

# 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.

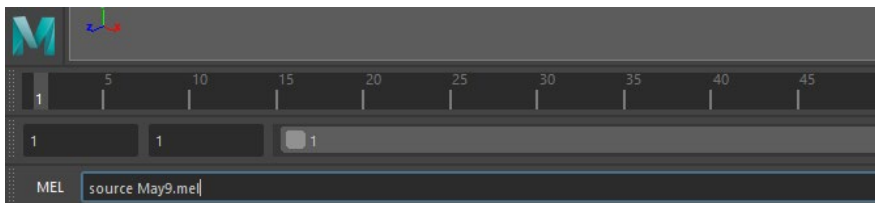
The concept of *May9 Pro* is streamline useful commands into a single keyboard button (**Z**), by predicting them from the context. For example, if you have in selection a mesh and a joint by pressing **Z + Left Mouse Button** (MMB from now) it's appear the follow *Marking Menu* (MM from now):



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:

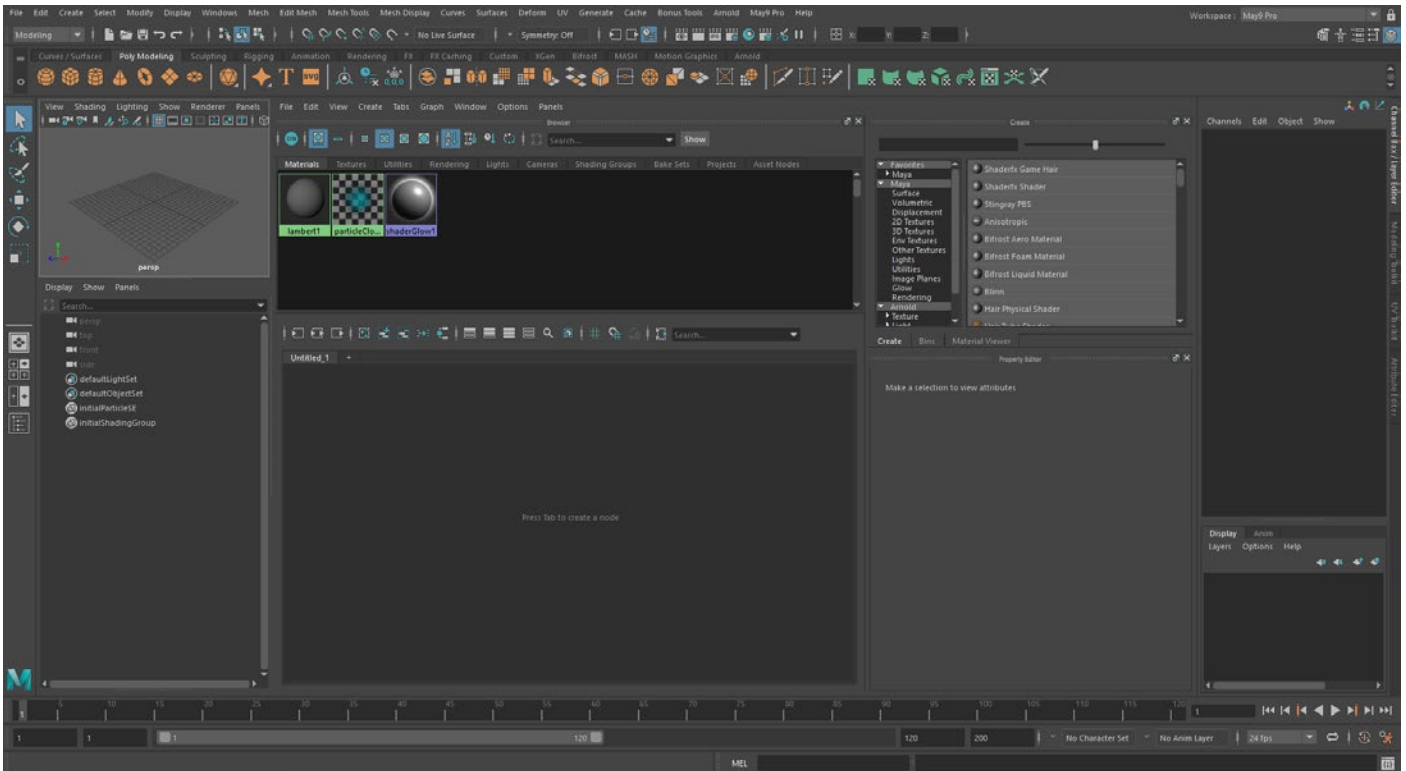
1. Copy the content of folder *modules* of this archive in your *Autodesk Maya 2018* preferences folder
2. Remove *userPrefs.mel* from your actual *2018/prefs* folder
3. Remove any file that end with *\_MM* from your actual *2018/prefs/marketingMenus* folder
4. Remove any file that start with *da\_* 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

