

Toggle between menus:

- Fn + F1** : Maya Help
- Fn + F2** : Animation menu
- Fn + F3** : Modeling menu
- Fn + F4** : Dynamic menu
- Fn + F5** : Rendering menu
- Fn + F6** : Live

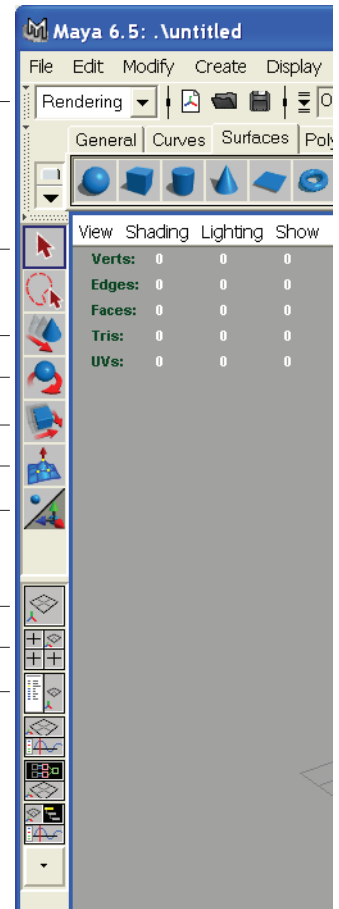


Tool Box - manipulators

- type q** = pick
- type w** = move
- type e** = rotate
- type r** = scale
- type t** = show manipulator
- type y** = last tool used

View Ports

- Persp/Outliner
- Hypershade/Persp
- Persp/Graph



The **Outliner** is used to organize all object created in the scene, from geometry, camera, attributes, connections, etc.

The **Hypershade** work space is where you make shaders (materials) and build connections, for example geometry and shader.

The **Graph** work space is used to fine tune key frame speed through a graph editor.

Use - and + on keyboard change the size of manipulator, or use Window>Settings/Preferences>Select>Manipulator>Input a number for Global Scale.

NOTE: If you highlight a channel like translate Y in the channel box, you can move an object with middle mouse. This is good for any floating point value.

Keyboard Shortcuts

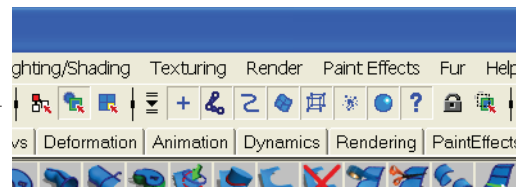
- type f** = zoom to selected object
- type g** = repeat previous command
- type z** = undo, the default is 10, you can raise this with: Window->Settings/Preferences->Preferences...

Select Undo
input Queue Size 50
Shift + z = redo

Select an NURBS object and type:

- 1 = will display wireframe smoothness of level 1
- 2 = will display wireframe smoothness of level 2
- 3 = will display wireframe smoothness of level 3
- 4 = will display active window wireframe
- 5 = will display active window shaded with default lights
- 6 = display active window shaded and textured with default lights
- 7 = display active window shaded with first 8 scene lights

Status Line- Top Horizontal menu



- Select by hierarchy
- Select Objects type - This is the main one to use
- Select by Component - Picks object parts i.e. CVs

Fn + F8 : Toggle between Object mode and Component mode

Fn + F9 : Changes work mode to Component mode

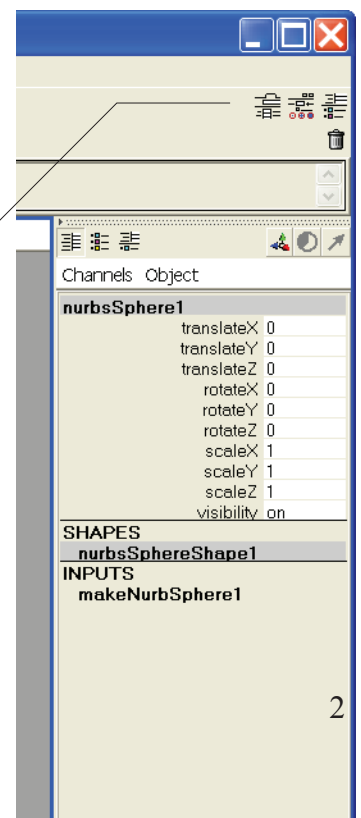
Fn + F10 : Polygon Edge Component mode

Fn + F11 : Polygon Face Component mode

Fn + F12 : Polygon Vtx Component mode

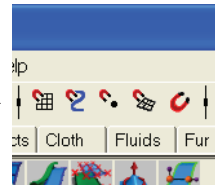
NOTE: Use Right mouse over anything in Maya to bring up mini menu, good way to pick CVs.

- Attribute Editor
- Tool Setting
- Channel Box / Layer Editor



Status Bar: Snapping Shortcuts

hold down x while transforming = grid snap
hold down c while transforming = curve snap
hold down v while transforming = point snap



snap to view planes

live - first pick the object to live, others objects will snap to the live object.




Live is the only method to draw a curve on surface. Use this to sketch particles on a live surface too.

Lock Button makes the left mouse button like the middle mouse.

