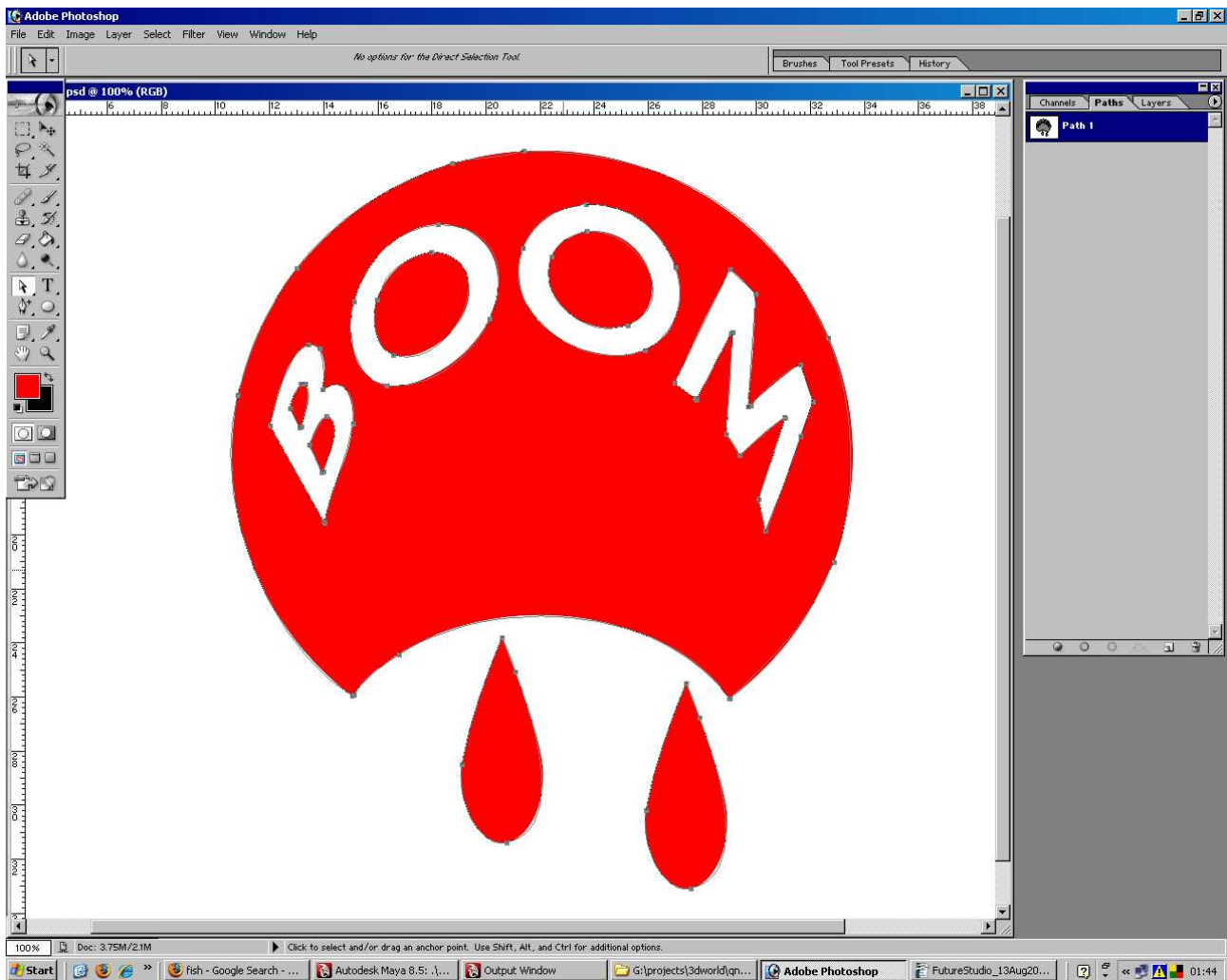


Maya QNA_99	First published in 3DWorld Magazine 99 January 2008
Question:	<i>How do I import a photoshop image as paths? - Eleven34 via the forums</i>

