

Figure 1: Brief Summary of Maya's Main Interface

KeyBoard Shortcuts

Q	pick object
W	move object tool
E	Rotate object tool
R	scale object tool
Y	Last tool used
4	display active window wireframe
5	display active window shaded with default light
6	display active window shaded and textured with default lights
Alt + LMB	rotates the camera view or panel
Alt + MMB	pans any view or panel
Alt + RMB	zoom in and out
Ctrl + z	undo (or Edit → Undo)

LMB = Left Mouse Button

MMB = Middle Mouse Button

RMB = Right Mouse Button

Menus

- The menus in Maya are grouped into menu sets. Each menu set corresponds to a module of the software: Animation, Modeling, Dynamics, and Rendering. As you switch between menu sets, the right-hand menus change, but the left-hand menus remain the same; these are the common menus.
- To switch between menu sets, use the Status Line pull-down menu or hotkeys. The hotkeys are: F2 (Animation), F3 (Modeling), F4 (Dynamics), and F5 (Rendering).

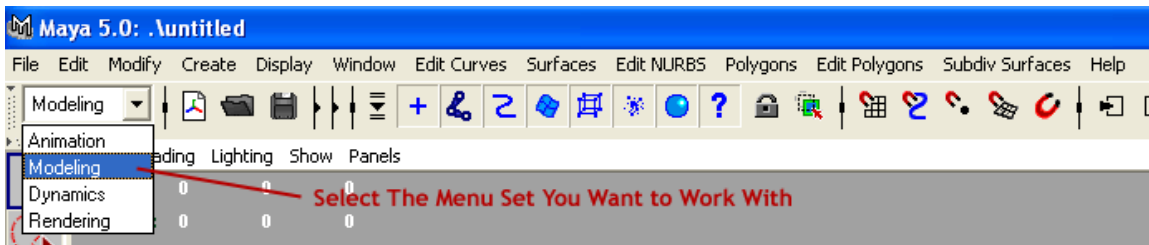


Figure 2: Menu Sets

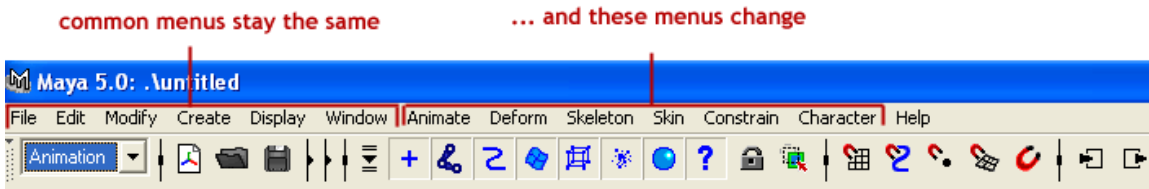


Figure 3: Common Menu

Few of the most frequently used tools in Maya.


1 Outliner

The outliner is one of two main scene management editors in Maya (the other is the hypergraph). The outliner shows the hierarchy of all objects in the scene in outline form. You can expand and collapse the display of branches in the hierarchy, and lower levels of the hierarchy are indented under higher levels. The outline includes objects that are normally invisible in the view panels, such as the default cameras. You can control what objects appear in the outliner using the menus and the text filter box. For example, type **top** in the box and press enter to only show objects with the letters top in their names.

Clicking the name of a node in the outliner selects the node. The selected node(s) are shown with a gray background. You can double-click the name of a node to renaming it. You will use the outliner most often for two functions:

- *Selecting objects:* With complex scenes it is often easier to select an object by clicking its name in the outliner than trying to hit it in a view panel.
- *Changing the hierarchy of nodes:* You can move nodes around the hierarchy and parent nodes to other nodes by dragging them with mouse.


LOCATION

- using menu: **Window** → **Outliner**
- From **Quick Layout Buttons** 

2 Attribute Editor

Attribute Editor lists all the attributes of the selected object. Some common attributes are transformation, shape and shading paramters.

LOCATION

- using menu: **Window** → **Attribute Editor**
- using **Ctrl+A** while some object is selected
- using **Status Line** icon 

3 Channel Box

The channel box is the primary, fastest, and most streamlined tool for editing object attributes. It lets you quickly set keys, and lock, unlock, or create expressions on attributes. Like the attribute editor, you use the channel box to modify an object's attribute values. The channel box is different from the Attribute Editor in the following ways:

- It displays only the keyable attributes for the selected object. (You can make an object keyable, and therefore display in the channel box by selecting **Window** → **General Editors** → **Channel Control**).
- You can change multiple attribute values of multiple objects (see View and edit multiple attributes on multiple nodes)
- It takes up much less space in the window.
- You can control construction history.

The information displayed in the channel box varies, depending on what kind of object or component you have selected. If you haven't selected an object, the channel box is blank.

LOCATION

- last icon  on **Status Line**