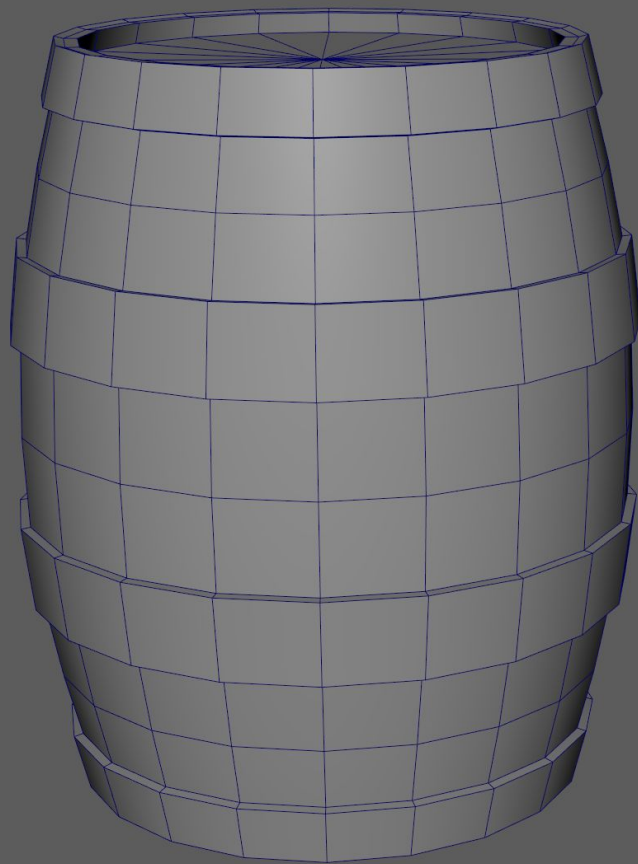
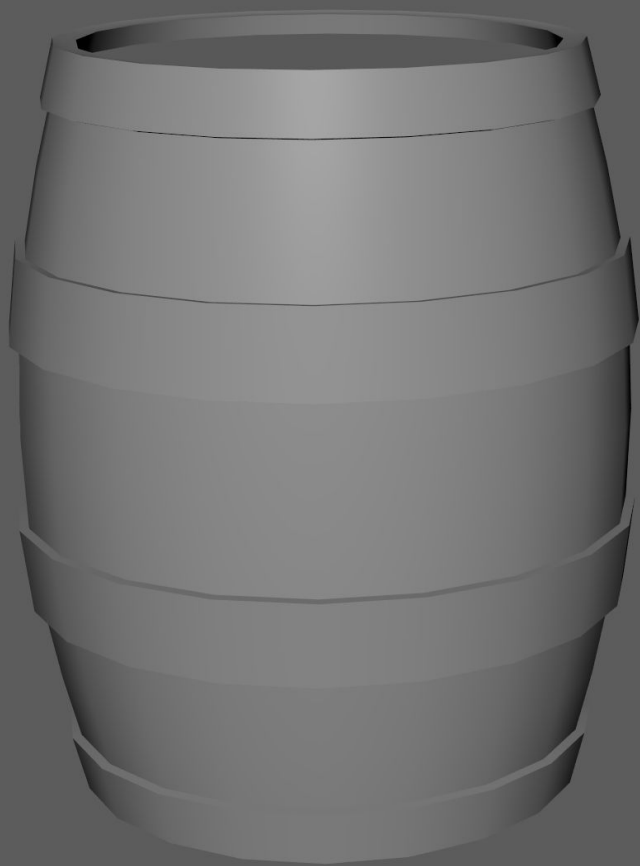


