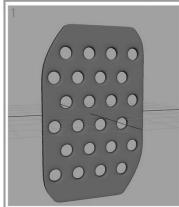
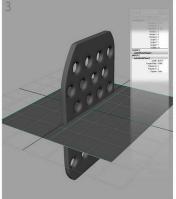
Maya Modeling Techniques

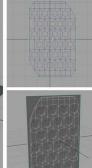
reffrenced notes from video tutorial at: http://vimeo.com/5738519

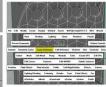
To shape a mesh: Creating a NURBS patch to act as a deformer

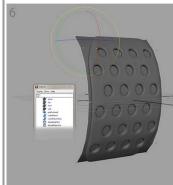












- 1 Start with any mesh you want to shape centered at the origin.
- 2 Select Create > NURBS Primitives > Plane.
- 3 Under the settings in the channel box for the NURBS Plane change the "U" and "V" Patches to 2 for more control over deforming.
- 4 Scale the NURBS Plane to encompass the mesh leaving a slight boarder, then select the mesh followed by the NURBS Plane.
- 5 Select Create Deformers> Wrap.
- 6 Now in the outliner you will see a new node default called "nurbsPlane1Base". Select the NURBS Plane and use "control vertex" to modify the mesh as you see fit. Clear history on the mesh when done.