

MAY 9 PRO 3

USER GUIDE

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What is May9 Pro

May9 Pro is plug-in aim to offer an alternative user experience for *Autodesk Maya* designed to improve the daily workflow and maximize learning.

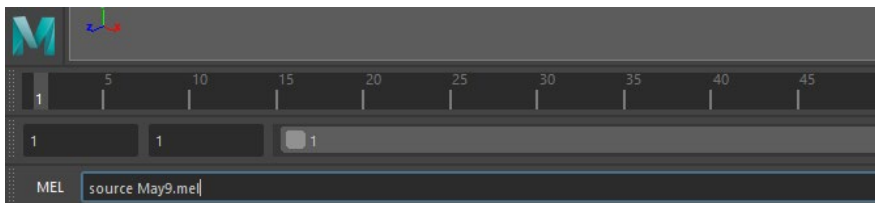
The concept of *May9 Pro* is streamline useful commands into a single keyboard button (**Z**), by predicting them from the context. For example, if you have in selection a mesh and a joint by pressing **Z + Left Mouse Button** (MMB from now) it's appear the follow *Marking Menu* (MM form now):



In addition to the contextual workflow describe above, *May9 Pro* offer [custom preferences](#), [layouts](#), [contextual hotkeys](#) and [standard hotkeys](#).

Installation [\(video\)](#)

- 1) If is open close *Autodesk Maya*
- 2) Copy the content of *modules* folder present in this archive in:
 - a. Windows: `\Users\<username>\Documents\maya\2018`
 - b. Mac OS: `/Users/<username>/Library/Preferences/Autodesk/maya/2018`
 - c. Linux: `~<username>/maya/2018`
- 3) Run *source May9.mel* as MEL command



Update from May9 Pro 3.1

If a previous version of *May9 Pro 3.1* is already installed on your system, close *Autodesk Maya* and:

1. Copy the content of folder *modules* of this archive in your *Autodesk Maya 2018* preferences folder
2. Remove any file that start with *da_* from your actual *2018/presets* folder
3. Remove *May9_Pro.json* from your actual *2018/prefs/workspaces* folder
4. Run *source May9.mel* as MEL command

Important note: after the update any customization made to *May9 Pro* by the user will be removed.

Update from May9 Pro 3.0

If a previous version of *May9 Pro 3.0* is already installed on your system, close *Autodesk Maya* and:

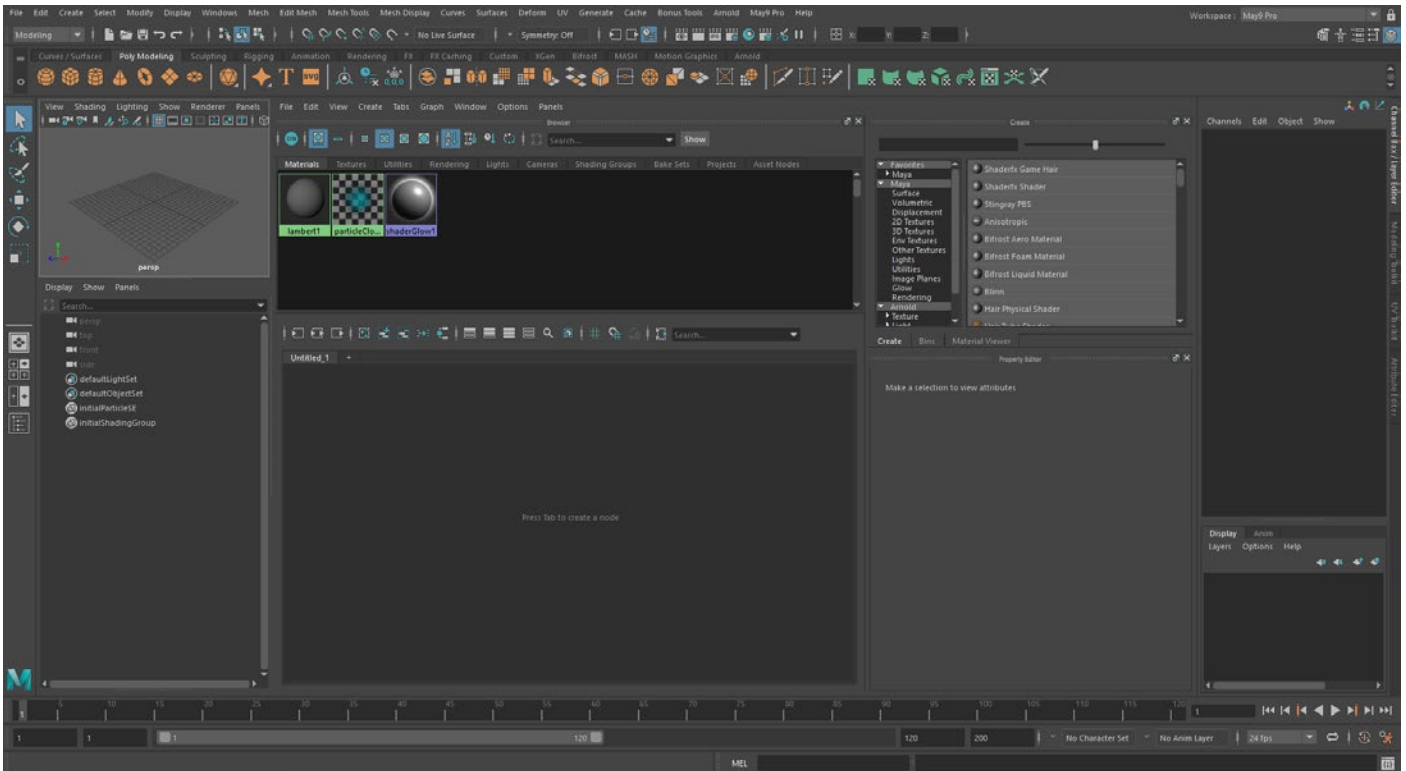
1. Copy the content of folder *modules* of this archive in your *Autodesk Maya 2018* preferences folder
2. Remove *userPrefs.mel* from your actual *2018/prefs* folder
3. Remove any file that end with *_MM* from your actual *2018/prefs/marketingMenus* folder
4. Remove any file that start with *da_* from your actual *2018/presets* folder
5. Remove any file that start with *da_* from your actual *2018/presets* folder
6. Remove *May9_Pro.json* from your actual *2018/prefs/workspaces* folder
7. Run *source May9.mel* as MEL command

Important note: after the update any customization made to *May9 Pro* and *Autodesk Maya preferences* by the user will be removed.

Basic usage

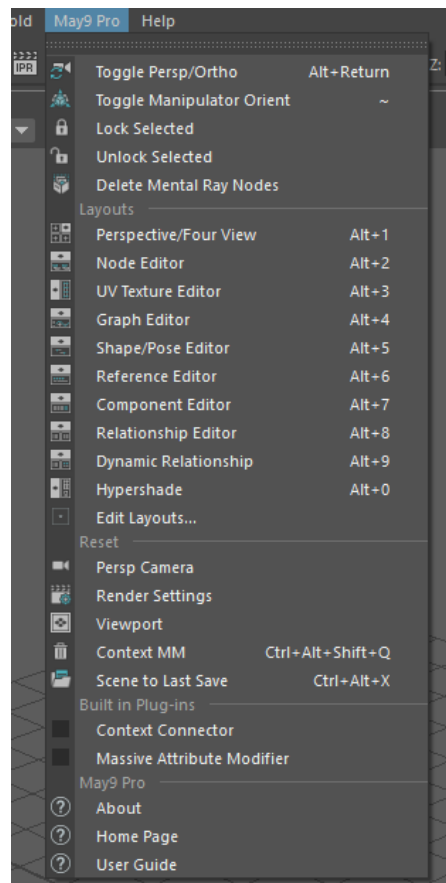
May9 Pro Layouts

The *May9 Pro* Layouts are designed to be integrated in the *May9 Pro* Workspace, for open one of the ten Layout available just use a Hotkey from **ALT + 1** to **ALT + 0**, or in *May9 Pro drop-down menu*:



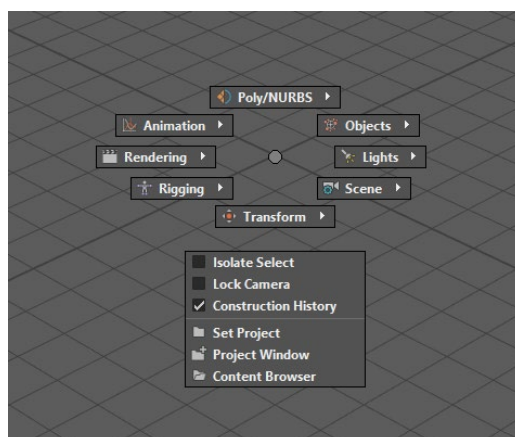
May9 Pro drop-down menu

A conventional drop-down is provided to provide a quick access to layouts and *May9 Pro* configuration commands:



