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Switch to the Poly Modeling shelf. You'll be required to answer some questions about any work you completed each week as well as any other income you received. Long story short, where you're currently residing might not be the state that will pay you unemployment benefits if you haven't lived there long. In the front-Z panel, activate wireframe mode (Shading > Wireframe or hotkey 4). All of the tutorials here are text with accompanying screenshots. Track - Hold the Alt (Windows) or Option (Mac) middle-click drag the mouse to pan the camera up, down, or sideways relative to the camera's perspective. Dolly - Hold the Alt (Windows) or Option (Mac) key + right-click drag the mouse to move the camera in and out. Note: If you want the second scoop to be the same flavor, you can hold the right mouse button over it and select Assign Existing Material > scoop1_MAT to reuse the same material instead of assigning a new one. You can also turn on Textures, Shadows, Screen space ambient occlusion, and Multisample Anti-Aliasing for even higher quality results. To qualify for unemployment, an individual who lost their job must be eligible for work, able to work and actively seeking employment. Adding lights will create more convincing reflections and refractions on your model, while rendering it will produce a high-quality image of your final scene. This creates a dome of even lighting around your object. Several states conduct telephone interviews before the final ruling to help prevent potential unemployment insurance fraud. Photo Courtesy: JGI/Tom Grill/Getty Images After you've lost your job, contact your state unemployment agency as soon as possible. To assign materials to the scoops Hold the right mouse button over the first scoop and select Assign New Material... In the front-Z panel, select either the farthest right or farthest left vertex on the ring of edges you just pulled down on the second scoop. In this case, let's modify each sphere's individual components to make them more ice cream-like. You can see the names of, and individually select all your objects in the Outliner. Now select the lowest visible edge of the second scoop and move it down to connect with the first scoop. These types of requests are typically very time sensitive. Photo Courtesy: Justin Sullivan/Getty Images In some cases, an unemployment official will interview you to clarify and verify details regarding your case and your identity. Select Create SkyDome Light. Character Setup - Create and define skeletons using the Quick Rig and HumanIK tools, alter expressions with the Shape Editor. Select the Polygon Sphere button on the Poly Modeling shelf. Move (Hotkey: W) and scale (Hotkey: R) this sphere to look like a smaller second scoop above the first scoop. It's time to add a droplet to the first and second scoop. All objects now display as wireframes. It depends on the reason you were fired, and the rules vary by state. Do the same for the top scoop. These tutorials cover many of the different aspects of Maya and are a great way for newcomers to learn the ropes. In the side-X panel, select either the farthest left or farthest right vertex on the bottom scoop's edges (along the edge ring you moved close to the cone's rim). You may notice that even though we left the Specular values alone, the scoops don't look any shinier than the cone. You can hold J while dragging to snap to 15 degree increments, making a precise 180 degree rotation easy. Rename the material, "scoop1_MAT". Select the Rotate Tool from the Toolbox (Hotkey: E) and rotate the cone upside down. By the end of April, a staggering 30 million Americans had filed for unemployment benefits. You'll use Soft Select to do this, which gives you the ability to transform multiple components at once over a gradually softening area of effect. In order to give your scoops a more realistic appearance, you'll need to adjust their mesh so they aren't perfect spheres (imperfection is the digital perfection, after all). Note: This tutorial assumes you have Arnold renderer in your Maya installation (Arnold is included by default when installing Maya). Nearly all unemployment agencies accept claims online, especially in light of the COVID-19 pandemic. To add some realism to the scoops In the Modeling Toolkit, change to Face Selection mode and select a face on either scoop. Move (Hotkey: W) and scale (Hotkey: R) the sphere so that it fits in the cone. Congratulations, you have just taken your first steps in learning Maya. Using the Move Tool (Hotkey: W), pull the vertex down and along the curve of the first scoop so that it resembles a droplet. To make a droplet Go to Four View (Hotkey: Spacebar). Texas, for example, waived their work search requirement for many months but reinstated it on November 1. You can find the camera names at the bottom of each Viewport panel. Use the Move Tool to drag this vertex down and along the edge of the cone. Polygon Texturing - Learn UV texture mapping, unfolding, and normal mapping to apply textures to models. If you're wondering how to file a claim after all the changes, we