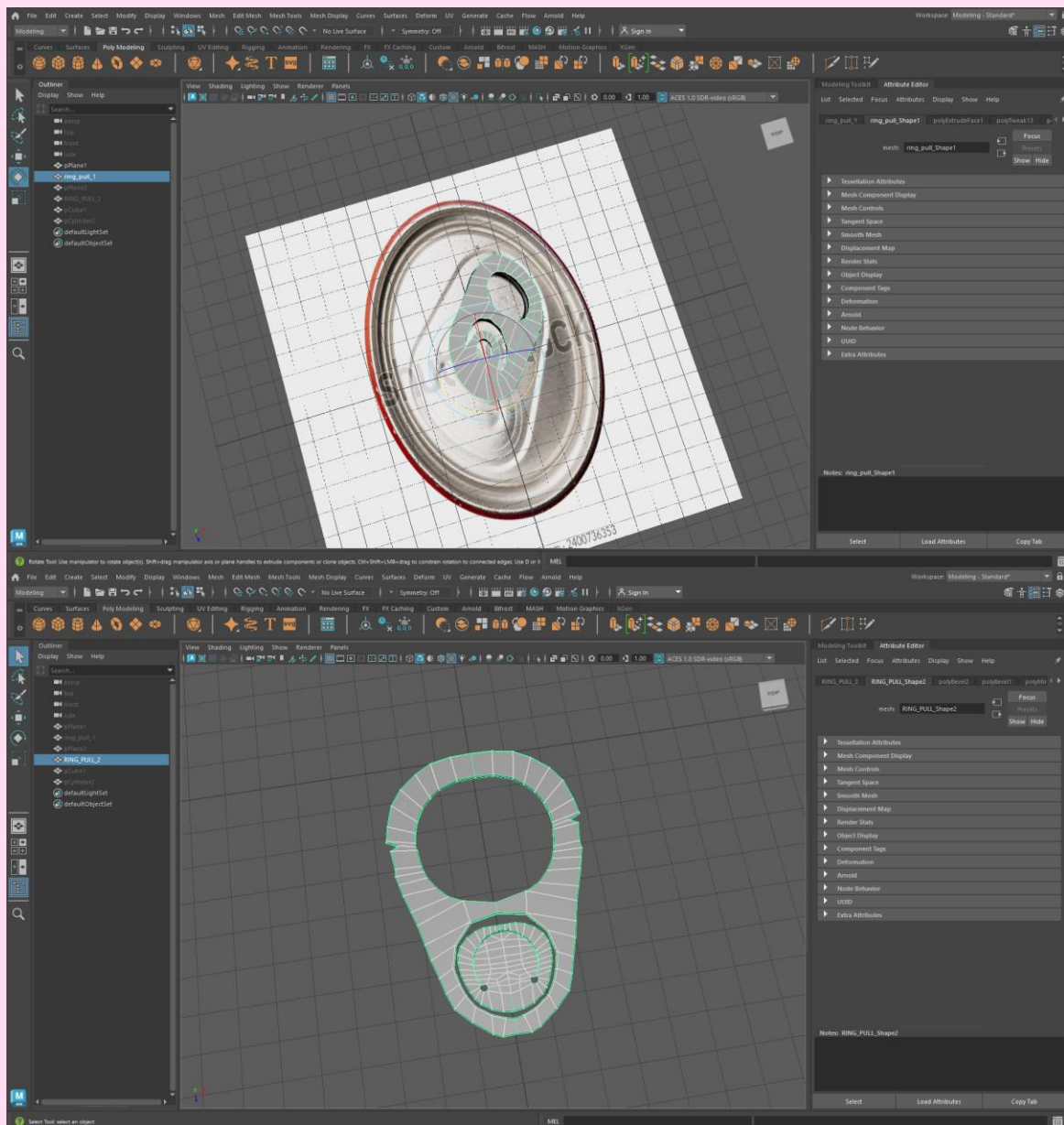
14/11/2025

Quad mapping and UV unwrapping

In this lesson I was taught how to UV unwrap and quad draw. I began by creating a simple coke can by adding in a cylinder, I bevelled the top and bottom of the edges to create more rounded edges in order to have the cylinder look more like I can. From there I UV unwrapped the cylinder by going bringing up the UV editor and clicking on the can, I then cut up the UV wrap so I can add different textures to each part of the can. I added in the textures of the coke can [7] to the sides, top and bottom.



From there I started quad drawing so I can have a 3D can pull for the top of the can. I began by adding in a plane and adding the reference image [8] so I can trace over it with polygons, pressing 6 on the keyboard to turn on texture mode and making the object live to have the quad being drawn snapped to it. Then I used the quad draw tool to add polygons onto the image.

