

# CHEAT SHEET

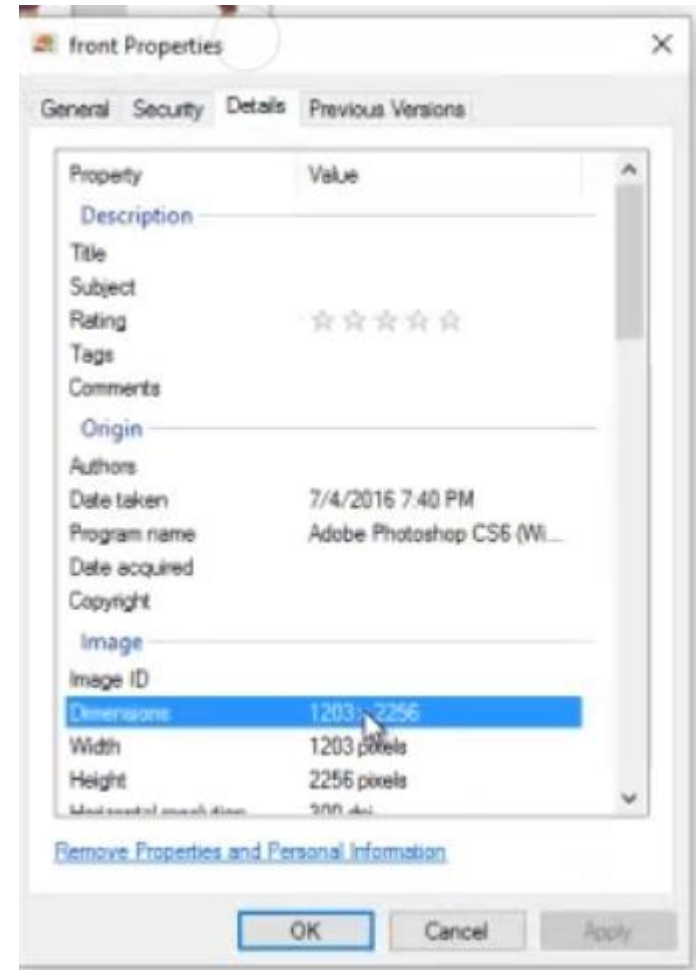
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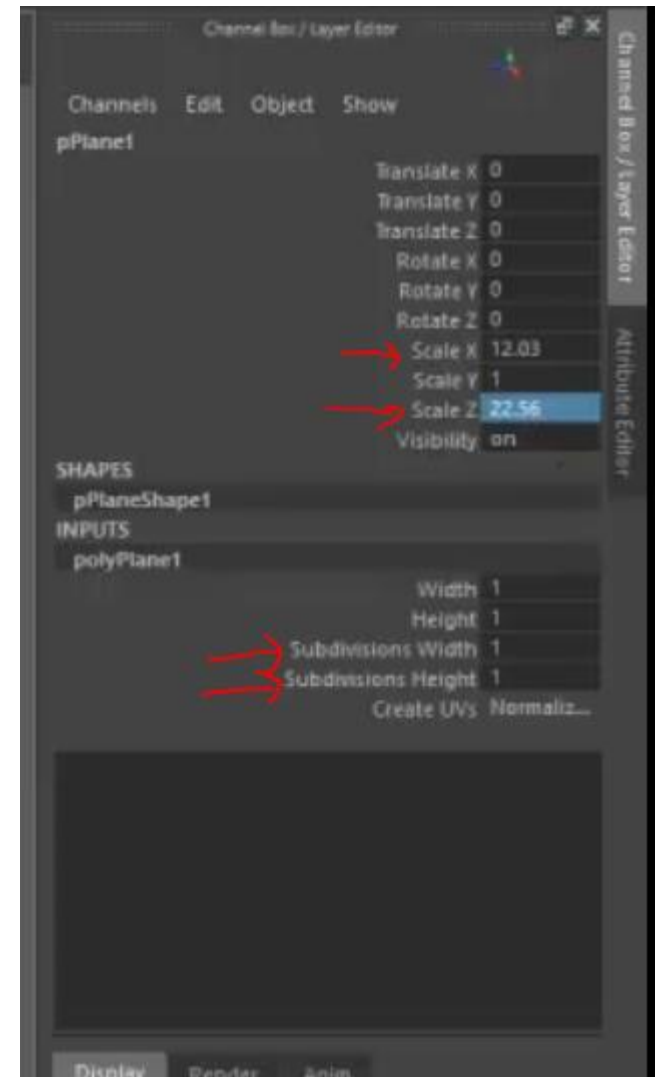
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Find Image Dimensions
  - Right Click Image > Properties
  - Details (tab)
    - Take Note of Dimensions
      - Width x Height