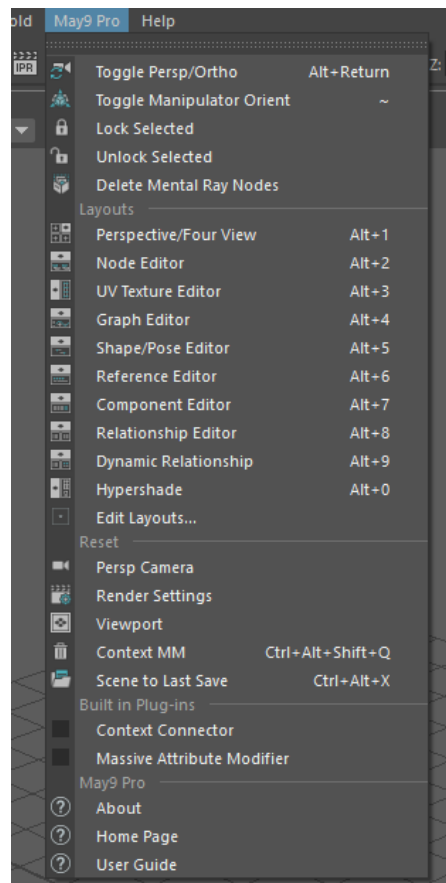
### May9 Pro Layouts

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*:



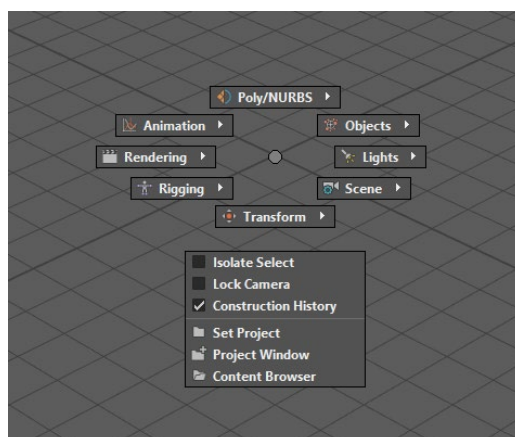
### May9 Pro drop-down menu

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



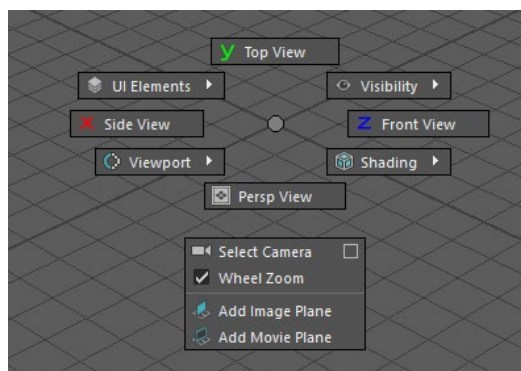
## All MM

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:



