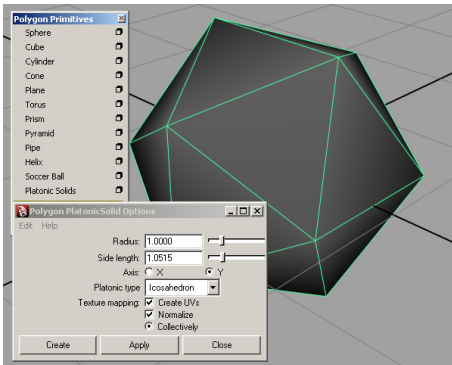
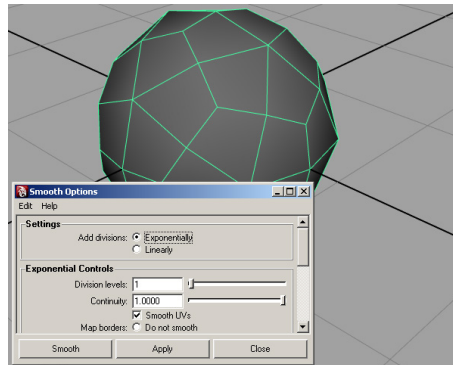


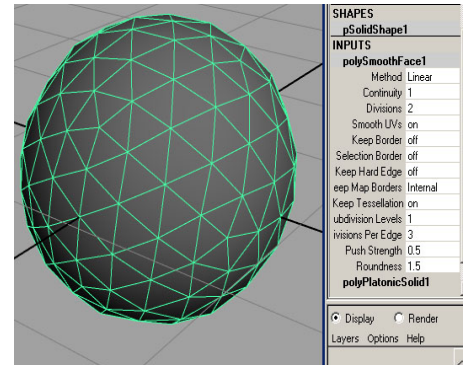
# How to create a golfball in Maya by Henning Birkeland, 2008



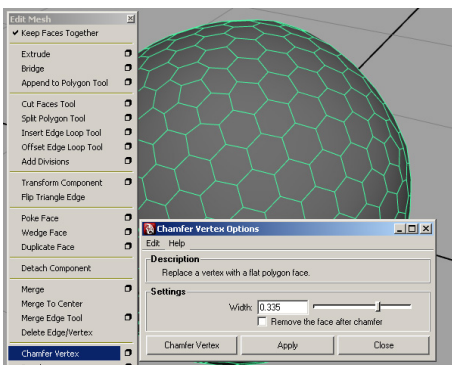
1. Create an Icosahedron object under Polygon primitives -> Platonic Solids.



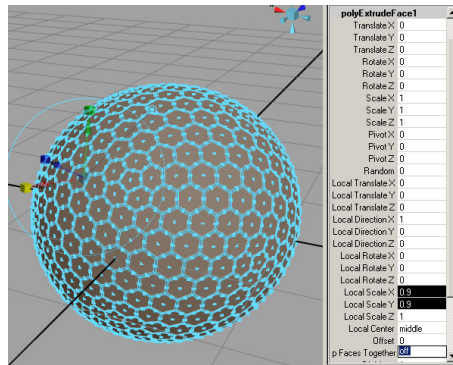
2. Mesh -> Smooth.



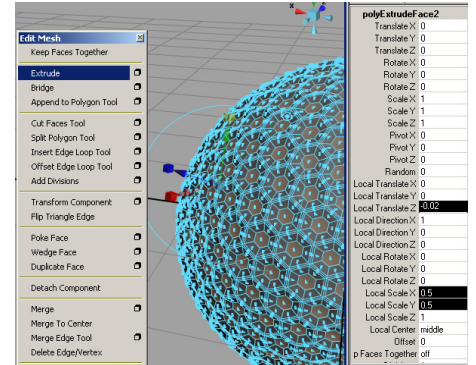
3. Click Channel box -> Poly-SmoothFace1 and set Method to Linear, Divisions Per Edge to 2 or 3 (2 for ball with 272 dimples / 3 for 482 dimples) Push strength to 0.5 Roundness to 1.5



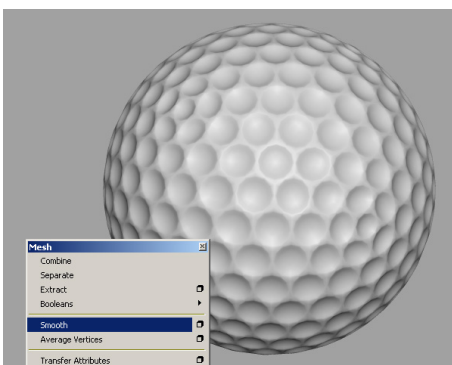
4. Edit Mesh -> Chamfer Vertex [] Width to 0.335.



5. Edit Mesh -> Extrude. In the Channel box set Local Scale X and Y to 0.9 and Keep Faces Together off.



6. With the faces from 5 still selected - Press "g" to repeat extrude (or Edit Mesh -> Extrude). In the Channel box set Local Translate Z to -0.02, Local Scale X and Y to 0.5.



7. Object mode, Mesh -> Smooth. You now have a golfball with 272 or 482 dimples.



Add some Paint Effects to your scene and render :)