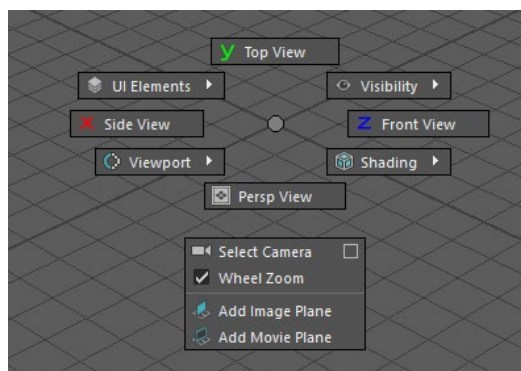
All MM

All MM (*menu_All_MM.mel*) is the foundation of *May9 Pro*, is available by pressing **Z + Middle Mouse Button** (from now **MMB**) and use **bold** font style:



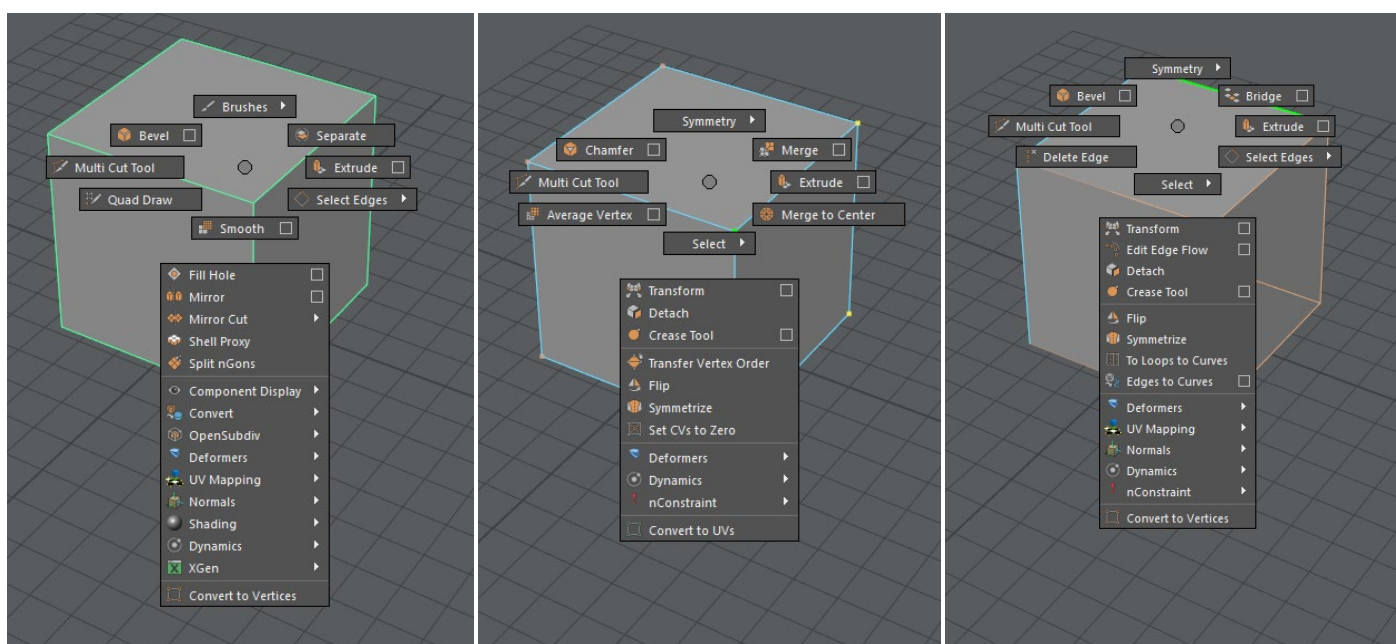
Maya Window MM

Maya Window MM (*menu_MayaWindow_MM.mel*) is available over the Viewport and there isn't selection, is available by pressing **Z + LMB**:



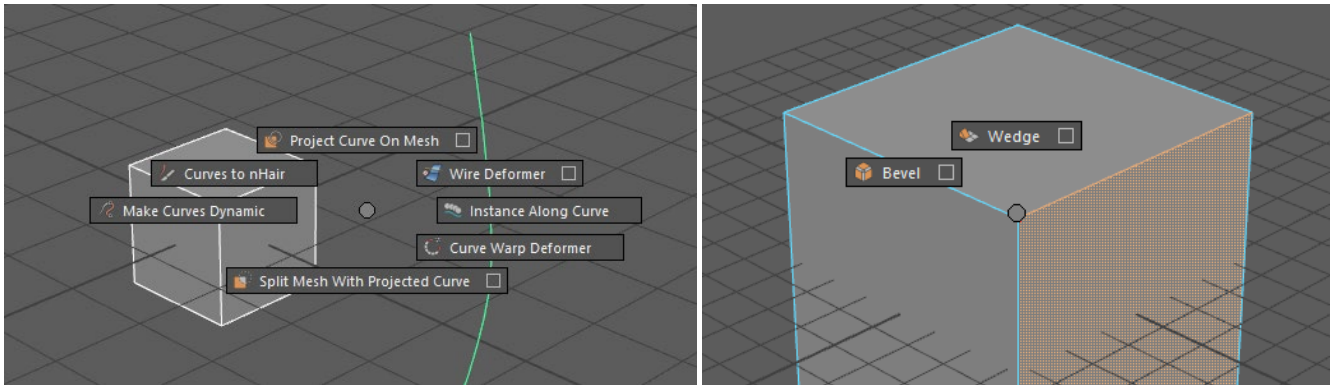
Contextual single selection MM

When a single object or component type is selected is possible enable the relative contextual MM by pressing **Z + LMB**:



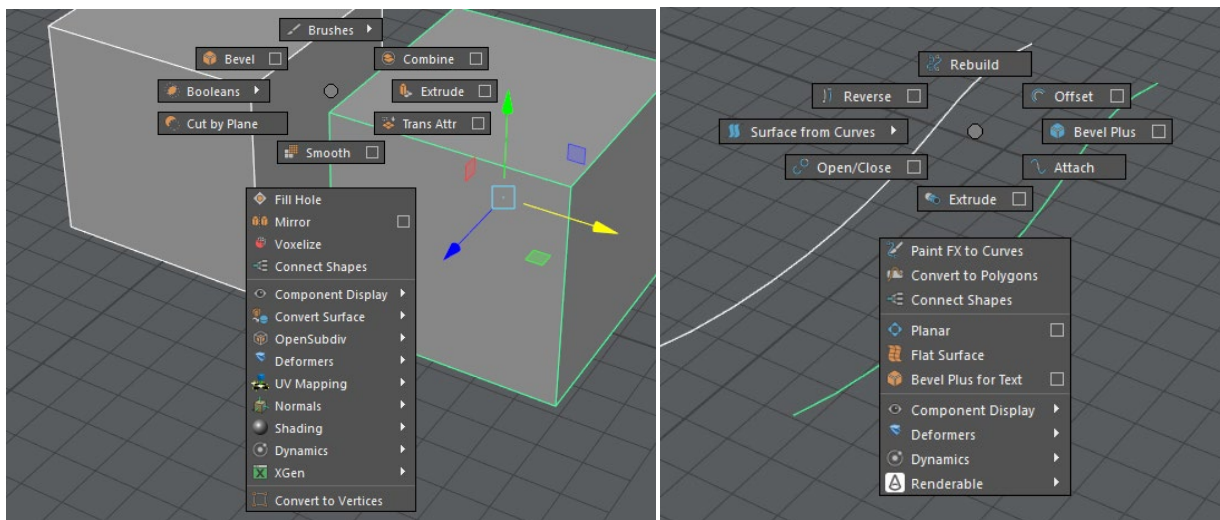
Contextual multi selection MM

When a multiple object type or component type is selected is possible enable the relative contextual MM by pressing **Z + LMB**:



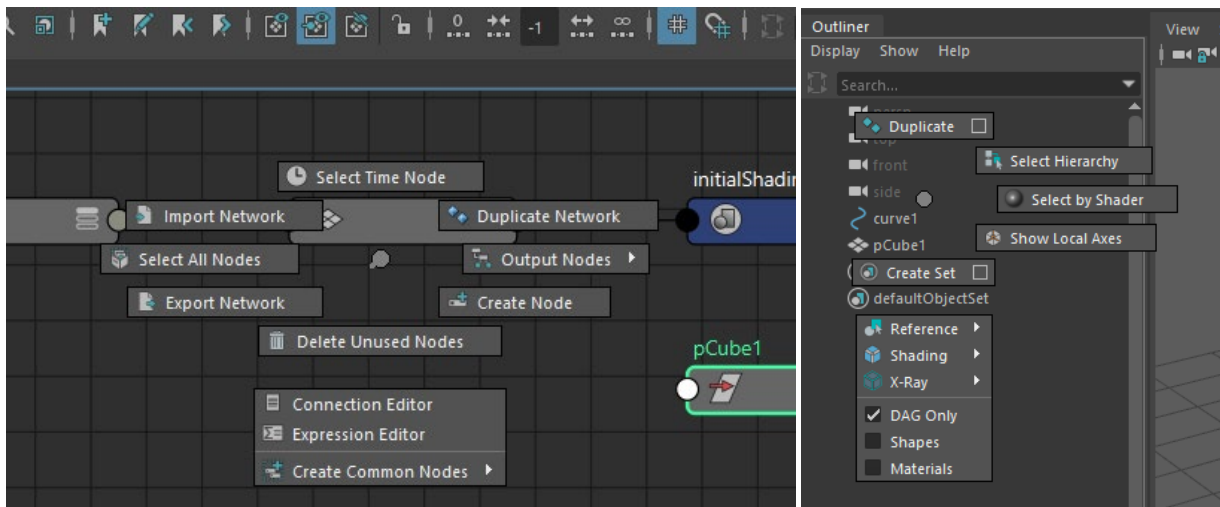
Contextual multi selection of the same object type MM

When a multiple object of the same type is selected is possible enable the relative contextual MM by pressing **Z + LMB**:



Contextual panel MM

When the mouse is over a panel is possible enable the relative contextual MM by pressing **Z + LMB**:



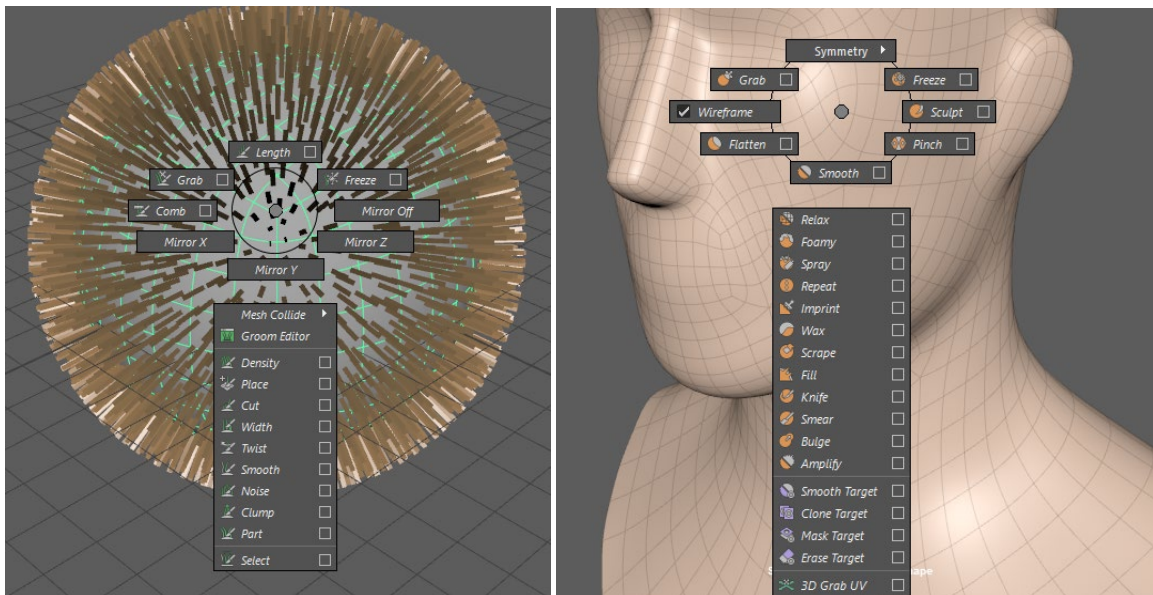
Contextual node selection in editor panels

When a single node, a combination of the same type nodes or a combination of different type nodes are selected in some editor panel is possible enable the relative contextual MM by pressing **Z + LMB**:



Contextual Tool MM

When a supported Tool is selected, is possible enable the relative contextual MM by pressing **Z + MMB**, this kind of MMs use *italic* font style:



These are the tool supported by Contextual Tool MM: *3D Paint tool*, *Paint Attribute*, *Paint Skin Tool*, *Legacy Artisan Sculpt tool*, *Create Particle tool*, *Paint FX tool*, *Grease Pencil tool*, *Multi Cut tool*, *Quad Draw tool*, *Poly Crease tool*, *Sculpt tools*, *XGen Groom Paint tools*, *Create Particle tool* and *UV Brushes*.

Contextual single selection Hotkey

If a single object or component type is selected is possible enable the relative contextual Hotkey by pressing and release **Z**. For example: almost every object types toggle to component mode by using *contextual hotkey*.

Contextual multi selection of the same object type Hotkey

If a multiple object of the same type is selected is possible enable the relative contextual Hotkey by pressing and release **Z**.

Contextual multi selection of different object type Hotkey

If a multiple object type or component type is selected is enable the relative contextual Hotkey by pressing and release **Z**.

Contextual panel Hotkey

If the mouse is over a panel is possible enable the relative contextual Hotkey by pressing and release **Z**.

Custom Hotkeys

Z = Enable *May9 Pro* contextual MMs and Hotkeys

SHIFT + ALT + Z = Zero Transformations (move objects to world center)

SHIFT + ALT + Space = Playback toggle

CTRL + ALT + R = Start IPR or Arnold Render View

CTRL + ALT + O = Edit and Graph Shader Based on Selection

CTRL + ALT + 8 = Paint Effects Panel

CTRL + ALT + X = Reverse to save

CTRL + ALT + M = Toggle Shelf Tabs

CTRL + ALT + T = Toggle Title Bar

CTRL + ALT + . = move a keframe to the next frame

CTRL + ALT + , = move a keframe to the previous frame

CTRL + ALT + Space = Interactive playback

CTRL + SHIFT + ALT + C = Copy selection to clipboard

CTRL + SHIFT + ALT + V = Paste selection to clipboard

CTRL + SHIFT + ALT + S = Save selection in to a Set

CTRL + SHIFT + ALT + M = Toggle Shelf

CTRL + SHIFT + ALT + R = Toggle Resolution Gate

CTRL + SHIFT + ALT + Z = MMtoKey Manager

CTRL + SHIFT + ALT + Q = Reset Context MM

CTRL + SHIFT + ALT + Return = Match Pivot

CTRL + SHIFT + Return = Reset Pivot

CTRL + Return = Delete Non-Deformer History and Freeze Transform

CTRL + ` = Show the last operation in AE

CTRL + F = Ignore the child and frame only the selected object

CTRL + P = Parent and position

CTRL + J = Context Connector or Connection Editor

CTRL + K = Massive Attribute Editor

CTRL + L = List of Input Operation

ALT + 1 = Set Layout Single Perspective/Four View

ALT + 2 = Set Layout Node Editor

ALT + 3 = Set Layout UV Texture Editor

ALT + 4 = Set Layout Graph Editor

ALT + 5 = Set Layout Shape/Pose Editor

ALT + 6 = Set Layout Reference Editor

ALT + 7 = Set Layout Component Editor

ALT + 8 = Set Layout Relationship Editor

ALT + 9 = Set Layout Dynamic Relationship Editor

ALT + 0 = Set Layout Hypershade

ALT + C = Open Channel Box or toggle it if docked

ALT + A = Open Attribute Editor or toggle it if docked

ALT + M = Open Modelling Toolkit or toggle it if docked

ALT + U = Open UV Toolkit or toggle it if docked (CMD + U on OS X)

ALT + O = Open Outliner or toggle it if docked

ALT + T = Open Tools Preference Settings or toggle it if docked

ALT + I = Reset Current Workspace

ALT + L = Open color Picker

ALT + Enter = Toggle perspective to orthographic camera

SHIFT + UP = Side View

SHIFT + RIGHT = Front View

SHIFT + DOWN = Top View

SHIFT + LEFT = Persp View

SHIFT + T = Assign shader if an object is selected or open create node window if not

A + LMB = SOuP Smart Connect (need SOuP installed)

~ = Orient Manipulators Toggle

Home = Reset Transformations

End = Select Hierarchy

K + Drag = Smooth playback mode

CMD + Space = Toggle Full Screen (Mac OS only)