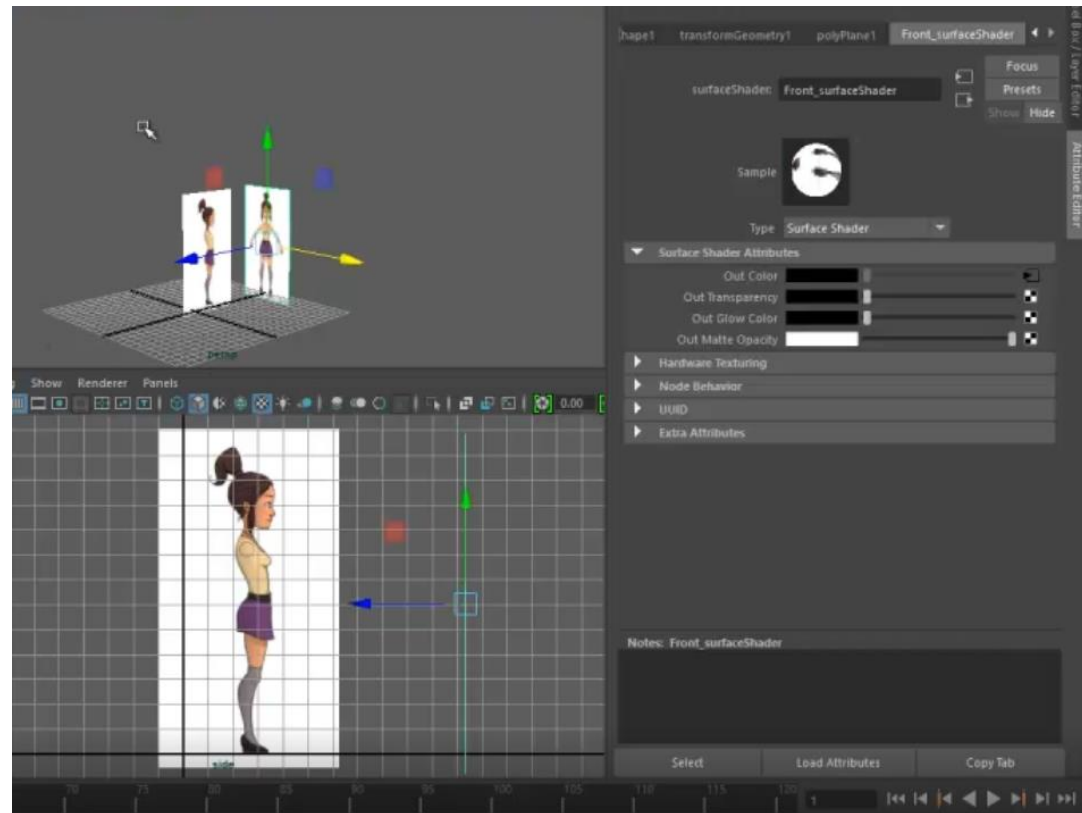
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Scale Plane in Maya
  - Channel Box
    - Scale X for Width
    - Scale Z for Height
  - Inputs
    - Subdivision Width/Height to 1



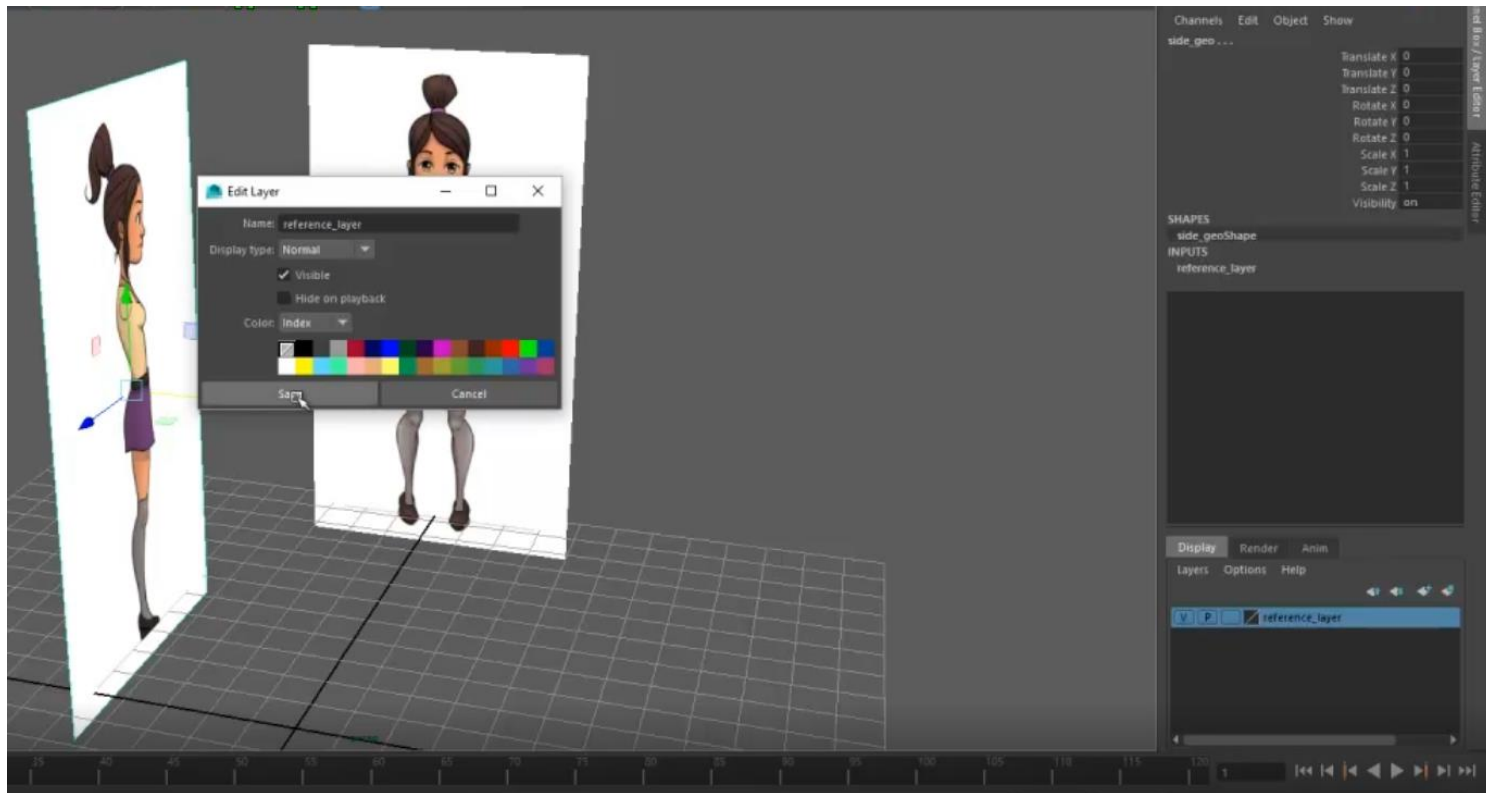
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Use a Surface Shader for Reference
  - ✓ Don't forget to label your geometry/shaders!