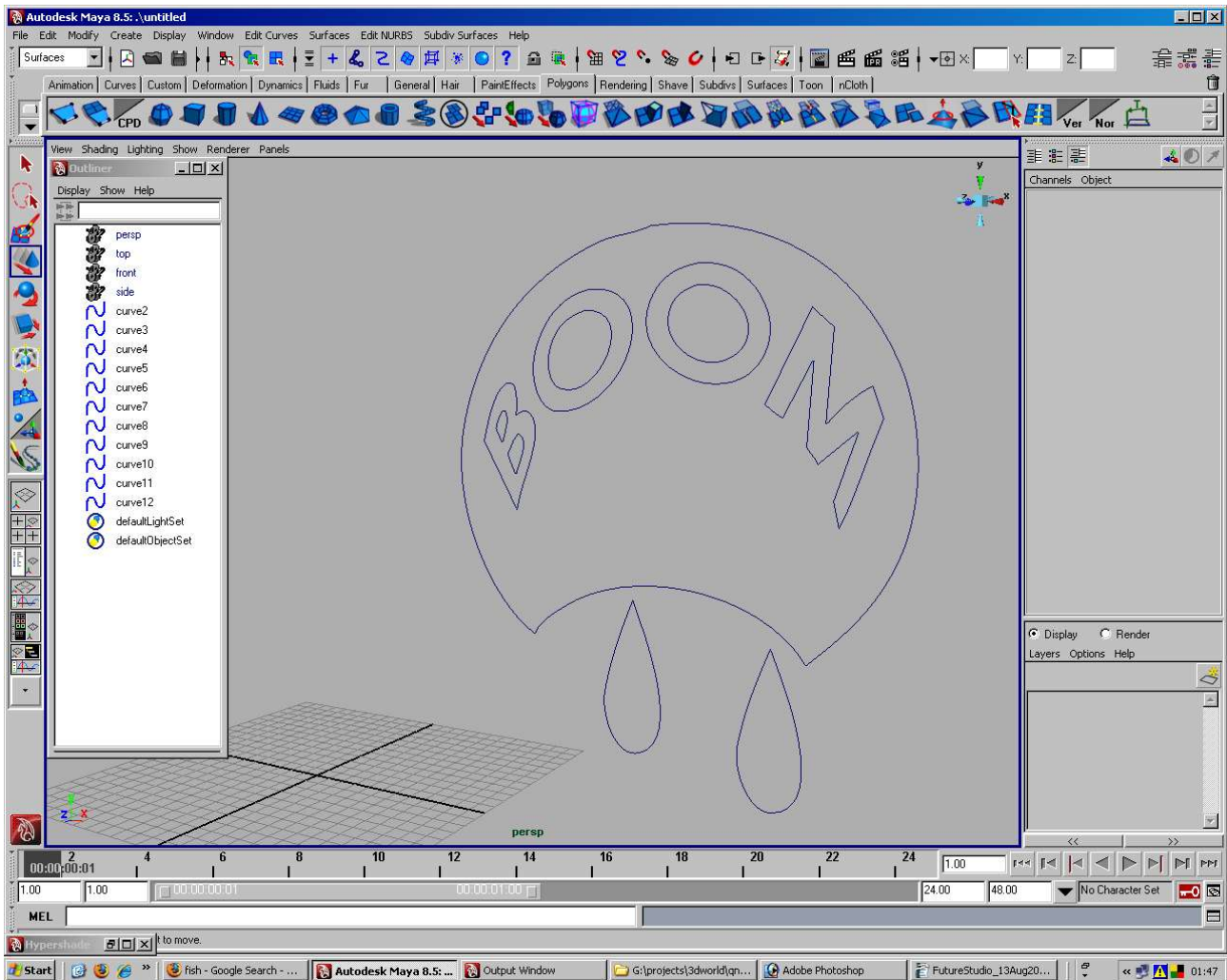


## Step 1: Im 1. Making vectors from artwork



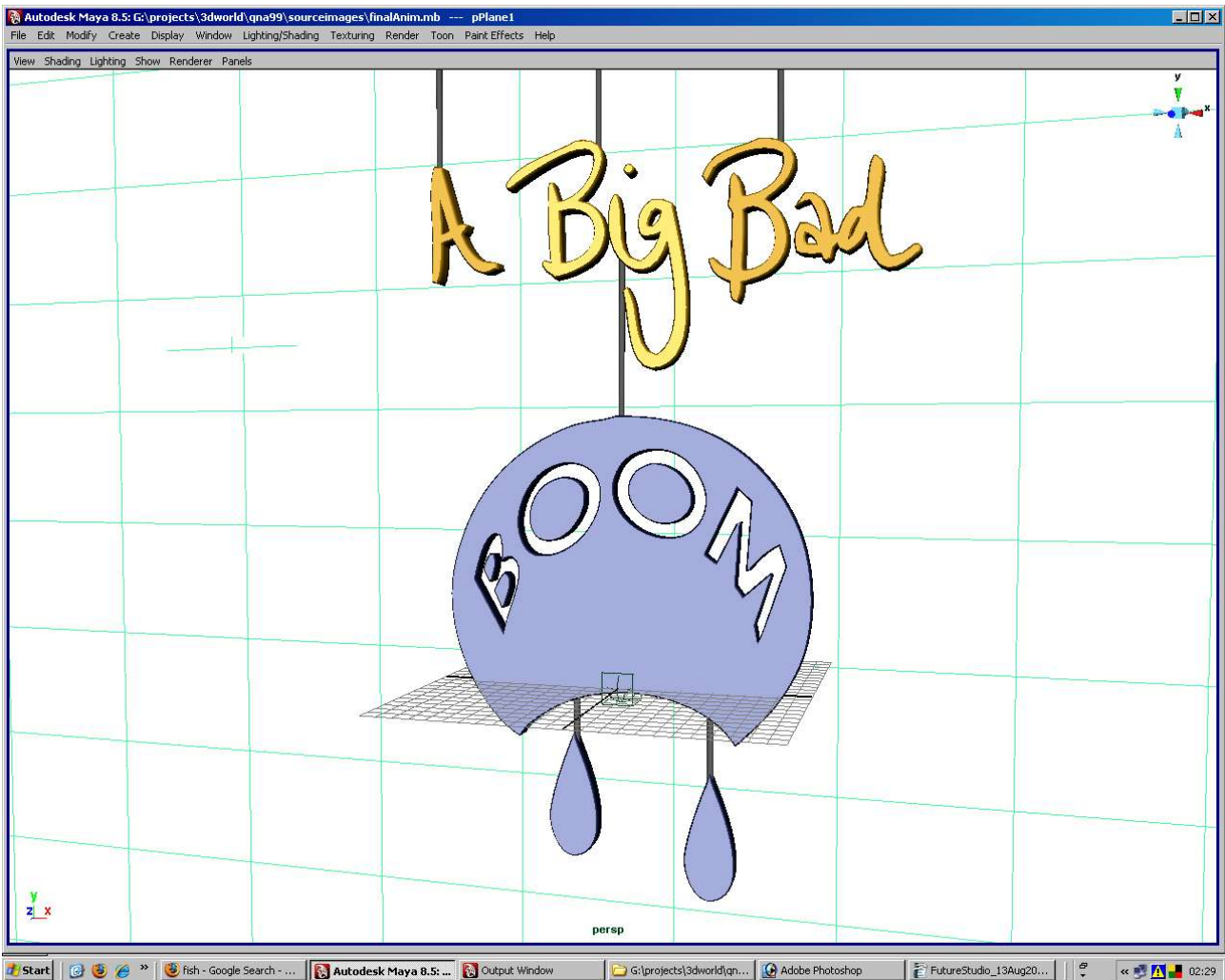
In Photoshop make sure your artwork is monochromatic and then chose Select > Color Range and pick the colour you want to be a curve. With this selected, in the paths menu click the icon for making a work path from a selection. Select your new curves, tweak them for greater accuracy, then under File click Export > paths to Illustrator, saving out your paths to a directory in your project.

## Step 2: Im 2. Importing into Maya



Now open a new scene file in Maya. Under the File menu click Import and navigate to the folder where you saved your exported .ai file. Select it and click Import. The curves will now be in the Maya workspace. It is a good idea to group them, centering the pivot of the group and move the group to the origin.

### Step 3: Im 3 – from Curves to Solids.



If, in this instance, you have imported curves that you intend to use for a logo, select individual or appropriate groups of curves and either extrude them to form solids, or use the bevel Plus tool in the Surfaces menu to generate meshes you can shade and animate.

**QUICK TIP:** This method is also very good for making and importing odd geometric shapes from images that have undergone various distortion effects.