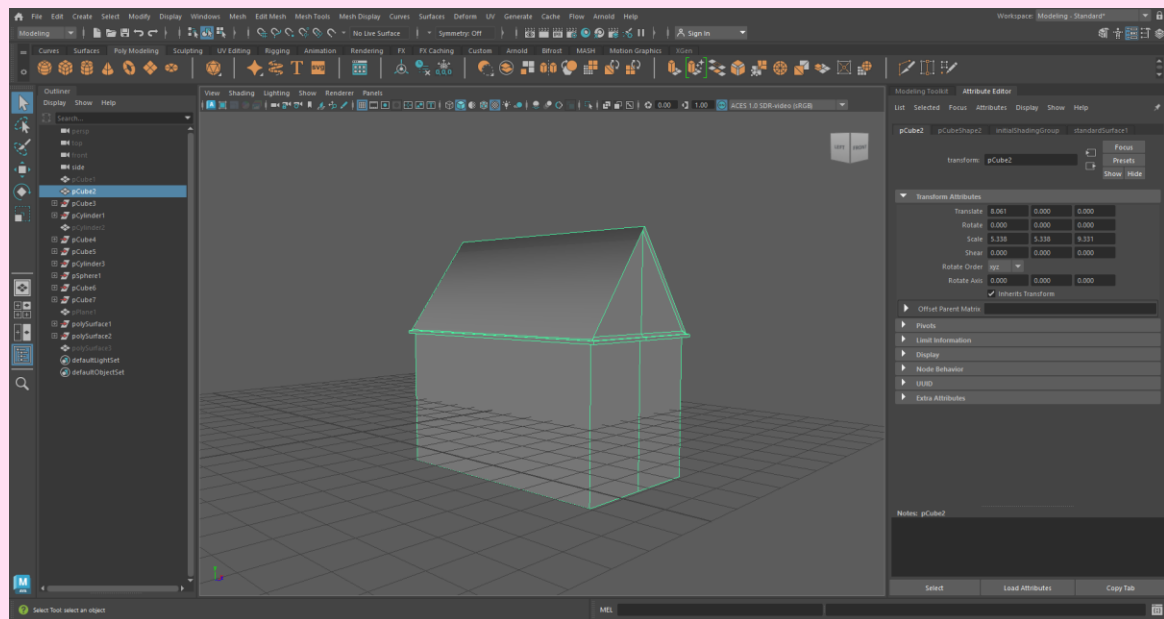


I didn't run into any issues within Maya; I found this lesson very useful as it opened many more opportunities for what I can model and how easy it would be to do so. I could have been better with my polygon placements as in some areas it was rather messy, however I do have the general idea of how it works and I can easily build up from there and get better results. I felt confident enough to try the quad drawing again which turned out better than my first attempt, however even then there are places in which I could improve.

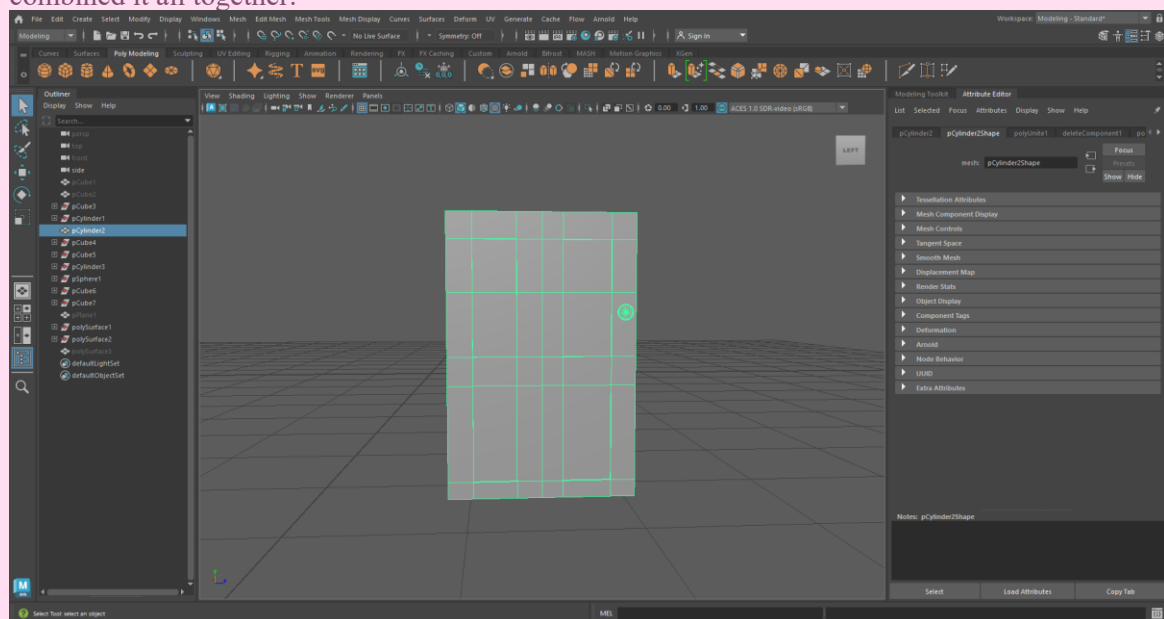
21/11/2025

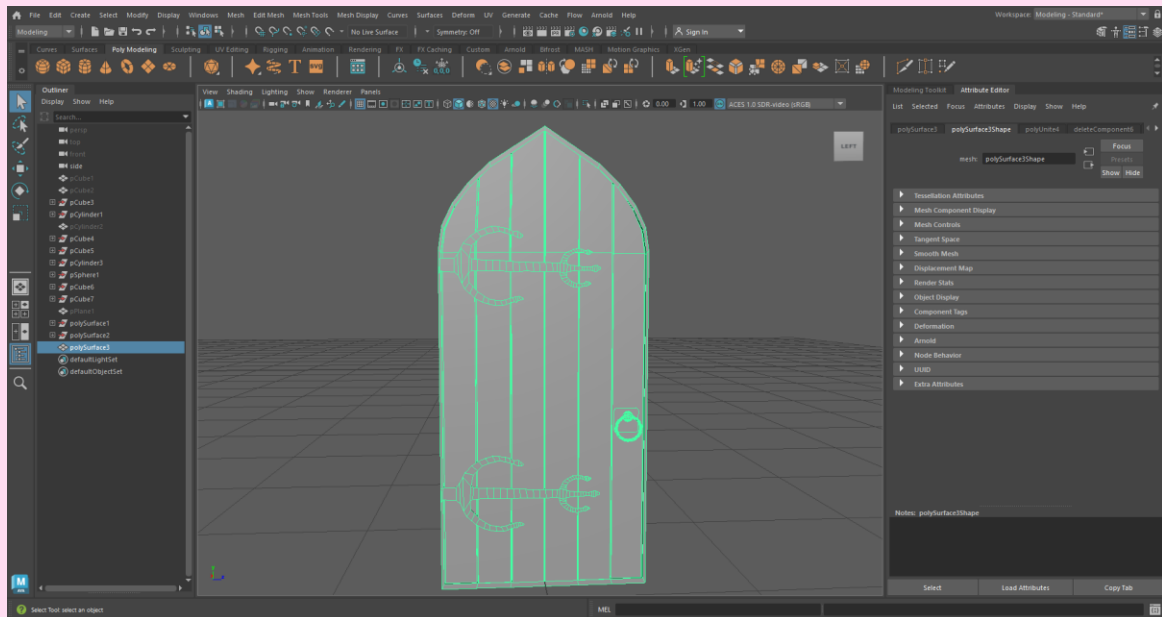
Modelling a house

In this lesson I was tasked with modelling a house for our assignment. I began with a basic cube which I resized and pulled upwards slightly to create a more building like shape, from there I extruded the top face upwards to create the geometry for the roof. I then added an edge loop down the middle of the house and moved that edge up to form the triangular shape of the roof, I then pulled out the edges on the sides of the roof to form a slight overhang adding more depth to the model.



From there I worked on creating a door for the house. I added in a new cube which I resized to be slimmer and longer for the basic door shape. I decided I wanted the door to be more fantasy style than modern, as a result I added a loop cut down the middle to pull the top part of the door up to create an arch and bevelling the edges to create a nice curve. From there I created the door handle using a cube and a torus, I bevelled in some ridges onto the ring of the door to give it more depth before combining it all together to make the handle. I used quad drawing to create the details of the door using a reference image [9]. I mirrored the object for the detail further down the door and combined it all together.





I didn't have any issues with this model apart from forgetting how to start drawing onto an image, however once I referred to Moodle [10] and looked at the tutorial on there, I was able to get back to modelling without any issues. I think so far this has been my most successful lesson, with very little going wrong and my growing confidence in quad drawing encourages me to continue 3D modelling the way I have been and to experiment more. The door is probably the thing I am most proud of now despite being simple.

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