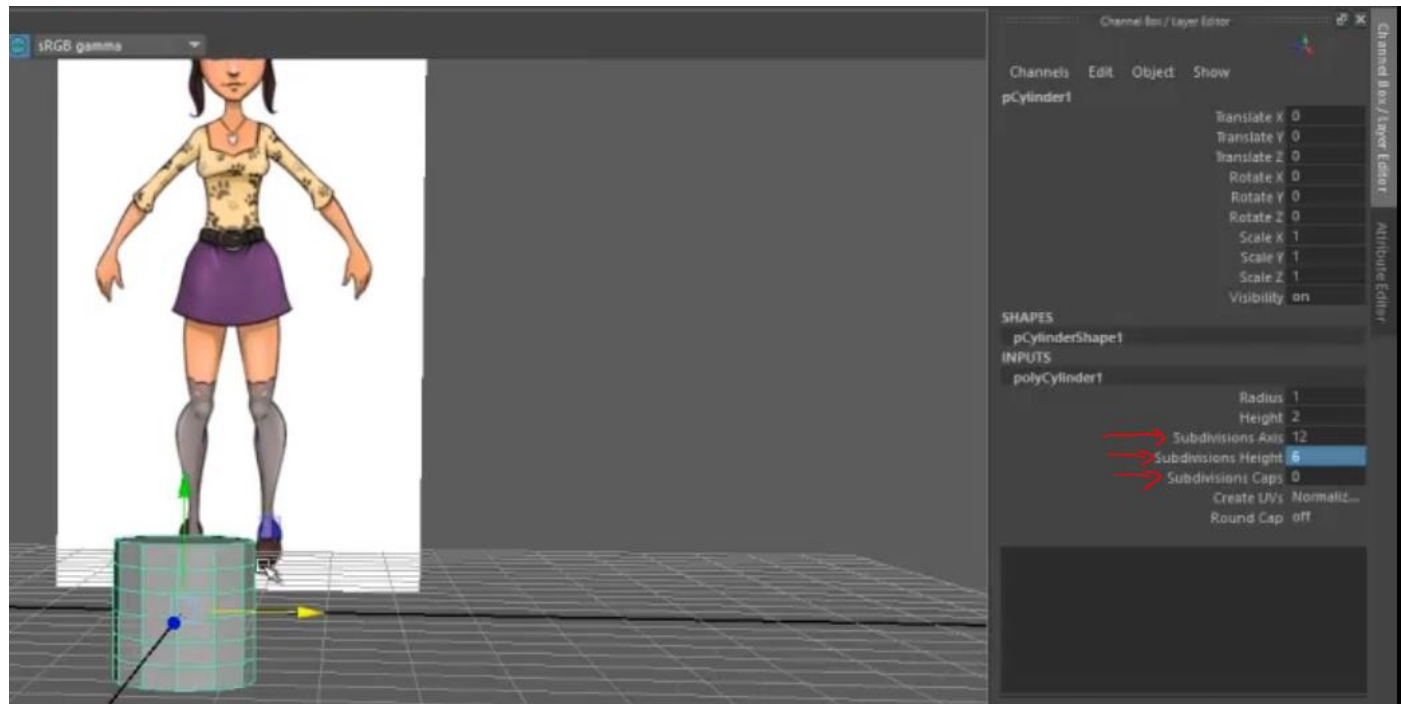
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Create a Display Layer
  - Assign geo to layer
  - R for Reference



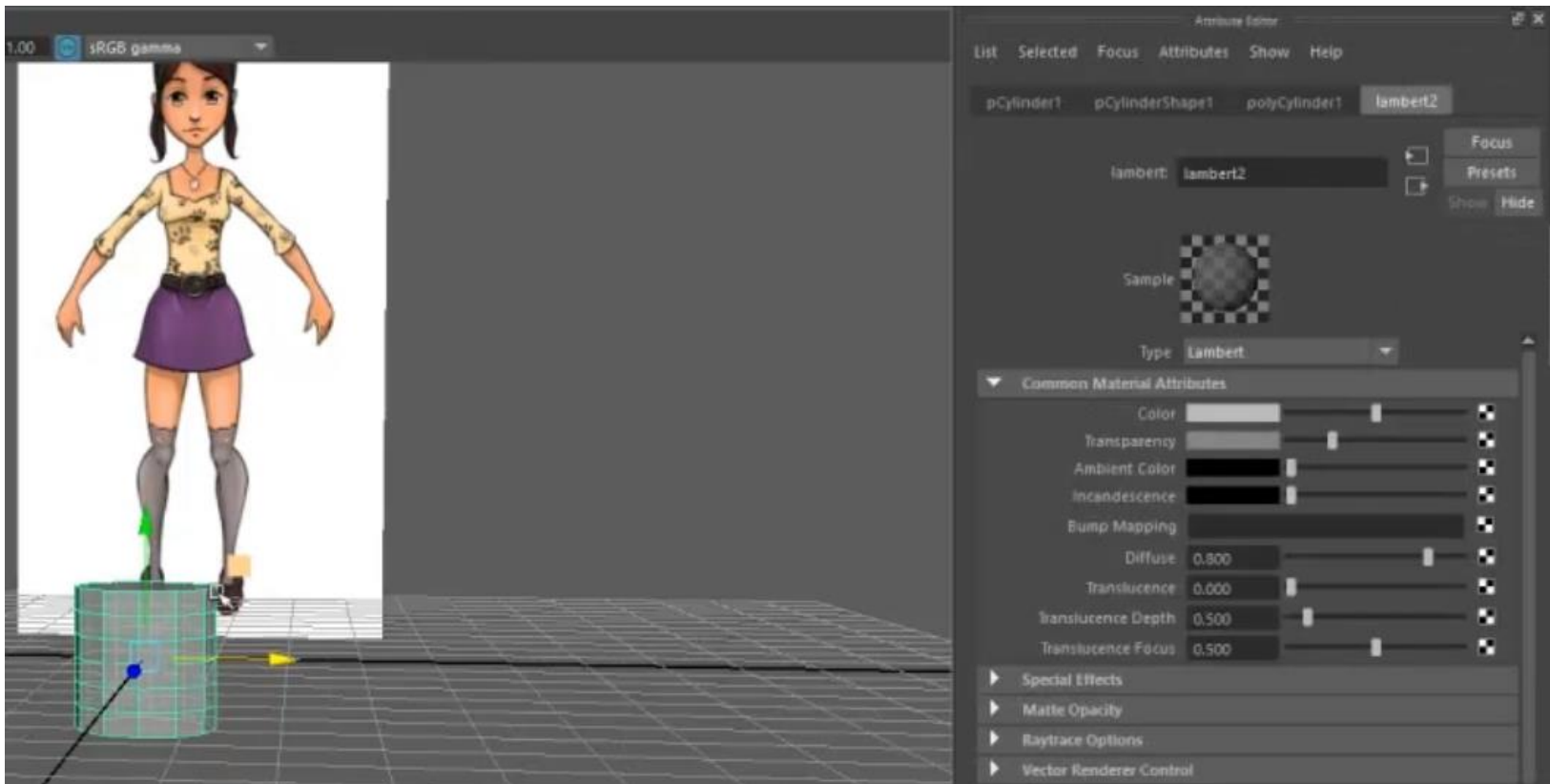
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Create a Cylinder
  - Subdivision Axis: 12
  - Subdivision Height: 6
  - Subdivision Cap: 0