can help you figure it out. The state agency will provide guidance on that as well as any other issues that could impact your claim.Step 2: Determine Your EligibilityAs stated earlier, you need to meet certain criteria in order to be eligible for unemployment benefits. If you lost your job due to the pandemic or other reasons, here are the steps to take next to file an unemployment claim online.Step 1: Contact Your State Unemployment AgencyWhether you were laid off because of the pandemic or lost your job due to other unforeseen circumstances, filing for unemployment benefits is one way to cover a portion of your monthly bills while you're between jobs. Change your from edge to vertex selection mode, either via the Modeling Toolkit or by holding the right mouse button over the scoop. Now who ever saw such a perfect sphere of ice cream? Excluding the first time tutorial, all these tutorials require lesson files available for download from . While you may be breathing an initial sigh of relief once your initial claim is processed, be sure to maintain your eligibility status by continuing your job search as directed.Step 6: File Your Weekly Payment Request and Keep Up the Job SearchOnce you start receiving unemployment benefits, you have to file weekly or biweekly (varies by state) payment requests online to be paid — no exceptions. Feel free to experiment with your scene by adding toppings, modifying the cone into a waffle cone, or adding/aiming Area Lights to make the render more dramatic. If you fail to answer the questions correctly — or don't consent to this process — you will most likely be asked to provide the agency with documents that verify your identity.Step 4: File Your ClaimOnce you confirm your eligibility, it's time to file your claim. To assign a material to the cone Hold the right mouse button over the cone and right-drag to Assign New Material... In the Attribute Editor, click the white color field in the Base color section and change it to a light brown / yellow. Objects can only be moved in two dimensions on the non-perspective views, making them useful for precise editing. Additionally, if your application is denied for any reason, you have the right to file an appeal to try to overturn the denial.Step 3: Verify Your IdentityDuring the initial application process, each state's unemployment division will ask you to verify and authenticate your identity. Animation - Learn keyframing and using the graph editor, set driven keys, have animations follow a path, and create an inverse kinematic rig. This is useful for seeing through objects. Create some more dents using other faces until you are satisfied with the result. Photo Courtesy: sveltid/E+/Getty Images Finally, it's important to keep in mind that unemployment benefits are usually contingent upon a recipient doing their part to actively look for a new job. Note: If the lighting appears too bright or too dark, you can select the skydome and adjust its Intensity setting in the Attribute Editor. Repeat these steps for the second scoop. By now you should have a good understanding about how to move and manipulate primitive objects. Even worse, months later, many jobless people were still desperately trying to cut through all the red tape and the massive volume of people to file their own unemployment claims. You'll need to modify the elements that make up these primitives to give them more convincing detail. MORE FROM ASKMONY.COM In this lesson, you'll learn how to: Create 3D primitive objects Move, Rotate, and Scale objects View objects from different angles View objects in wireframe or shaded mode Change the shape of objects by moving vertices, edges, and faces Assign materials to objects Light a scene Render a final beauty image To make sure that Maya appears and operates as it does in the lessons, set Maya to default preferences. Note: Four View gives you a front, side, and top view, alongside the perspective view. Select the Move Tool (Hotkey: W) move the cone in the "front-Z" panel so that it's standing on the grid. After completing this lesson, you now know how to: Create 3D primitive objects using the Poly Modeling shelf Move, Rotate, and Scale objects Change the view panels using spacebar or the Tool Bar Change to Wireframe Mode using 4, and Shaded Mode using 5 Select and edit individual components using the Modeling Toolkit or the right-click marking menu Use the Soft Select tool by pressing B + dragging the mouse Assign materials Add light to a scene by using the Arnold shelf Render images by using the Render the Current Frame button on the Status Line For additional practice, you can try: Creating ice cream toppings out of primitive shapes Adding more drips or scoops to your ice cream or modifying the cone's shape Model ice cream in different states (splattered on the ground, in a bowl) For more Maya tutorials, see the Intro to Maya series on the Maya Learning Channel on Note: Naming objects is very important when making scenes with lots of different objects. If you want to make sure your claim isn't delayed, be sure to complete all the sections fully and accurately. Once you've finished applying materials, it's time to light and render your cone. Without a doubt, the ongoing pandemic throws a bit of a wrench into the process of actively seeking work, so that component may vary from state to state and could change at any time. With pCone1 selected, go to the Attribute Editor (visible on the far right vertical column in the image below) and change its name from "pCone1" to "Cone". Note: You can also change selection modes by holding the right mouse button over the scoop and dragging the cursor to Edge. You could use the sphere button again, or you can simply clone the original sphere by holding Shift while moving it up. Now you'll repeat the process for the scoops, except with shinier materials. Products and versions covered Maya LT 2020 By: Help In-product view Included in this section are a collection of Maya Tutorials. To smooth it out, press 3 to view the sphere in Smooth Mesh mode. Turn on Soft Select by pressing B. In most cases, you will file a claim with the state where you most recently worked, but if you recently relocated from another state, that may not be the case. Rename the material in the standardSurface field, "cone_MAT". To view the scene with lighting, turn on Use all lights in the Viewport panel. Rendering - Covers Arnold lighting, materials, advanced material settings, and the basics of rendering a high-quality image. Tumble - Hold the Alt (Windows) or Option (Mac) key + left-click drag the mouse to rotate the camera around a point of interest. Note: To revert back to the original unsmoothed display, select a scoop and press 1. These state-run agencies give people access to job listings and career training resources, and registration is mandatory to receive your unemployment insurance benefits. Select the vertex above that and drag it down and away from the cone until the two vertices resemble a droplet (Use the perspective window to make sure you are selecting the vertex that is directly above the one you just moved, and not the one to the side). The online process isn't just helpful for pandemic safety reasons. Thank you for reading 5 articles this month* Join now for unlimited accessEnjoy your first month for just £1 / \$1 / €1 *Read 5 free articles per month without a subscription Join now for unlimited accessTry first month for just £1 / \$1 / €1 Photo Courtesy: Withthaya Prasongsin/Moment/Getty Images Due to the COVID-19 pandemic, unemployment rates rose sharply in the United States in the spring of 2020. In the Assign New Material window, select StandardSurface. Photo Courtesy: SDI Productions/E+/Getty Images When you file your claim, you will be asked for some personal information, including your name, address(es), social security number (SSN), last 18 months of employment history, a record of wages earned and the reason and dates for your employment termination. Photo Courtesy: skaman306/Moment/Getty Images Once your claim has been processed, you will need to make an appointment at your nearest American Job Center for your state or set up an account online. If it looks jagged, make sure Smooth Mesh is on (Hotkey: 3). Tutorials: First time - Designed as an introduction to Maya, this tutorial has users creating an ice-cream cone, then lighting and rendering their scene. A quick look at multiple topics that are covered more in-depth in the following tutorials. Now to render the final image, click the Render The Current Frame button on the Status Line. This is because we haven't created any lights for the ice cream to reflect yet. To light and render your scene Switch to the Arnold shelf. (Exceptions are currently in place to qualify independent contractors and the self-employed, but those rules expire at the end of 2020.) Photo Courtesy: Stefan Wermuth/Bloomberg/Getty Images Each state has different compliance requirements with respect to minimum wages and working hours, so we recommend consulting your state's unemployment agency for details. Select StandardSurface. Place your cursor in the "persp" view, then hit Spacebar again to enlarge it. You can obtain the latest Arnold for Maya installer by visiting the Arnold for Maya Download Area. At the top of the toolkit, under Multi-Component, you'll find Object Selection, Vertex Selection, Edge Selection, Face Selection, and UV Selection. Polygonal Modeling - Model a polygonal mesh from a reference image, and use the sculpting tools to alter an existing polygonal mesh. Depending on the state you reside in, you will be eligible to apply for unemployment benefits online, in person, on the phone or by mailing in a claim form. Instead of selecting each edge one at a time, you can double-click one edge to automatically select all edges in the loop at once. We recommend saving in .jpg or .png format with the Color Managed Image - View Transform Embedded option enabled (right-hand side of the Save Image file window). Learn the correct names for each section of the Maya interface. Note: On a 2-button mouse, you can hold Command + left-click drag the mouse to mimic the middle mouse button. Note: Yellow areas will be fully affected by any move/rotate/scale operations, while dark areas will barely be affected at all. In the Tool Box, select Four View (Hotkey: Spacebar). Under Specular, set Weight to 0 to make it less shiny. Note: The remainder of this tutorial requires Arnold renderer to be included in your Maya installation (it is included by default. Since those early days of chaos, most states have adapted and made improvements to handle all the claims. Select the Scale Tool on the Toolbox (Hotkey: R) and scale the cone along the Y-axis (by dragging the green manipulator) until it resembles an ice cream cone. Our peers over at Ask.com have the answers. If you do not have Arnold installed you can add it by choosing "Modify" or "Repair" on your Maya installation in computer settings. From the View Panel menu, select Shading > Wireframe (Hotkey: 4). To save your image, go to File > Save Image... During this interview, you will be asked specific questions about your employment background and other information mentioned in your claim. Use the Scale Tool (Hotkey: R) to increase the size of the edge loop until it matches the size of the cone's rim. If you do not see the Arnold features in your copy of Maya, you may have unselected Arnold during installation). Moreover, if you willingly quit your job, are an independent contractor or otherwise self-employed, or can't go back to work for health or other reasons, you might not qualify. Now you need to make a second scoop. Finally, keep in mind that unemployment benefits are taxable, so it's generally wise to choose to have taxes withheld from each payment when you first open your claim.Step 5: Collect Your Unemployment BenefitsMost claims are processed within two to three calendar weeks or 10 business days, although delays could occur during times of high claim volumes. Change back to shaded display by going to the View Panel menu and selecting Shading > Smooth Shade All (Hotkey: 5). This displays all four default cameras at the same time: top, persp, front, and side. This time, do not set specular weight to 0 for the ice cream. Snapping also works for scaling and moving. Note: Don't worry if your scoops look a little different from this example. You may notice that the scaled edge loop looks very sharp. Remember to use the camera tools (Tumble, Track, and Dolly) to view the cone from different angles and make sure everything is lined up. Note: You may need to make adjustments to the first vertex as you are moving the second in order for it to resemble a droplet. In some cases, people who were fired, suspended or asked to take a leave of absence don't qualify for unemployment. Opening the Attribute Editor or Channel Box in the upper-right corner (), selecting "pCone1", and changing the Rotate X or Rotate Z rotate attribute to 180. Set up email notifications, if possible, and watch closely for any messages requesting additional information. Use the Move Tool (Hotkey: W) to push the face inward, creating a dent. The mesh will change to a gradient of color indicating Soft Select is on. Select the edge loop above the rim of the cone on the scoop. Note: While it is possible to make a droplet using the perspective view, lining up the droplet with the curve of the first scoop is much easier in the front or side view. Select Edge Selection. In the Render View window. You do you! Double-check the droplets to make sure they still stick to the scoops / cone. Do this by either: Dragging the red or blue handle to manually rotate the cone around an axis. In the Attribute Editor, change the name of the scoops from "pSphere1" and "pSphere2" to "Scoop1" and "Scoop2". Virtual systems also reduce errors and speed up the claim process. If you fail to file your weekly claim, your benefits may be delayed or stopped altogether. from the marking menu. In the Attribute Editor, change the base color to whichever flavor you would like your ice cream to be. Click the Polygon Cone button on the Poly Modeling shelf. You can adjust the Soft Select radius by holding B + click-dragging. Note: If you do not see the Arnold shelf, then it is possible you unselected Arnold during your Maya installation. This course has been added to your cart. These steps may take place as you're filing your application, or they could be the last steps in determining your eligibility. If you have any difficulty locating your local center, contact your state unemployment agency for assistance. Now that you've finished building a model, it's time to add some color to it by adding some materials. Now switch to the side-X panel in Four View and change the shading in that panel to wireframe too. To add a bottom-bulge Open the Modeling Toolkit via the upper-right corner (). If your radius is too big (i.e. your entire scoop turns yellow), you can start from 0 by holding B + middle-dragging. Although this rule may vary by state at times due to special circumstances (like a global pandemic), the general rule of thumb is that you're expected to pursue work leads every week and report your work search efforts in your weekly claim.Do you have COVID-19-specific questions about unemployment benefits and

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