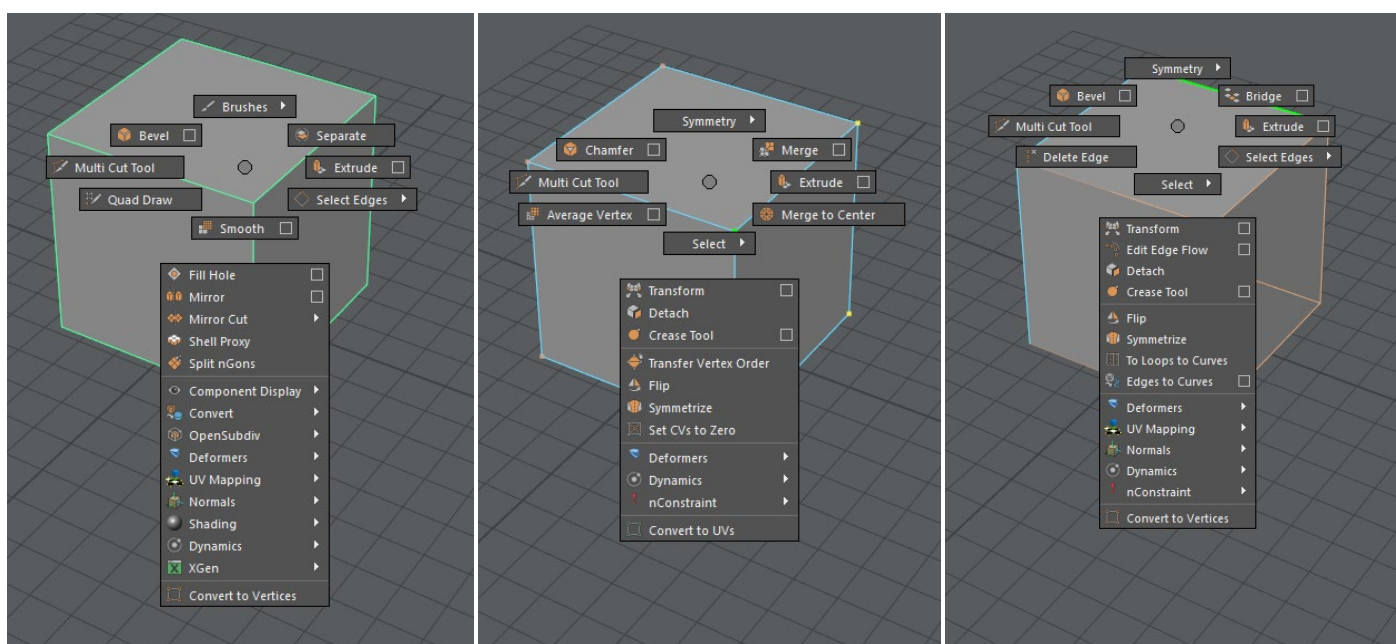
## Maya Window MM

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

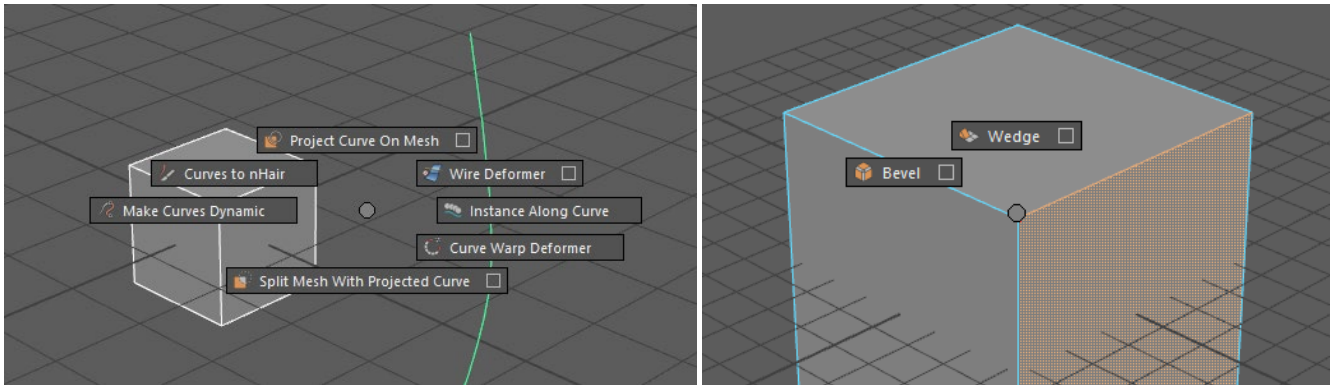
When a single object or component type is selected is possible enable the relative contextual MM by pressing **Z + LMB**:





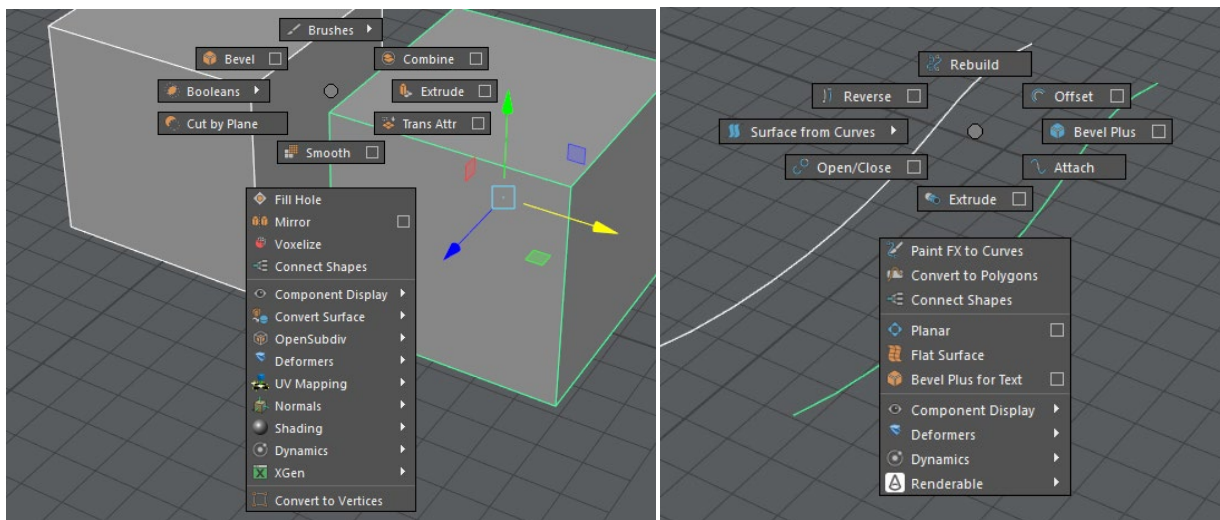
## Contextual multi selection MM

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



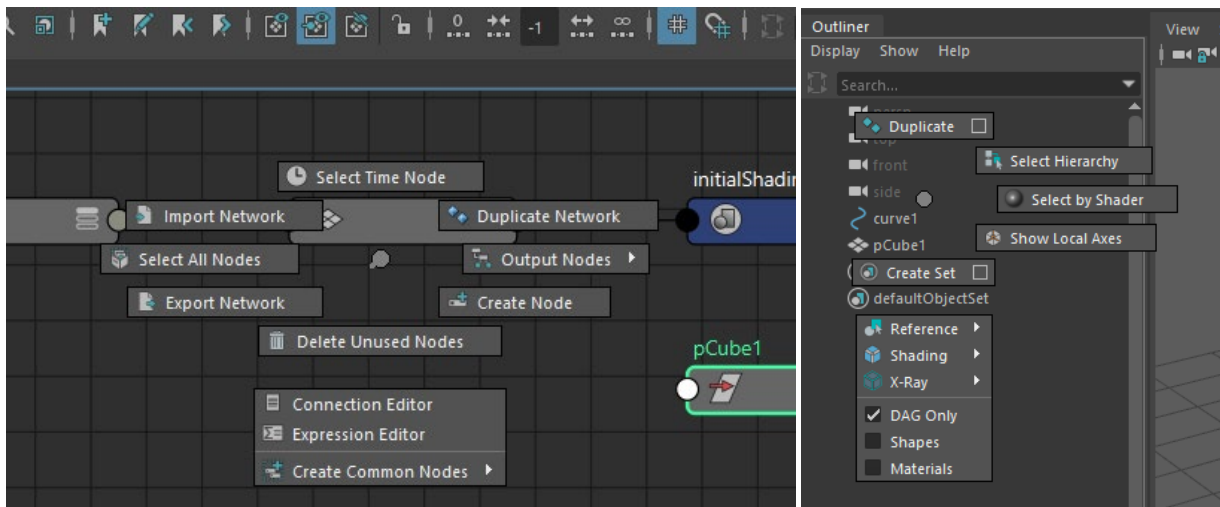
## Contextual multi selection of the same object type MM

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**:



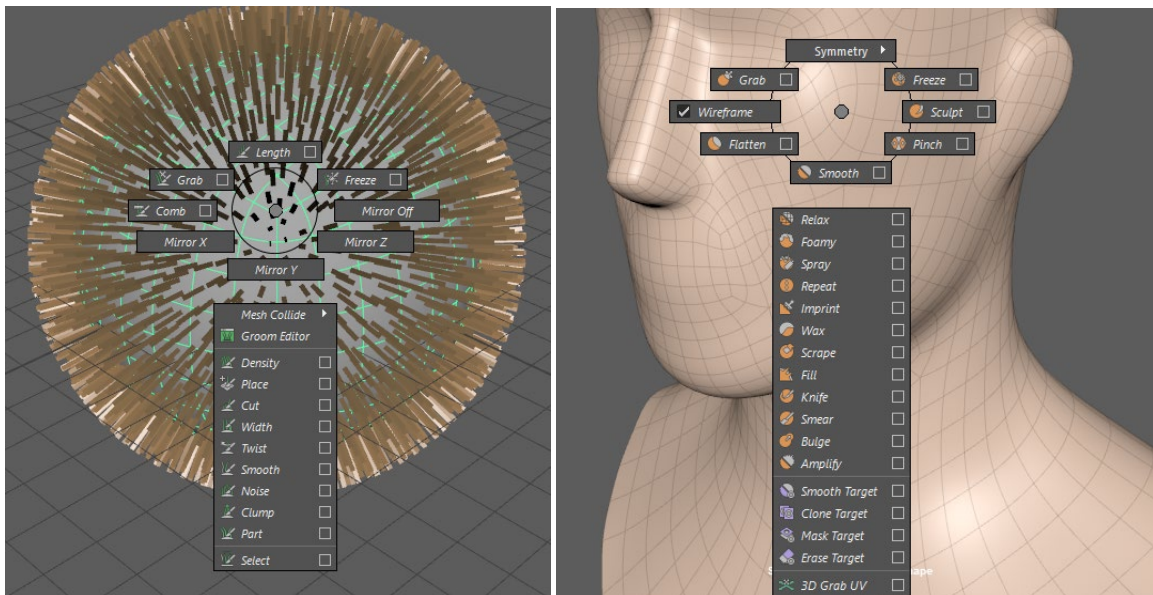
## Contextual node selection in editor panels

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 + Return** = Match Pivot

**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 + 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 *Maya9 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

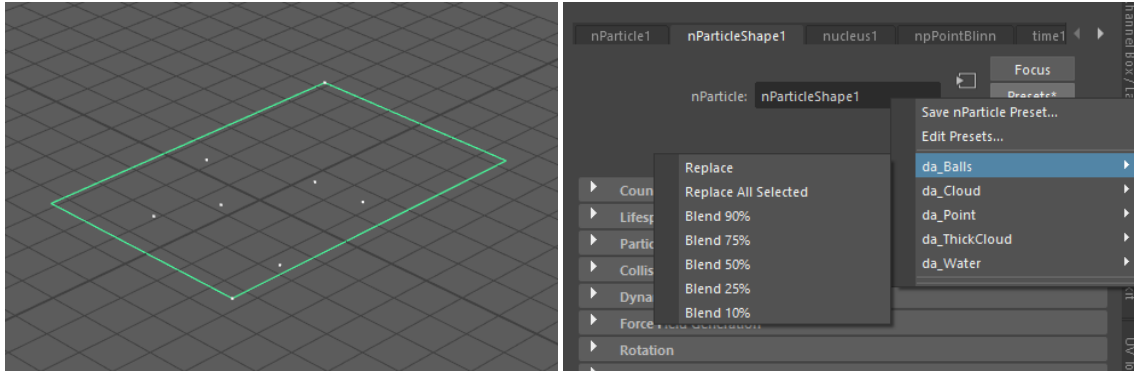
## Custom Scripts and Presets

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:

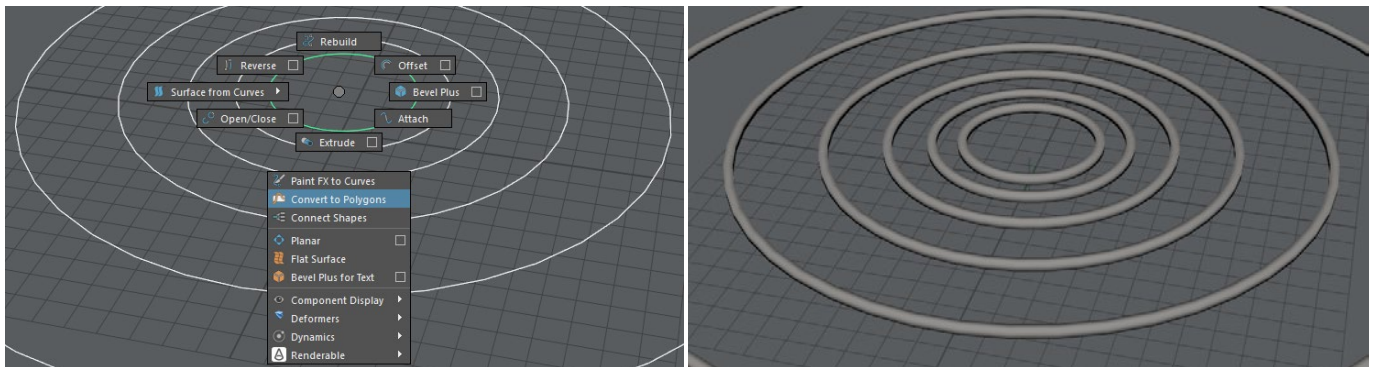
- 1) Select some particle
- 2) If is not, open the *Attribute Editor* (**ALT + A**) and select one of the particle style Presets