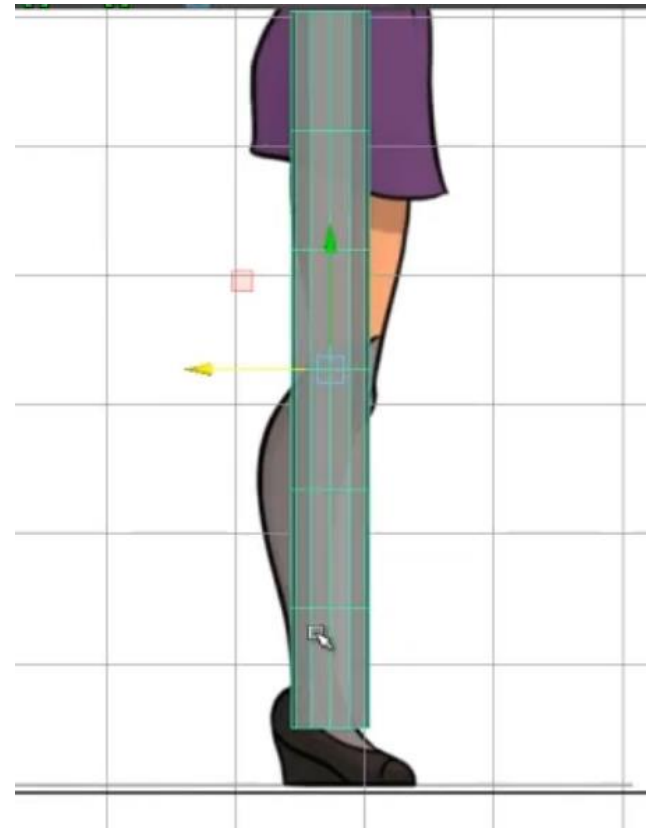
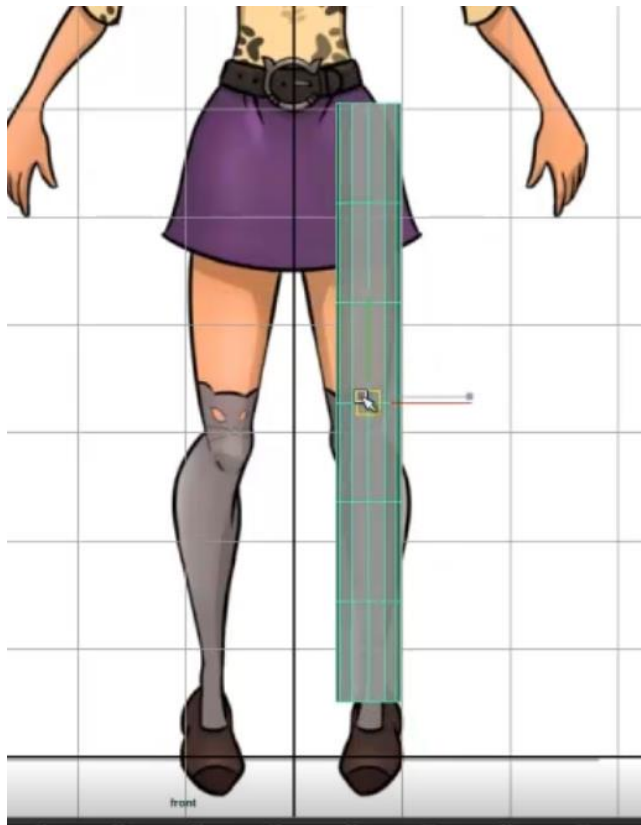
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Assign Lambert to geometry
  - Transparency: Light Grey



