

Maya Interface

Maya 2013

Modeling Windows

- When Maya opens,
 - you see one window – a perspective window
- With you cursor in that window,
 - hit the space bar
- This now displays Maya's default window arrangement:
 - three orthographic windows (i.e., no perspective)
 - one perspective window
- To resize a window,
 - click & drag edge of window
- To make a window full-screen
 - place cursor over window
 - hit space bar, quickly
 - This is a toggle on/off
- To move around in a window,
 - Alt + middle-mouse = track
 - = left/right or up/down
 - **TIP:** on a Macintosh
 - Use the Apple key instead of the Alt key
 - Alt + right-mouse = dolly
 - = in/out
 - Alt + left-mouse = orbit/tumble
 - Rotates camera about center of interest
 - Works in the Perspective windows only
- There are a number of pre-defined window layouts
 - In any of the windows,
 - >Panels >Layouts

- >Panels >Saved Layouts

Pull-Down Menus

- At far top of screen,
 - there's a list of words
 - File, Edit, Modify, Create,....
- Left-mouse click on a menu word
 - to open its pull-down menu
- If there's a square after the word, it will open an Options window
 - For example,
 - >File >Save Scene As []

Main Modules

- Maya is divided into several main modules
 - In far upper left of screen,
 - in the little white window box
 - Animation
 - Polygons
 - Surfaces
 - Dynamics
 - Rendering
 -
- shortcuts to these modules are:
 - F2, F3, F4, F5, F6

Hotbox Menus

- This is a floating menu,
 - which follows the position of your cursor,
 - to make your interaction faster
- Hotbox menus have exactly the same content as the pull-down menus
- To activate the Hotbox menu,
 - hold spacebar down for a moment
 - (WARNING: a *quick* space bar hit maximizes the window)
 - Once the Hotbox is open,
 - move cursor to menu item,
 - and click to select

- Contents of Hotbox menus can be modified by user
 - Open hotbox
 - Within Hotbox
 - >Hotbox Controls >Show Modeling >Animation Only
 - etc

On-Line Help

- Maya's Help files are very complete and very useful
- >Help >Maya Help
- Shortcut key for Help is F1

Coordinate Systems

- By default, there is a small coordinate system icon
 - in the lower left of each window
 - Tumble in the Persp window to see it clearly
 - If you don't see it, use
 - >Windows >Settings/Preferences >Preferences
 - >Display
 - >View
 - Axes > View Axis
- Maya uses a right-handed coordinate system
- When you click on a window,
 - an icon appears in the upper right of that window
 - This tells you which view the window is displaying
 - You can click on this icon to change the view