

Forum:[Hack Forums](#)

Thread: [Someone to teach me how to use Maya 3d Modelling software](#)

MrJamieMcC - October 1, 2016, 6:20 am

So im studying 3d Modelling in University this year and we will be using Maya by Autodesk to create the models. I have used Google sketch up so i have a general idea on stuff but it would be great if somebody was able to give me a 1-1 session on the full layout and tools in Maya.

Thanks

SIM-964740 - October 2, 2016, 5:40 am

I would say that you should just search up some Maya tutorials on how to make certain objects. You will learn the tools, what they do and how to navigate from doing so. That is how I learnt, its how I learn a lot of what I know.

MrJamieMcC - October 2, 2016, 5:48 am

(Oct 2, 2016 05:40 AM)Selcouth Wrote: [\[CITE\]](#) I would say that you should just search up some Maya tutorials on how to make certain objects. You will learn the tools, what they do and how to navigate from doing so. That is how I learnt, its how I learn a lot of what I know.
Im starting to think that way may be the way to go.

iDark0de - June 19, 2017, 12:18 am

From experience when I first started 3-D Modelling with Maya in college it was H-A-R-D, but after being thrown in the deep end, having to watch tutorials on which hotkeys to use to make modelling easier etc, it has become so much easier to use. My advice would be to go with tutorials on Maya i.e. my first ever model was of a target range, second one was a can, i.e. creating the grooves and adding textures etc. there's some really good clips on YouTube for them, as that is what I and many others were told to use at the time, if you need any help with it I'll try and help as much as I can, let me know if you do

MrJamieMcC - June 19, 2017, 2:23 am

(Jun 19, 2017 12:18 AM)iDark0de Wrote: [\[CITE\]](#) From experience when I first started 3-D Modelling with Maya in college it was H-A-R-D, but after being thrown in the deep end, having to watch tutorials on which hotkeys to use to make modelling easier etc, it has become so much easier to use. My advice would be to go with tutorials on Maya i.e. my first ever model was of a target range, second one was a can, i.e. creating the grooves and adding textures etc. there's some really good clips on YouTube for them, as that is what I and many others were told to use at the time, if you need any help with it I'll try and help as much as I can, let me know if you do

Hi bro. This thread is over a year old. I know how to model now. I am working with the game Rising Storm Vietnam. Thanks for the help though :)