# Making of Calico - Part 1 - Scene Set Up And Leg Model

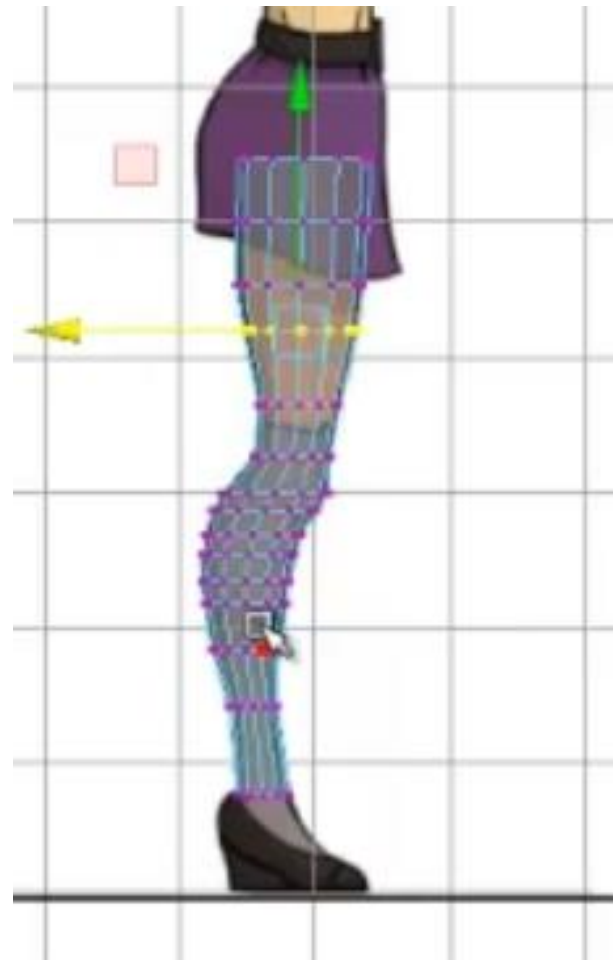
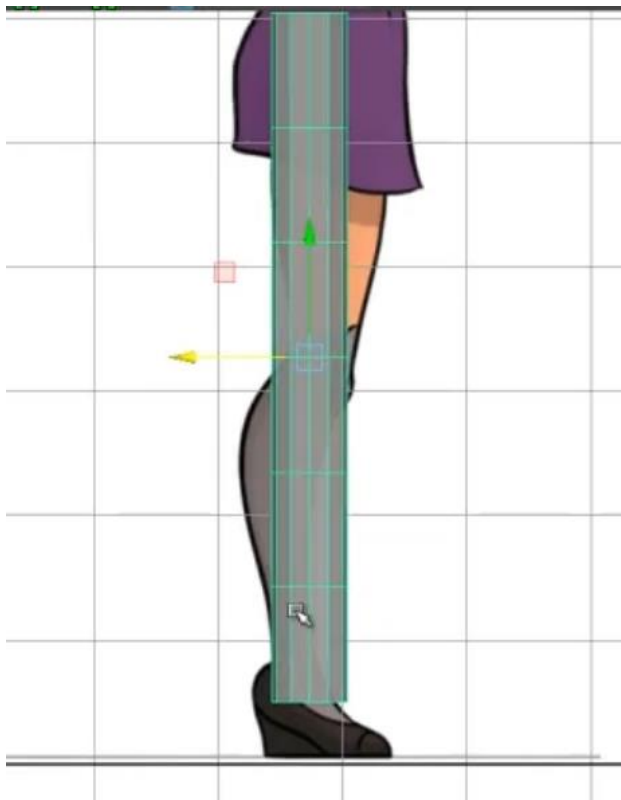
- Align Cylinder to Leg
  - Both front and side view





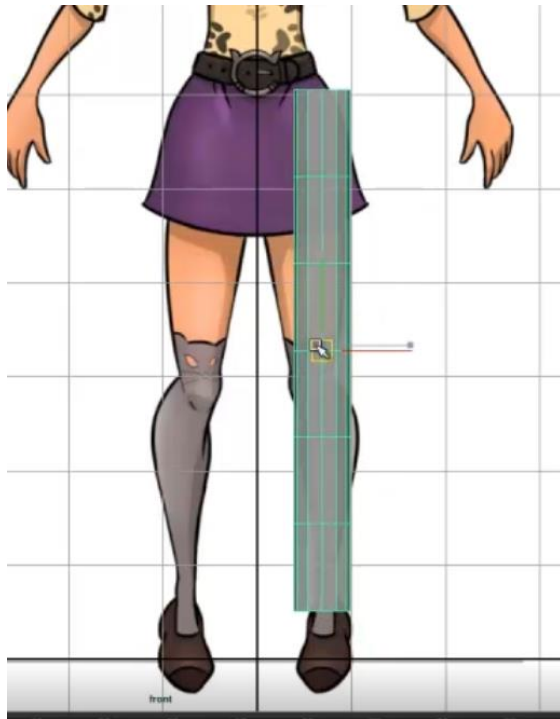
# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Move and Scale
  - Select vertices
  - Move scale in one direction



# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Move and Scale
  - Select vertices
  - Move scale in one direction



# Making of Calico - Part 1 - Scene Set Up And Leg Model

- Tada! A Leg



- Next: Torso!