

Maya

(v. 2024.1)

Session #1

Make a new Scene

>File >New Scene
Use the default windows
or
>Windows > Workspaces >Modeling-Standard

Mouse over one window + Space bar = enlarge that window
Space bar again = back to all four windows.

Look at/move a window

Mouse over Persp window; Space bar to enlarge
NB tiny coordinate icon lower left.
Right-handed coordinate system
NB plane icon upper right

Alt+left mouse = “tumble”/rotate around center
Middle mouse scroll button = “Dolly” into/out of Z depth
Alt+middle mouse = drag world left/=right (“track”) or up/down (“crane”)

Make some polygon primitives

>Create >Polygon Primitives >Cone
(or little amber icons UL menu)
Make a Torus
Make a Sphere
Cntl-Z to undo all

Transform an object

Create a polygon cone
>Modify >Transformation Tools >MoveTool
(or just the **w** key)
Click on one axis & drag to move along that axis

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Click on the object to move in any direction

>Windows >General Editors >Channel Box
(usually on far upper right of screen)
to see the xyz values of object as you move it

q key to exit Move mode

With cone still selected...

>Modify >Transformation Tools >Rotate Tool
(or just the **e** key)

Click on a circle and drag
to rotate around that axis

In the Channel Box...
type in some values to rotate cone

>Modify >Transformation Tools >Scale Tool
(or just the **r** key)

Click on an axis and drag to scale in that axis
Click on center to scale uniformly in all axes.

Animate a cone

Backspace to delete the cone.
Make a new cone.

>Windows >Workspaces >Animation
Below the four modeling windows you (may) see the Graph Editor
Below the Graph Editor is the Timeline

Select the cone

>Key >Set Key
(or just the **s** key)

You just saved a keyframe at the current frame (frame 0)
That frame is now a red line in the Timeline

In Timeline, move cursor to frame about frame 50

Move/Translate the cone to the right
Hit the **s** key to save a keyframe at the current frame

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Drag the timeslider to another frame – e.g., f100

Move, rotate and scale the cone

Hit the s key to save a keyframe

Playback the Animation

In the Timeline Window (bottom of screen)...

Drag the timeslider back and forth to see the movement

Set to play in true/real time

Mouse cursor over Timeline

Right-mouse >Playback Speed >Real Time

Far right of Timeline,

Set frame rate to 24fps.

(This is the default frame rate for animation)

Hit the little right-triangle to play the animation

Adjust the Timing

In Timeline...

Drag cursor over one keyframe

It is highlighted blue

Middle-mouse drag that keyframe right or left

The more frames between keyframes,

the slower the motion

The fewer frames,

the faster the motion

Drag cursor over several redline keyframes

Drag right end of selection

to make entire selection faster or slower

Play the animation to view your changes.

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Save your file

Maya calls animation files “scene” files
and saves them in a /Scenes folder

>File >Save Scene As
Type in a filename
>Save As