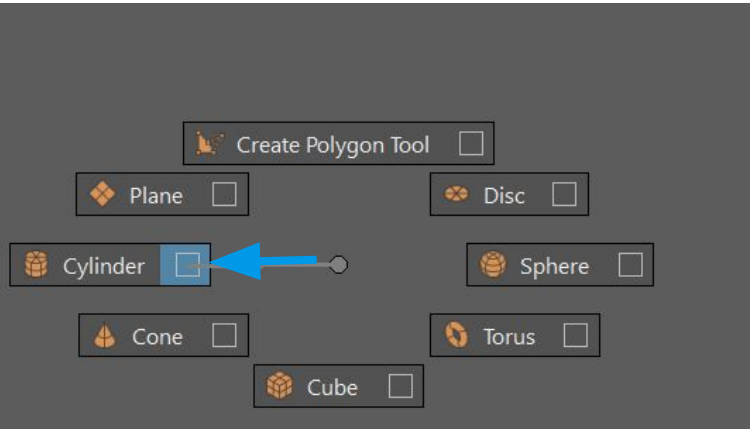


| Beginner MAYA

MODELING A BARREL IN 3 MINUTES

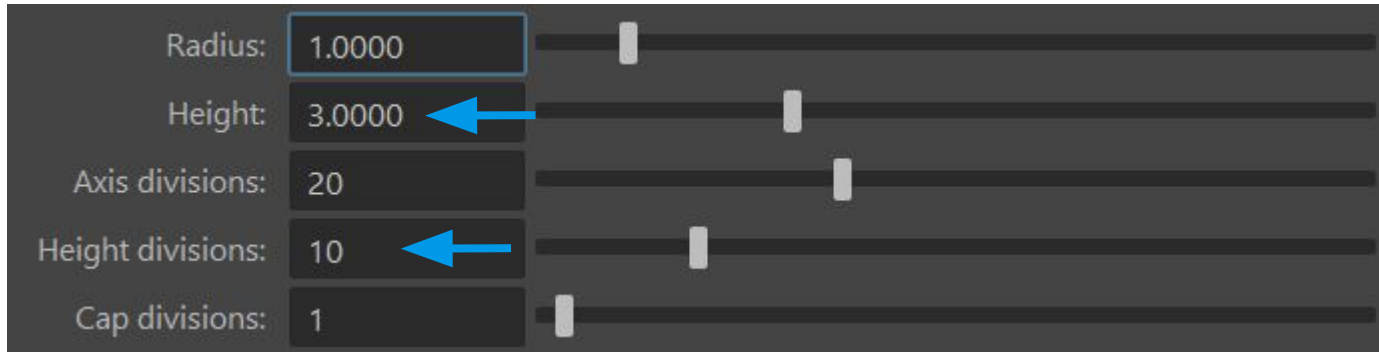




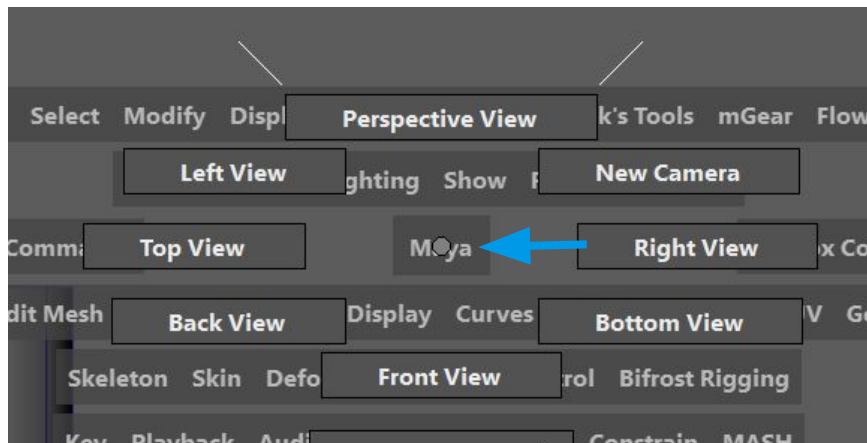


Shift Right Click and click on the square icon next to Cylinder.

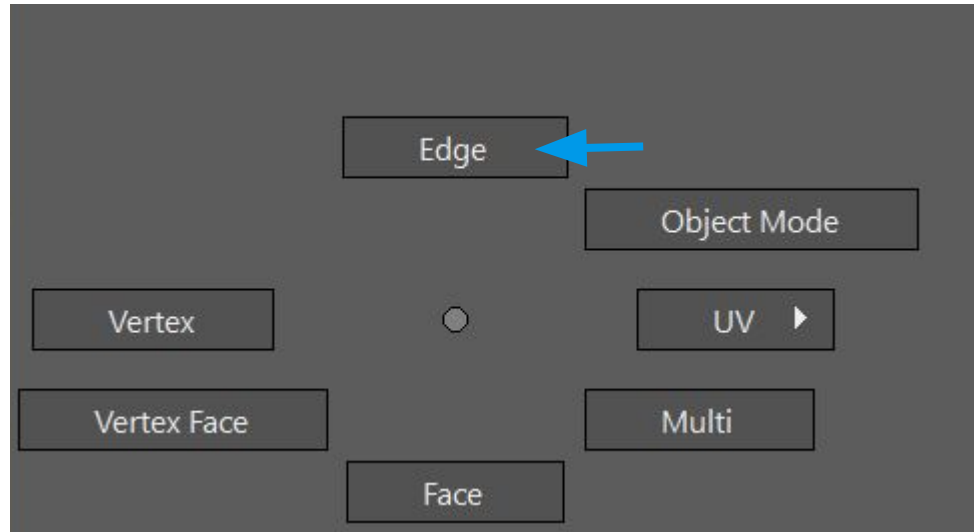
In the Cylinder options change the **Height** to **3** and the **Height divisions** to **10**.

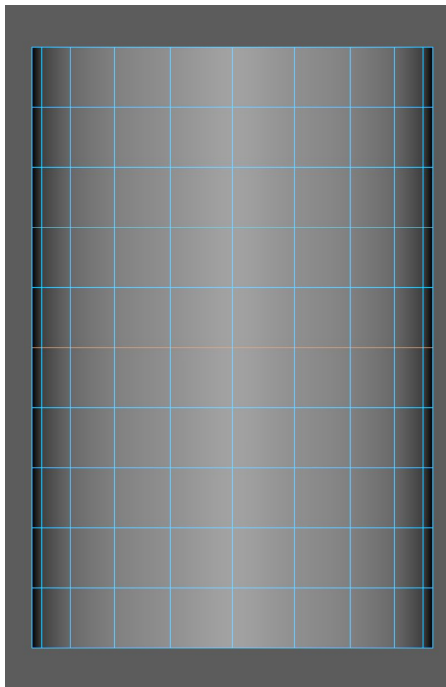


Go to the front view (hold spacebar and hold left click over Maya).

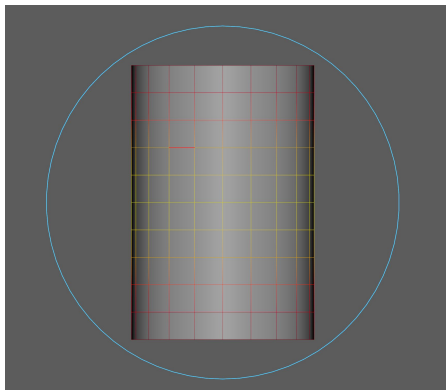


Hold Right Click over the cylinder and choose Edge.

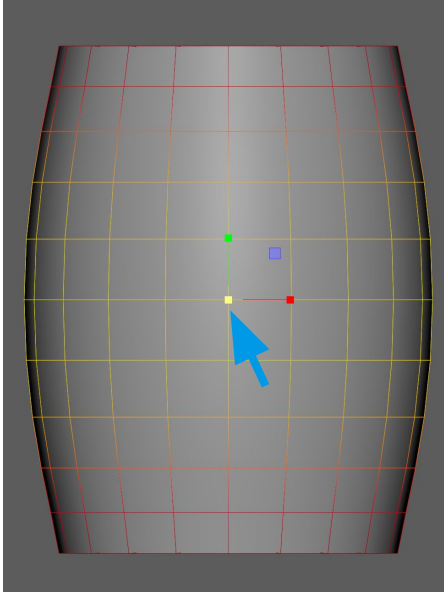




Double click the middle horizontal edge to select a loop.

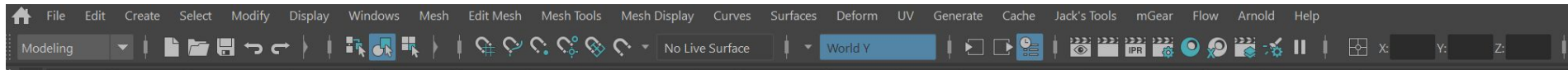


Press `b` to toggle on “soft selection”. Hold `B` and drag with your middle mouse button to increase the falloff to cover the entire cylinder.