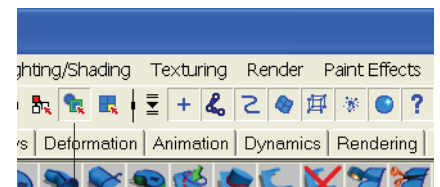
How to access component mode for Polygons and NURBS:

object mode allows you to work at the global scale

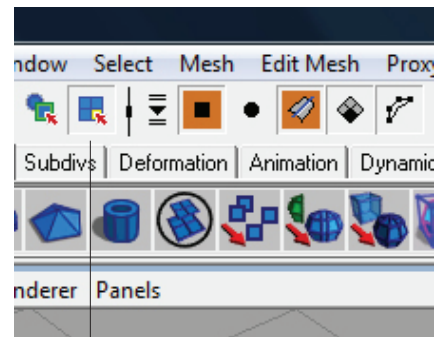
component mode allows you to work at a sub scale, such as

-  - **control vertices** (points)
-  - **isoparms or edge** (curves)
-  - **faces** (faces)

both Polygons and NURBS share the same buttons to switch between **object mode** and **component mode** to manipulate the geometry.



object mode



component mode

Add Pick Nothing to Hotkeys:

Select Window->Settings/Preferences->Hotkeys...

Under Key, input an I.

Press Query Key button, to make sure the n key it is not in use.

Find a category and a command, choose Assign.

Add Any Command to the Shelf:

Select the Custom Tab, hold down the Shift and Ctrl buttons as you select the tool you want on the shelf.

For example: Hold down the Shift, Ctrl, and Alt buttons as you select the Display->NURBS Component->CVs into New Window tool.

Moving Around the Windows:

Alt + the left mouse button : Tumbles the camera view or panel.

Alt + the middle mouse button : Tracks any view or panel.

Alt + the left and middle button : Zooms any view or panel.

Include **Shift** to make the moves gestural, i.e. constrained to horizontal or vertical.

*** Lighting tip

Select a spotlight

In the camera view, select Panels->Look through selected

Use the camera controls to aim the spot. i.e. alt + left mouse button to rotate light.

Use Panels->Perspective->Persp to put the view back.

Numerical Input Line:

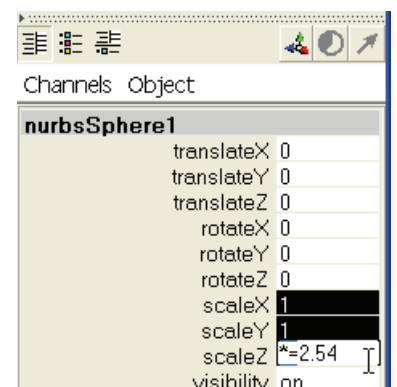
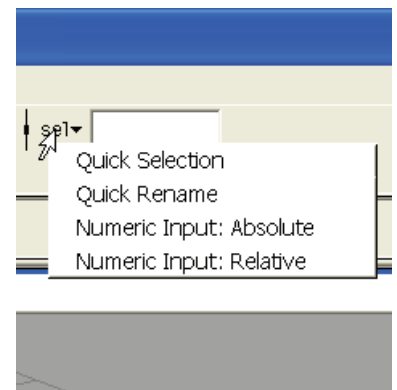
- Quick Selection
- Quick Rename
- Numeric Input: Absolute
- Numeric Input: Relative

Quick Selection is used to select a certain set of object that have the same name properties. For example if you wanted to select the objects that were names OBJ_XXX, You would type in the box OBJ_* and enter.

Quick Rename is used to rename a group of object all at once. For example if you wanted to rename a group of object as OBJ_XXX, You would type in the box OBJ_ and enter.

Numeric Input: Absolute and Relative are used for transformations. If you are using a manipulator tool, such as rotate you can input all three xyz values in the absolute or Relative Numeric Input line. The syntax of input is as follow, 0 0 45 , if you want to rotate 45 in the z axis.

Another way of editing the transformation is by highlighting the transformation boxes you want to add, subtract, multiply or divide with the following syntax and number,

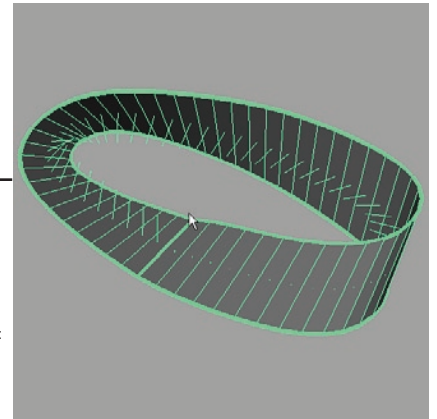


+ = XXX
- = XXX
* = XXX
/= XXX

and it will be applied to the previous value.

Fix the Channel Box

Window->Settings/Preferences->Preferences...
Under the interface setting you will find there will settings for the different window settings.



Plus Alpha Content:

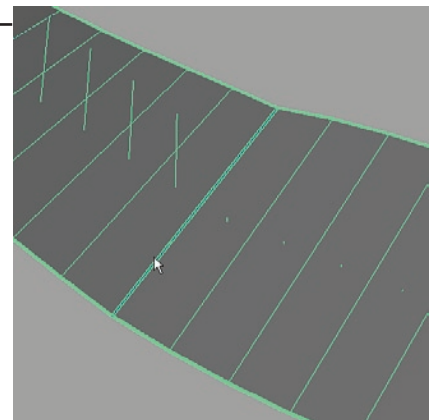
- The Normal Problem

Recommendation

- Getting a middle button mouse
-

VFAQ:

Q - Shotcuts are not working.
A - Most cases you have your CapLock on.



NOTE: