

Creating a bridge structure using Maya



Article Overview

You can create a bridge structure in Maya by combining the Bridge and Bevel tools to connect edges, form surfaces, and add realistic details.

Step 1: Setting Up Your Scene

Start by opening Maya and creating a new scene. Plan the basic shape of your bridge, including the deck, supports, and railings. Use simple polygon primitives like cubes or cylinders to block out the main components of the bridge .

Step 2: Using the Bridge Tool

The Bridge tool allows you to connect two sets of edges or edge loops by creating faces between them . To use it:

- Select the edges or edge loops you want to connect.
- Go to Edit Mesh > Bridge.
- Adjust the Divisions to control the number of segments along the bridge.
- Use Taper or Twist options to refine the shape if using a smooth path. For linear bridges, the mesh will connect straight between edges .

This is particularly useful for connecting the bridge deck to supports or joining separate structural elements seamlessly .

Step 3: Adding Detail with Bevel

To make edges look more realistic, use the Bevel tool:...



Article Content

Apr 08, 2026

Bridge Options

The Bridge Tool allows you to connect border edges by creating a polygons between them. Use these options to set what happens

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How to Bridge Edges in Maya

In this tutorial, we explore the Bridge tool in Maya, a powerful feature for connecting

Nov 12, 2025

Maya User's Guide: Bridge polygon components with the ...

In the Mesh Editing Tools section of the Modeling Toolkit window, select Bridge to activate the Bridge tool. Maya creates a bridge of

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Creating a Parametric Bridge in Maya tutorial Archives

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How to Quicky Create Arches in Maya using the Bridge Tool

Subscribed 9 775 views 11 years ago In this video I teach you how to quickly create

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Maya Tutorial #7: Model An Arch

In this short tutorial we go over the basics to modeling archways as well as an introduction

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DART 104 Intro To Maya: The Bridge Tool Part 1

Learn the basics of the Bridge Tool. We will use the shortcut found in the Modeling Toolkit

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Maya's Bridge Tool

In this video tutorial, we will discuss and learn how to use Maya's, Bridge Tool. The
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Bridge Command

You can construct faces between pairs of border edges using the Bridge command. The resulting bridged faces are merged into the

May 17, 2026

Creating Complex Shapes with Bevel and Bridge | Autodesk Maya

In this section, we will explore two powerful modeling techniques in Autodesk Maya that allow you to create complex shapes: Bevel

Jan 02, 2026

How to model a Bridge in Autodesk Maya.

This video tutorial is about how to model a bridge in Autodesk maya 2019.

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Maya Training - Creating/Modelling "The Brooklyn Bridge"

Maya Training - Creating/Modelling "The Brooklyn Bridge" Learn all aspects of 3D modelling with this comprehensive Maya course

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Building a Bridge in Maya - JEvans Game Design

Like last time, we first set our project, then added our reference image. We then built columns like we did before in the

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Bridging between edges

Next you'll connect the lower front region to the helmet mesh. You can create meshes that bridge between one or more border edges

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Modeling a Parametric Bridge in Maya

Chris Kroner walks through the process of creating a parametric bridge in Maya using Curves and Surfaces for a

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Bridge, Fill & Import Functions - Maya - Tina - Year 2

I hadn't expected this and was surprised to see that "bridge" could be used for something like this. After connecting

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3D Bridge Modeling in Maya: Step-by-Step Tutorial for Beginners ...

In this step-by-step tutorial, we'll guide you through the process of creating a stunning 3D bridge model in Autodesk

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Basics of using Bridge in Maya

Basics of using Bridge in Maya Posted on September 14, 2020 | By Wobbe F. Koning | No comments Bridge in Maya

Sep 27, 2025

r/Maya on Reddit: How would you bridge between these two shapes

How would you bridge between these two shapes in a perfect 90° corner (Door moulding)

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How to model a 3D bridge in Maya 2018

161K subscribers 1.1K 45K views 8 years ago #3DAnimation #3DModeling #3DModeling

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Maya: Creating a Bridge – Liam Pritchard – Games Design

Introduction This post will be going over my steps and creation of another workshop within

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Maya Tutorial: How to Bridge two polygon objects

Hi there! My name is Rob and I am a professional game developer from New York City. If

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Bridging polygons

Objects in Maya can be deformed using a wide array of deformation tools. Understand how to do some basic deformations as an

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Maya Training

Welcome to this lecture for "Modelling the Brooklyn Bridge" please be sure to follow each lecture in sequence as there are many tips

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Creating a Cross Sectional Bridge Model in Maya

Chris Kroner elaborates on a previous tutorial, showing how to use behavioral modeling techniques with joint systems

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Maya: Creating a Bridge – Liam Pritchard – Games Design

However, this tool helped me with the production of the bridge, as the bricks would of been

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Maya tutorial : How to create an Arch in Maya

#3DModeling #3DAnimation A quick tutorial on how to create an arch in Autodesk Maya

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How to Bridge Two Objects in Maya | Quick Tip

Learn how to connect two objects seamlessly in Maya using the Bridge Tool! In this

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Maya Tutorial

Learn how to use the Maya's Bridge Tool to connect 2 surfaces that are not connected by

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Maya tutorial: How to use the Bridge function in Maya

#3DModeling #3DAnimation A really powerful and neat tool to know, the bridge function

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Creating Complex Shapes with Bevel and Bridge | Autodesk Maya

Creating Complex Shapes with Bevel and Bridge In this section, we will explore two powerful modeling techniques in Autodesk Maya

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Bridge between border edges

The Bridge feature automatically determines the valid border edges from the face selection and then deletes the faces after the

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Maya Training

<p>Every city has its iconic landmarks. New York has the Empire State Building, The Statue of Liberty and Brooklyn Bridge. London

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Maya User's Guide: Edit Mesh > Bridge

Controls the shape of the bridged region along its width. The default setting is 1 (no taper). To control the taper exactly you'll need to

Contact Us

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