Changed hotkeys

CTRL + ALT + D = Toggle Displacement

CTRL + ALT + ~ = SmoothingDisplayShowBoth

CTRL + ALT + ` = SmoothingDisplayToggle

ALT + - = ToggleColorFeedback

ALT + I = Toggle Wireframe in Artisan

ALT + P = Color Picker

SHIFT + N = Full Hotbox Display

Changed preferences

The following is the *Autodesk Maya* preferences changed in *May9 Pro*:

- Membrane Deformer exposed
- Legacy Mirror Cut tool exposed
- Double variable warning is disable
- Custom Hypershade layout
- In Status Line are exposed Input Field and History icons
- Hidden attribute connections exposed
- Hotbox have no transparency
- Exposed legacy curves based text

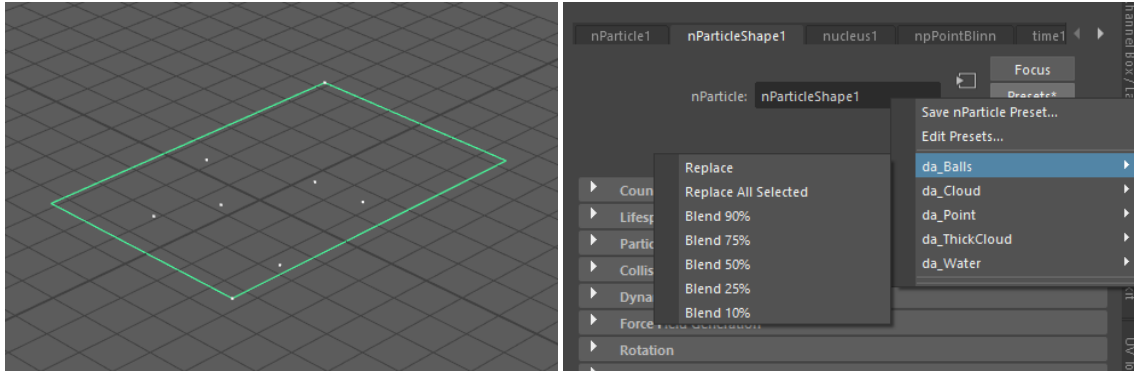
Custom Scripts and Presets

Under the hood of *May9 Pro* there are hundreds of MEL scripts that support the contextual workflow, but there's also some ones that add new features to *Autodesk Maya*.

nParticle Style Converter

These Presets adds the ability to convert particle to a specific style after their creation:

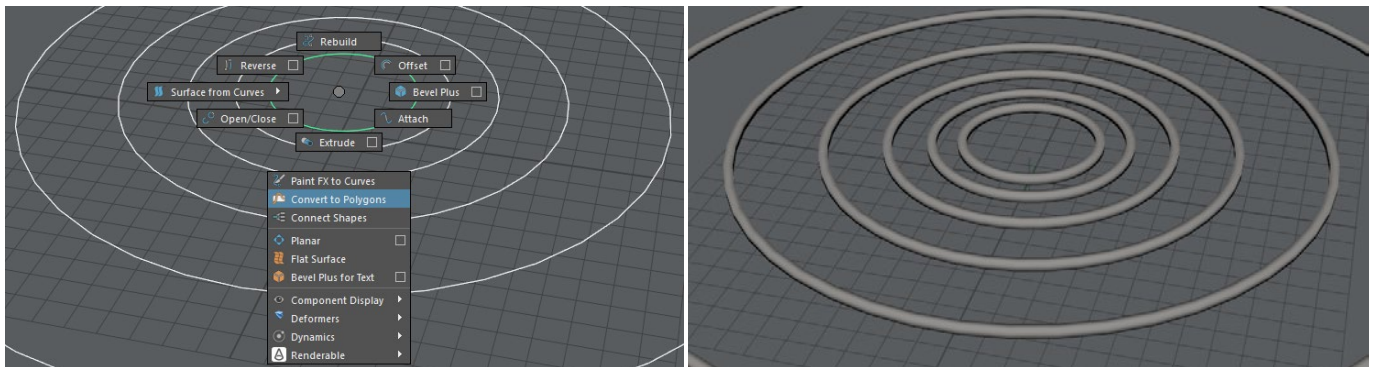
- 1) Select some particle
- 2) If is not, open the *Attribute Editor* (**ALT + A**) and select one of the particle style Presets



da_curveToPoly (video)

This script makes possible the conversion of curves in polygons:

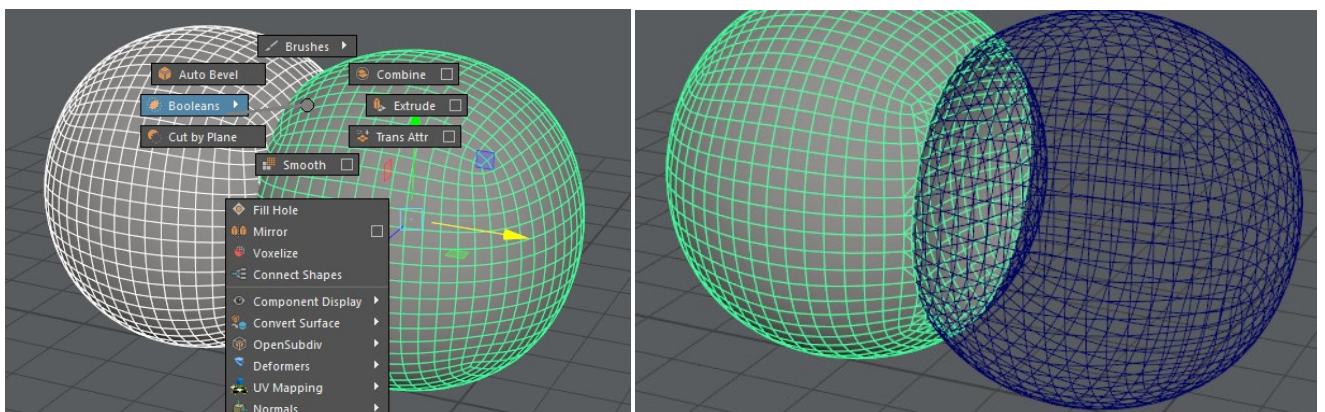
- 1) Select a curve or multiple curves
- 2) **Z + LMB** > *Convert to Polygons*



da_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

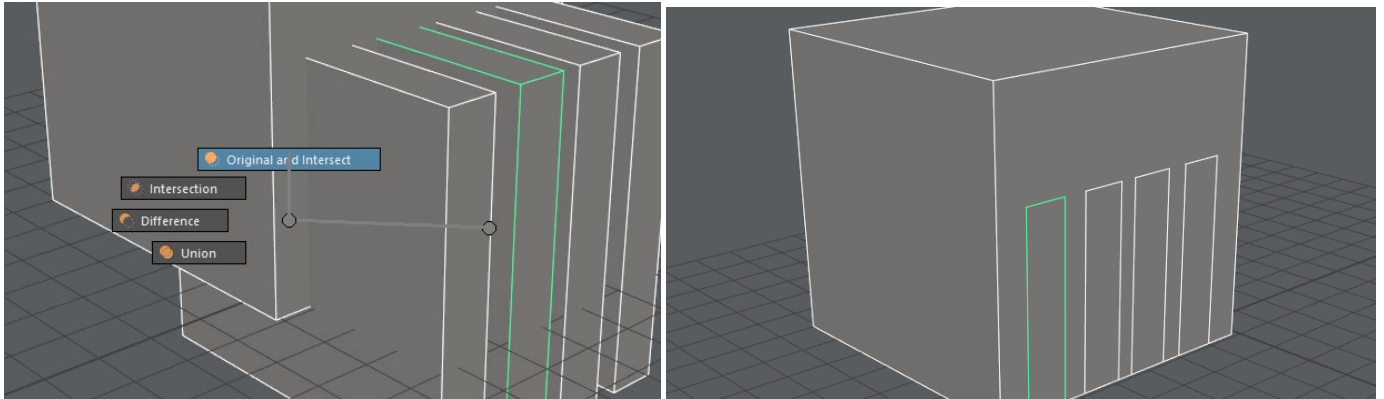
- 1) Select two or more polygons objects
- 2) **Z + LMB** > *Booleans*



da_BooleanFullIntersect (video)

This script makes a full intersect, so this execute a mesh subtraction but maintain subtracted part as separate object:

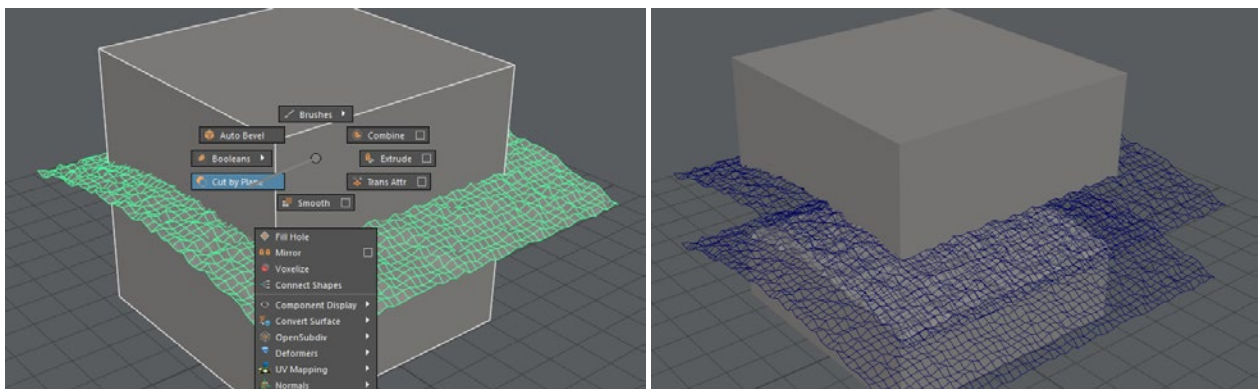
- 1) Select first the main object and after the cutters ones
- 2) **Z + LMB > Booleans > Original and Intersect**



da_PlaneCutter (video)

This script cut a mesh by using a flat mesh, this can be useful for simulate surface cracks:

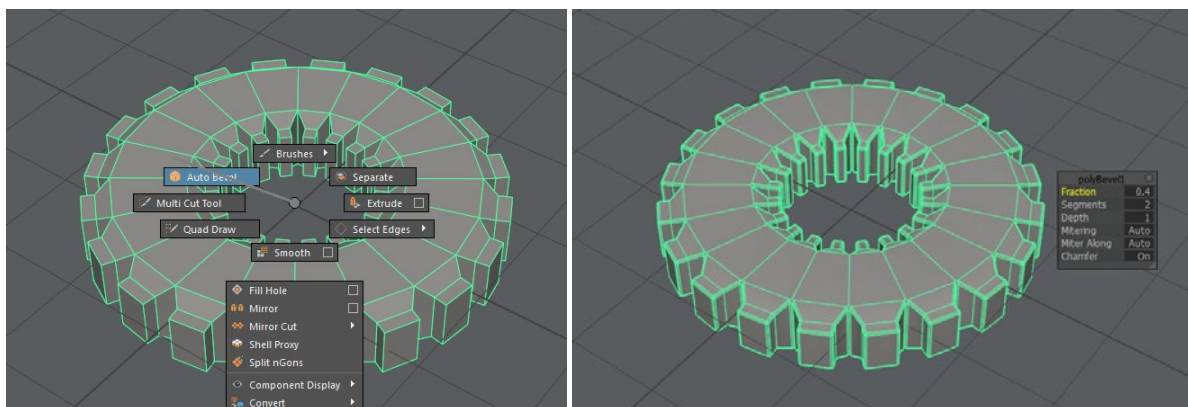
- 1) Select first the main object and after the cutter ones
- 2) **Z + LMB > Cut by Plane**
- 3) Select the single or double operator
- 4) Move the cutter or the cutters plane



da_AutoBevel (video)

This script analyses the angle between faces and try to add a Bevel node only on needed edges:

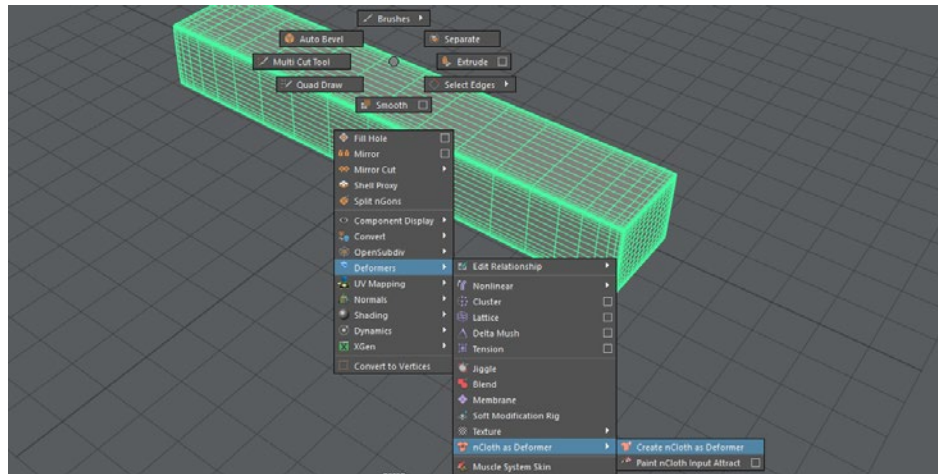
- 1) Select a Polygon
- 2) **Z + LMB > Auto Bevel**



da_ClothAsDeformer [\(video\)](#)

This script set up the current mesh to be deformed by nCloth solver, this can be useful for simulate character self-collision skin or muscle dynamics:

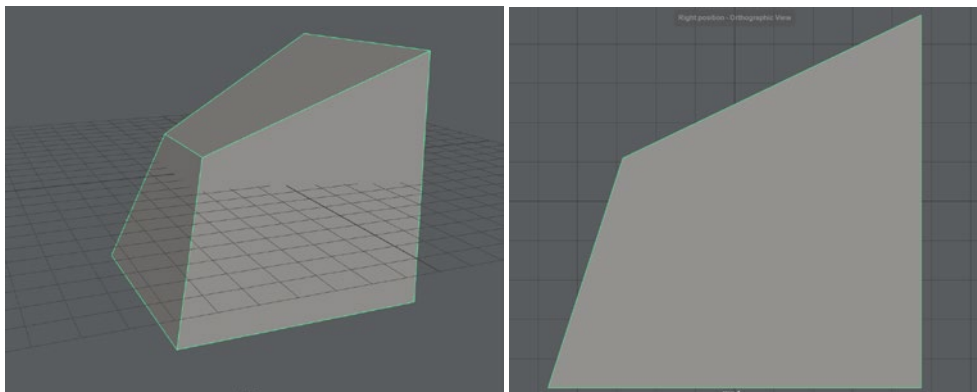
- 1) Select the polygons to deform, it can be the character skin
- 2) **Z + LMB** > *Deformers* > *nCloth as Deformer* > *Create nCloth as Deformer*



da_perspToggle [\(video\)](#)

This script converts the current persp view to the closest ortho, and vice versa:

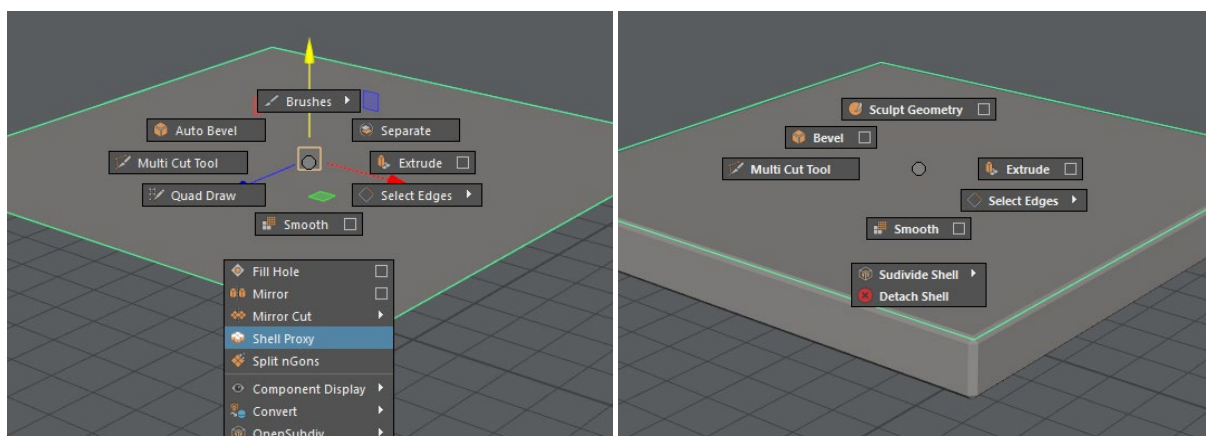
- 1) Move camera
- 2) **Press ALT + Enter**



da_shell [\(video\)](#)

This script emulates Shell deformer of *Autodesk 3D Studio Max*, by adding a thickness to flat polygons:

- 1) Select a flat polygon
- 2) **Z + LMB** > *Shell Proxy*
- 3) Continue to model or open tool option by using **Z + LMB**



da_MetaBalls (video)

This script converts particles to polygonal Metaballs:

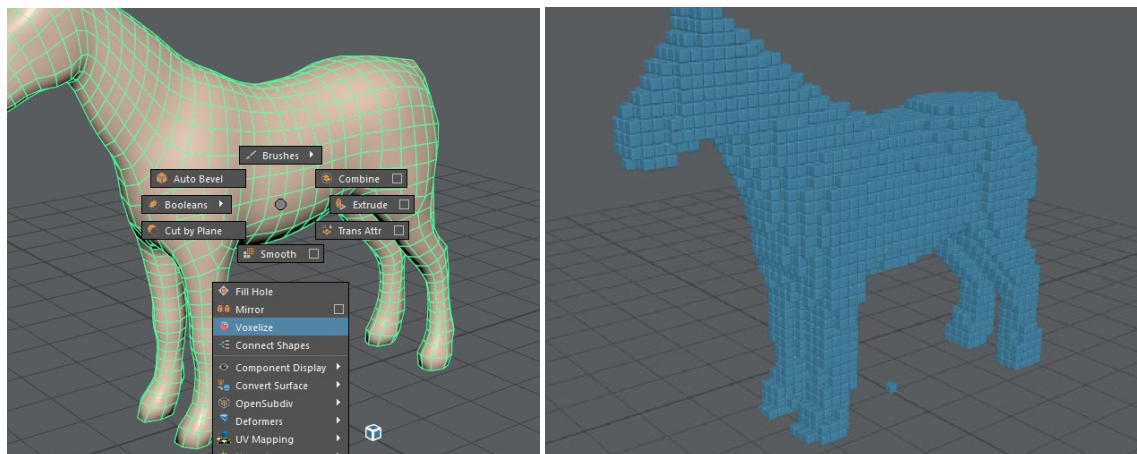
- 1) Select some particles
- 2) **Z + LMB > Convert to Metaballs**
- 3) Move single metaballs by selecting relative cluster



da_MashVoxelizer (video)

This script use MASH to voxelize an arbitrary mesh in the volume of another mesh:

- 1) Select first the filler mesh then the volume mesh
- 2) **Z + LMB > Voxelize in a Volume**



da_RivetMash (video)

This script constraint the pivot of a polygon to a component of another polygon:

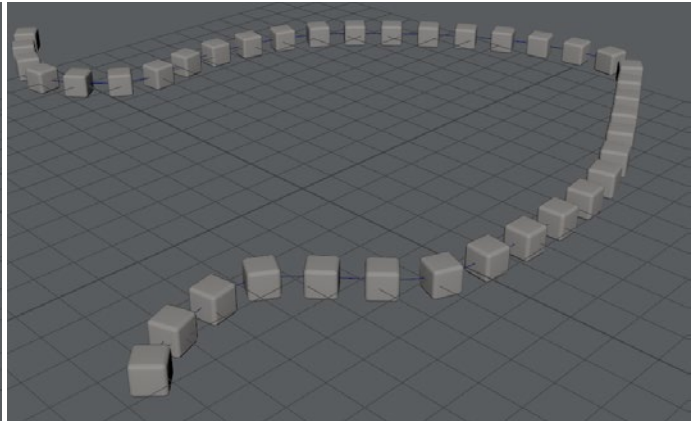
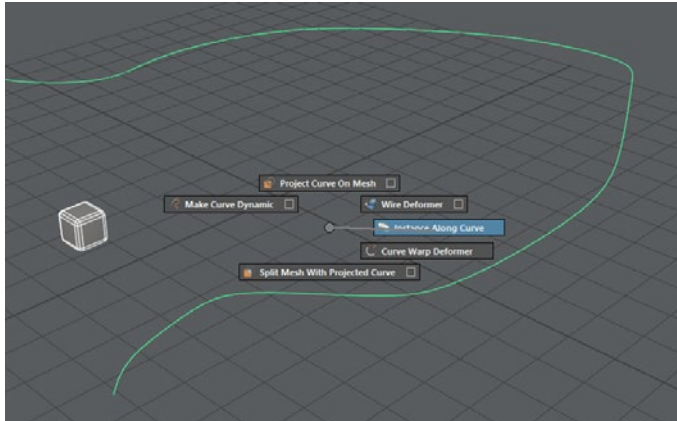
- 1) Select single or multiple components then a polygon
- 2) **Z + LMB > Rivet**



da_CurveDistributionMash [\(video\)](#)

This script scatter and constrain a polygonal object along a curve:

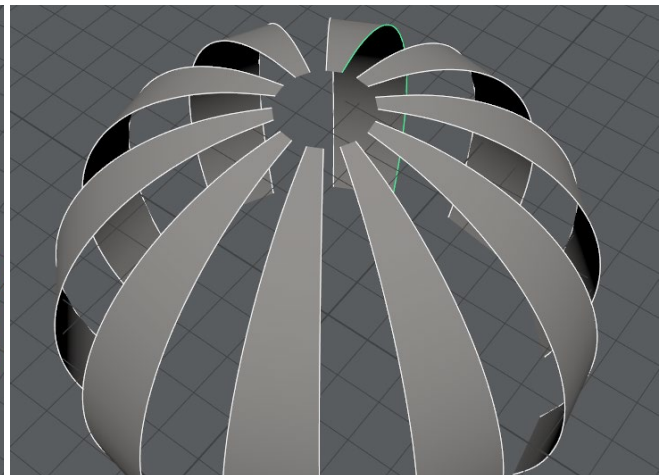
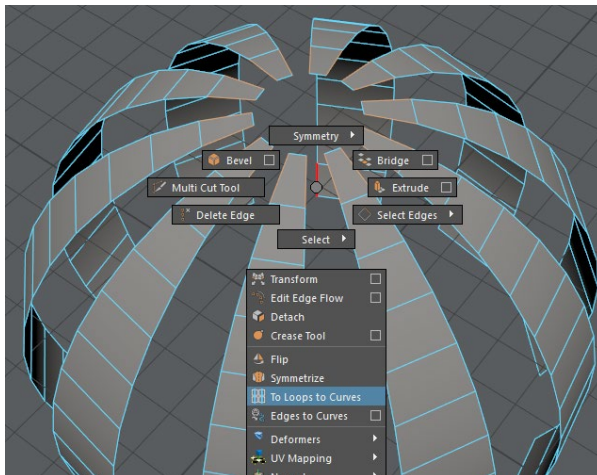
- 1) Select a polygon and then a curve
- 2) **Z + LMB > Instance Along Curve**



da_EdgesToLoopToCurve [\(video\)](#)

This script converts edge selection to loop and then make a batch conversion to curves, this is useful for converting polygonal hair to curve hair:

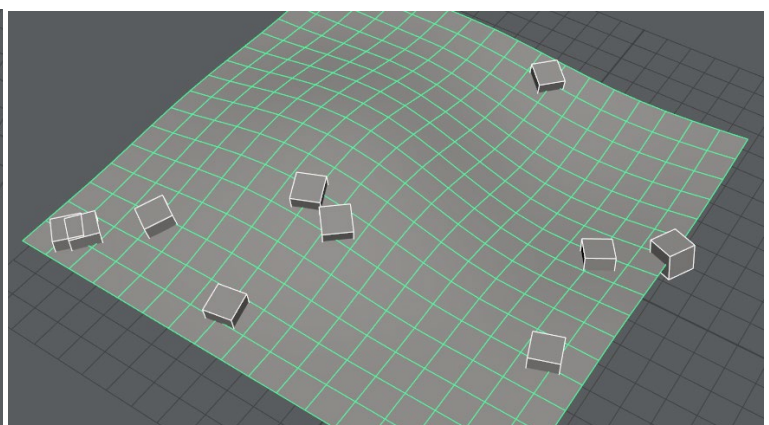
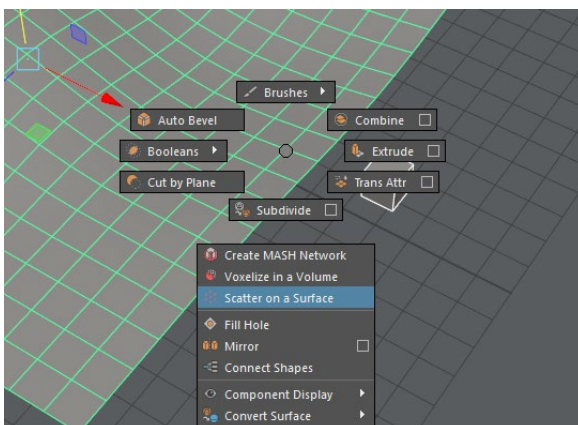
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) **Z + LMB > To Loops to Curves**



da_SurfaceScatterMash

This script scatter and constrain a polygonal object on a mesh:

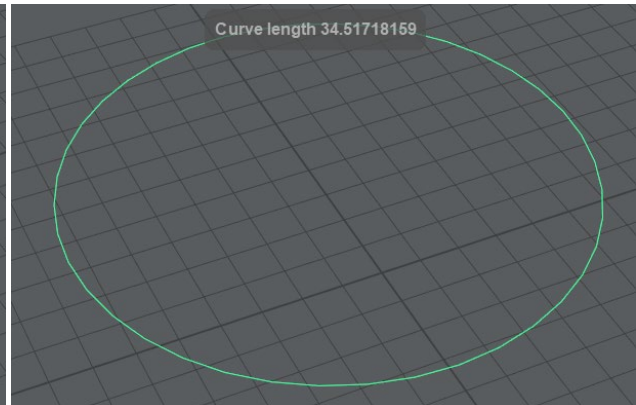
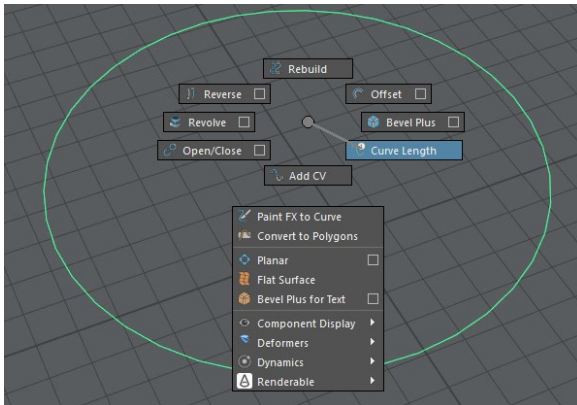
- 1) Select a mesh object then a mesh surface
- 2) **Z + LMB > Scatter on a Surface**



da_CurveLength

This script returns the length of a curve in Maya unit:

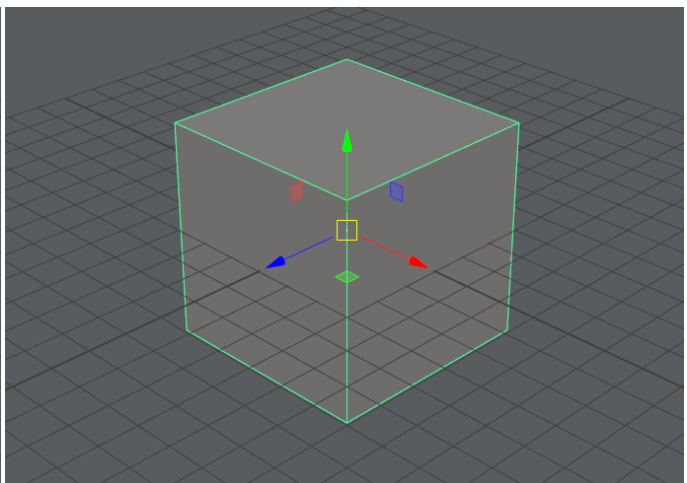
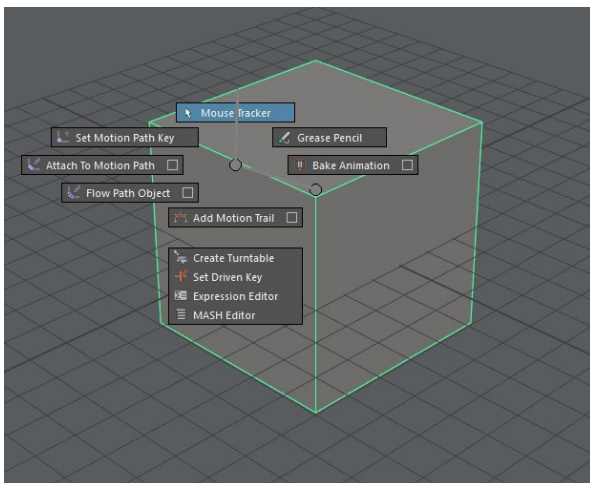
- 1) Select the curve you want to measure
- 2) **Z + LMB > Curve Length**



da_MouseTrack

This script tracks the mouse movement and create an animation:

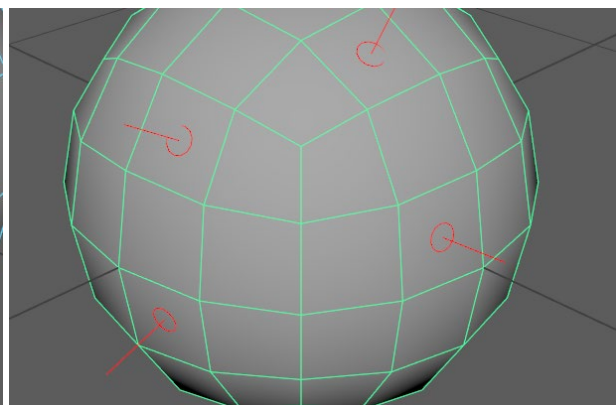
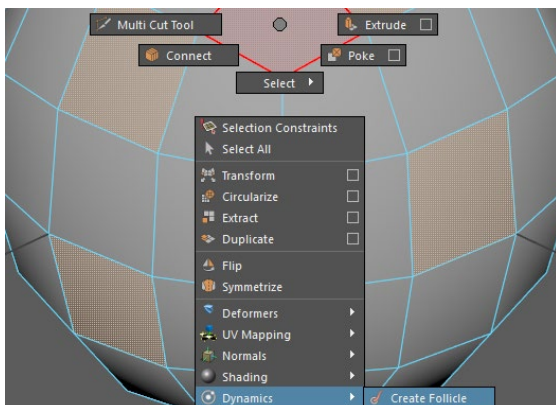
- 1) Select an object
- 2) **Z + MMB > Animation > Mouse Tracker**
- 3) Manipulate the object by using manipulators
- 4) Press **Esc** for stop the tracking



da_FacesFollicles

This script creates a follicle in the centre of selected faces:

- 1) Select one or more faces
- 2) **Z + LMB > Dynamics > Create Follicle**



da_Compass

This script converts Euler angle into a XYZ vector, for drive Nucleus, Air Filed and nCloth:

- 1) Select Nucleus icon, Air Filed icon or nCloth icon
- 2) **Z + LMB > Compass to Wind or Local Wind or Local Force**



Alternatively, is possible generate a standalone compass by using **Z + MMB > Compass**

da_CombineCurves

This script combines two or more curves in one transform node:

- 1) Select two or more curves
- 2) **Z + LMB > Combine**



Note: do not combine already combine curves, always first separate the combined curves then combining the curves again.

da_SepareCurves

This script separate combined curves:

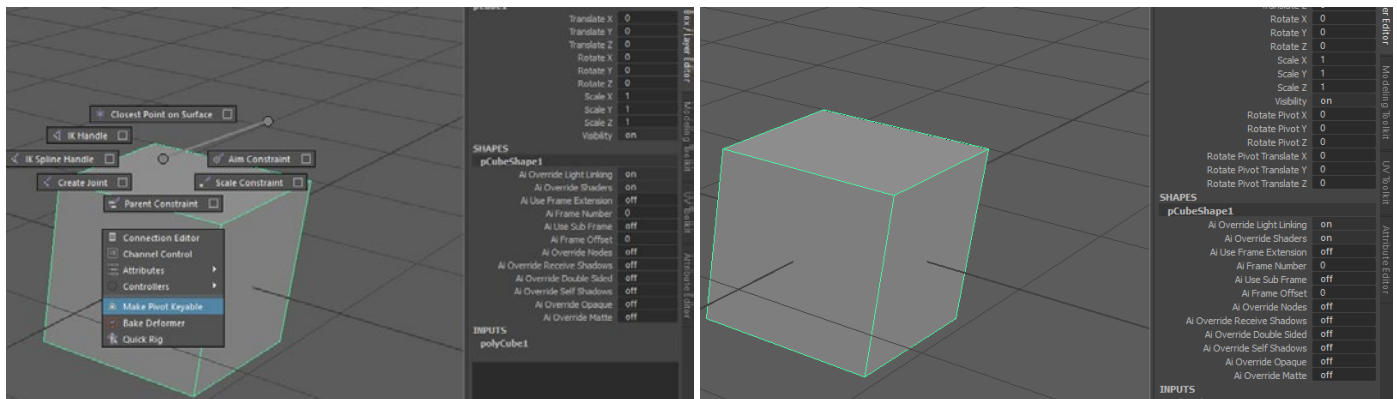
- 1) Select combined curves
- 2) **Z + LMB > Separate**



da_pivotKeyable

This script expose pivot position value to make possible animate it by using **S** hotkey:

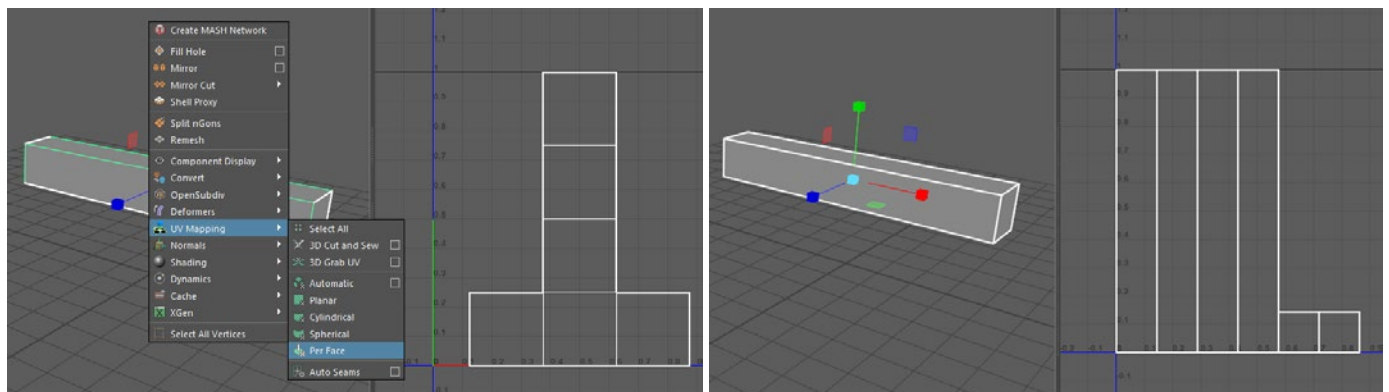
- 1) Select an object
- 2) **Z + MMB > Rigging > Make Pivot Keyable**
- 3) Animate the object as usual



da_MapFacesUV

This script maps any single faces of a mesh as separate planar UV shell:

- 1) Select one or multiple meshes, or one or multiple faces
- 2) **Z + LMB > UV Mapping > Per Face**



Third-party plug-ins

May9 Pro support some of the best third-party plug-ins available, some are included other need separate install due to license.

Context Connector [\(Video\)](#)

Context Connection is an advance tool for automate and manage single and multiple node connection, enable it under *May9 Pro > Context Connector*

For open Context Connection UI use *CTRL + J* shortcut or *Z + MMB > Rigging > Context Connector*



Massive Attribute Modifier

Massive Attribute Modifier is an advance tool simply wrap all the common attributes between the selected objects and display them in a list, enable it under *May9 Pro > Massive Attribute Modifier*

For open *Massive Attribute Modifier* UI use *CTRL + K* shortcut or *Z + MMB > Rigging > Massive Attribute Modifier*



Bool [\(Video\)](#)

Bool is a live boolean plug-in that's interactively adjust multiple boolean operations, is available to buy [here](#).

For use *Bool*, select two or more meshes and *Z + LMB > Booleans > Bool Tool*



ProSets (Video)

ProSets power up modelling workflow by using procedural components sets, is available to buy [here](#).

For use *ProSets*, select a mesh and **Z + LMB > Create ProSets**



ngSkinTools (Video)

ngSkinTools allows flexible and artistic workflow, while providing all the necessary tools for precision, is available to download or buy [here](#).

For use *ngSkinTools*, select a skinned mesh and **Z + LMB > ngSkin Tools > Initialize Skinning Layers**



SOuP

SOuP is a vast framework that brings a tonne of new functionality to Maya, is available to download or buy [here](#).

da_ViewportUV

This script makes a UV projection mesh in the Viewport:

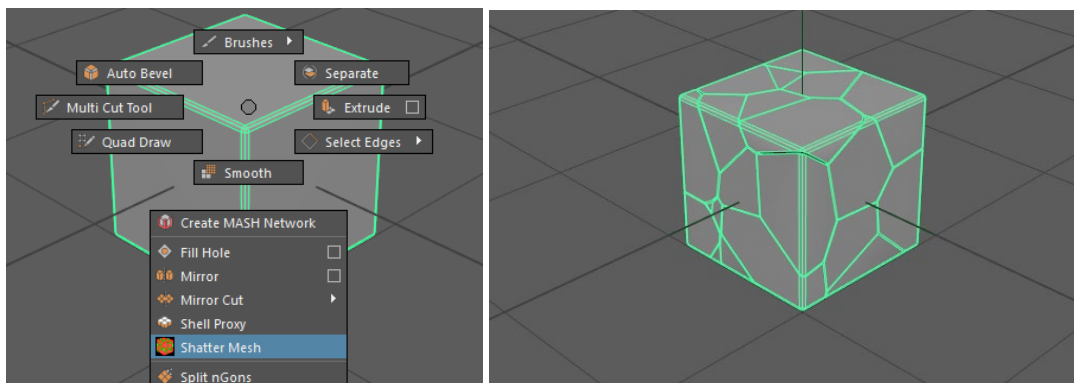
- 1) Select a mesh
- 2) **Z + LMB > UV Mapping > Viewport UV**



da_ShatterMesh

This script shatters a mesh:

- 1) Select a mesh
- 2) **Z + LMB > Shatter Mesh**



da_TensionBlendShape

This script creates a blend shape deformer based on stretch and compression:

- 1) Select: a base mesh, a stretch one and a compress one
- 2) **Z + LMB > Deformers > Tension Blend Shape**



da_CollideOutward and da_CollideInward

These scripts create a collision deformer between meshes:

- 1) Select: a collide mesh and collision mesh
- 2) **Z + LMB** > *Deformers* > *Collide* > *Outward or Inward*



Edit Component List [\(Video\)](#)

This tool makes modeling tools procedural:

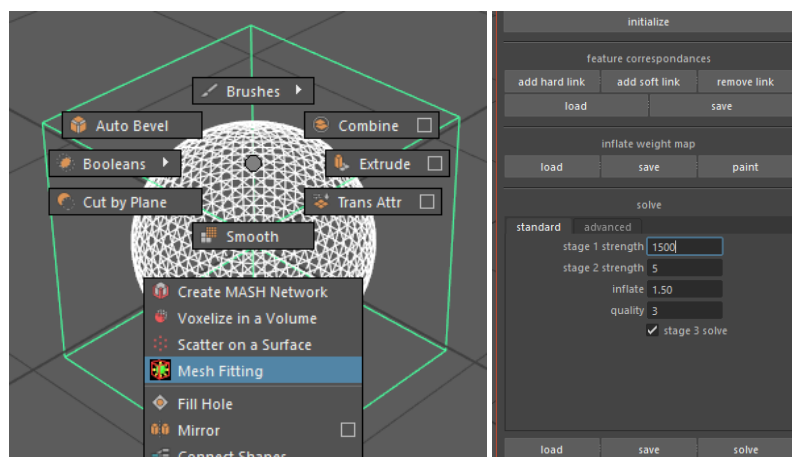
- 1) Select a mesh
- 2) **Z + LMB** > *Edit Component List*
- 3) Select one of the existing modeling operator and add or remove desired components



Mesh Fitting [\(Video\)](#)

This tool fit a different topology mesh to another one:

- 1) Select two meshes, a source one and target one
- 2) **Z + LMB** > *Mesh Fitting*



Smart Connect

This tool gives the ability to contextually connect objects attributes:

- 1) Select two objects or more objects, a source and target ones
- 2) Press **A + LMB**



Uninstallation

For uninstall *May9 Pro* run *source May9_uninstall.mel* as MEL command and restart *Autodesk Maya*.

Important note: during the uninstallation process the *Hotkey Set* previous to *May9 Pro* installation is restored and *May9 Pro Hotkey Set* deleted.

Release notes

May9 Pro 3.2 work in any *Workspace*, anyway the use of *Maya Classic* is high suggested.

May9 Pro 3.2 hotkeys add or substitute the actual *Hotkey Set* when installed.

May9 Pro 3.2 is tested and develop on *Autodesk Maya 2018.3*.

Useful links

Facebook page: fb.com/May9Prefs

YouTube channel: youtube.com/c/May9

Credits and license

May9 Pro design, scripts and preferences are made by *Davide Alidosi* and licensed under MIT license.

MMtoKey is made by *Andrey Menshikov* and licensed under a custom non-commercial license.

Context Connector is made by *Pavel Korolyov* and licensed under MIT license.

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