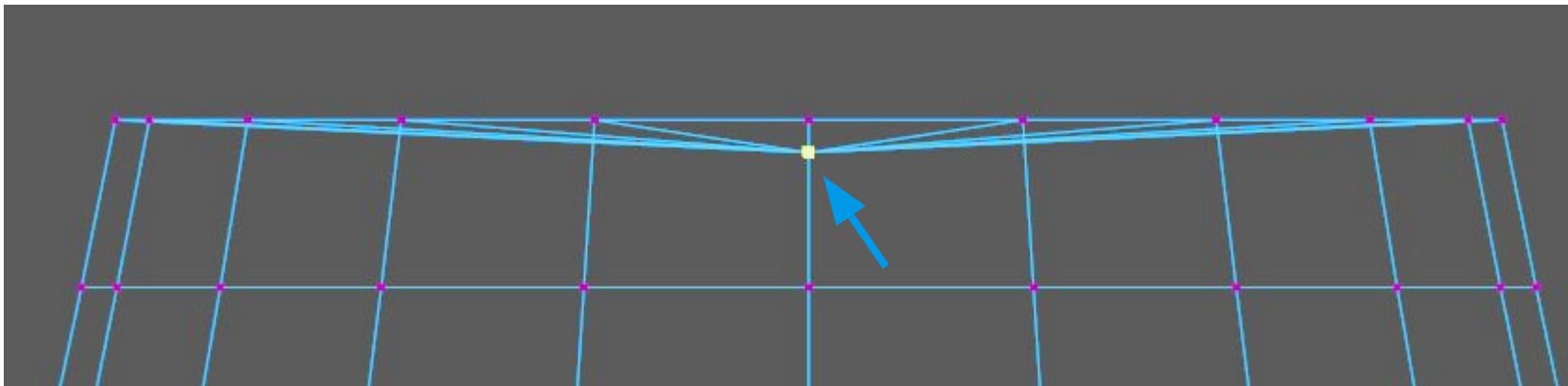


Press **R** scale and drag on the yellow cube to scale. Turn soft selection off (**b**).

Go to Wireframe view (4). Hold right click and choose Vertex.
Turn Symmetry on to World Y.

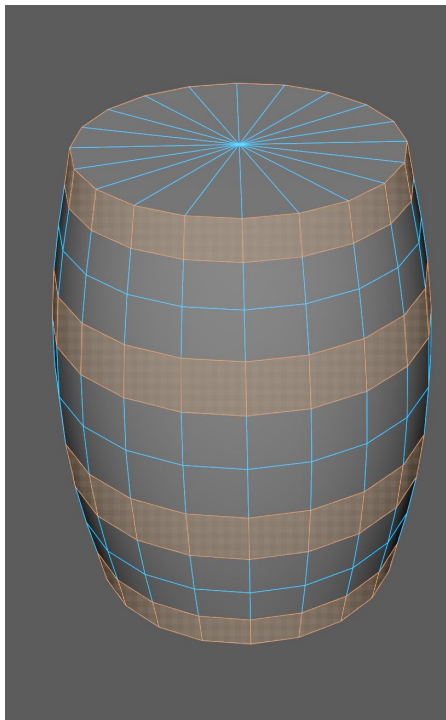


Select the middle vertex.



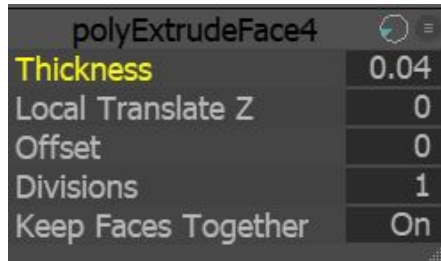
Go to your move tool (**w**). Drag on the yellow icon while holding **v** for snap to vertex. Drag over one of the top vertices of the barrel to snap to it.

Go back to shaded mode (**6**). Go to your perspective view.



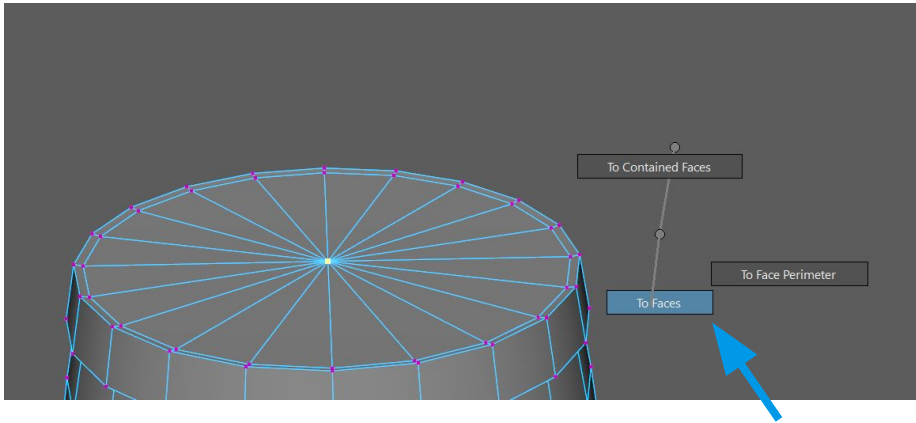
Hold Right click the barrel and choose Face. Select the top loop of faces by selecting one face holding shift and double clicking a face next to it. Repeat this for another row of faces.

Extrude (**CTRL e**). Change the **Thickness** to **0.04** .



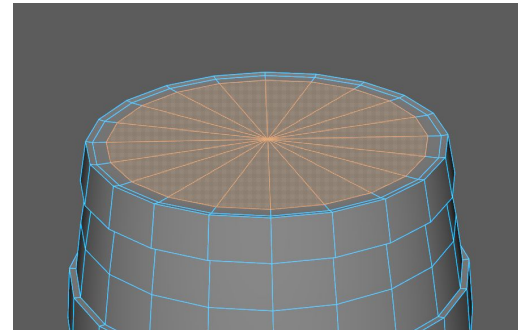
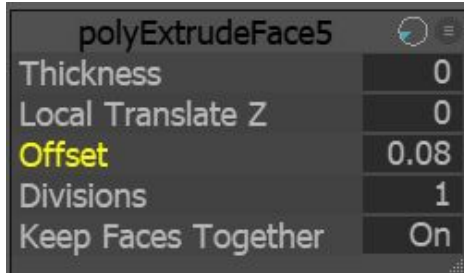
Switch to vertex mode (hold right click and choose vertex).

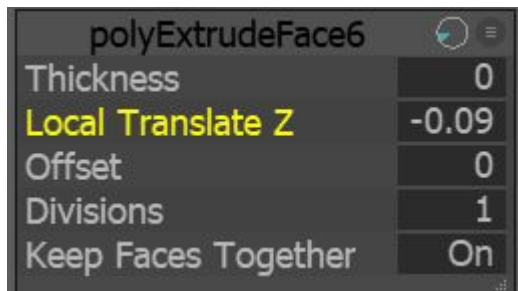
Select the middle vertex at the top of the barrel. Ctrl right click and choose To Faces - To Faces.



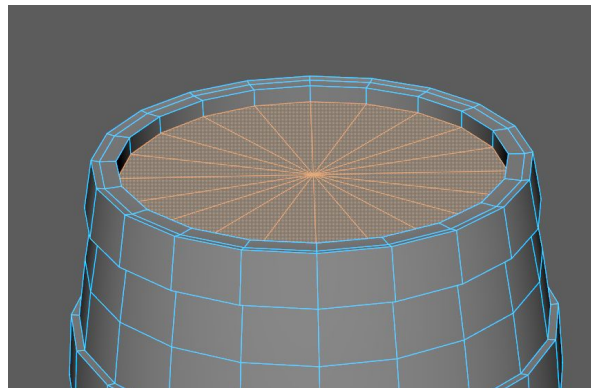
Extrude again (**CTRL e**) and use **Offset** to pull in the faces. This is how thick you want the wooden planks of the barrel to be.

Note the pie icon at the top right controls the sensitivity of the sliders. When you hover over the text you can drag with your mouse to change the values.





Extrude again (**CTRL e**) and use **Local Translate Z** to pull down the faces.



Hold Right click and go to Object Mode.

That concludes the tutorial.