### da\_curveToPoly (video)

This script makes possible the conversion of curves in polygons:

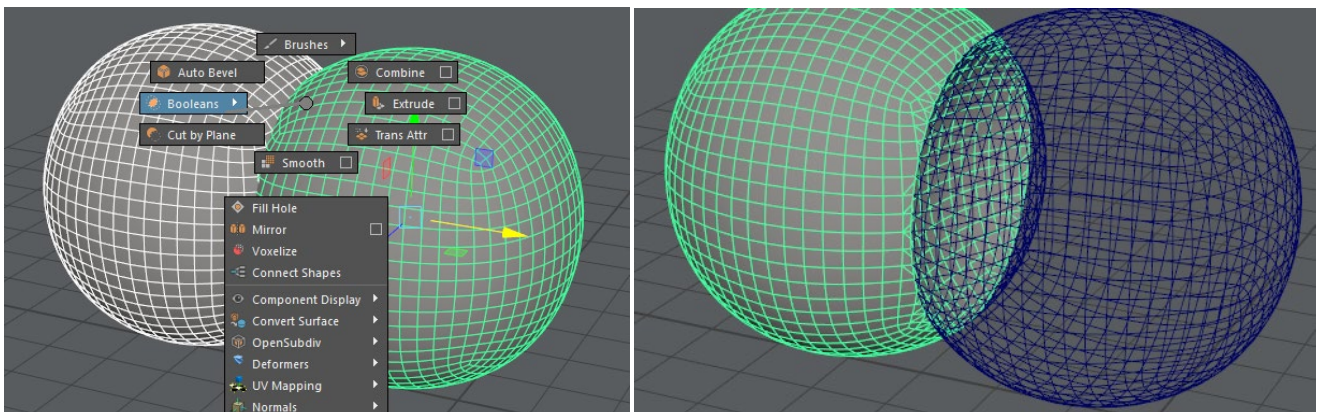
- 1) Select a curve or multiple curves
- 2) **Z + LMB** > *Convert to Polygons*



### da\_interactiveBooleans (video)

This script makes the Polygonal Boolean process more interactive:

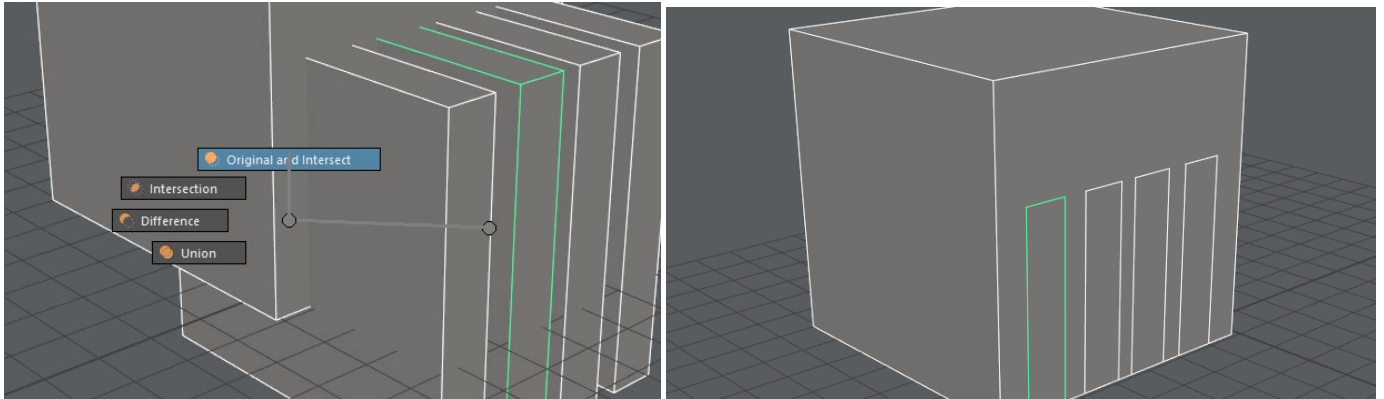
- 1) Select two or more polygons objects
- 2) **Z + LMB** > *Booleans*



### da\_BooleanFullIntersect (video)

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

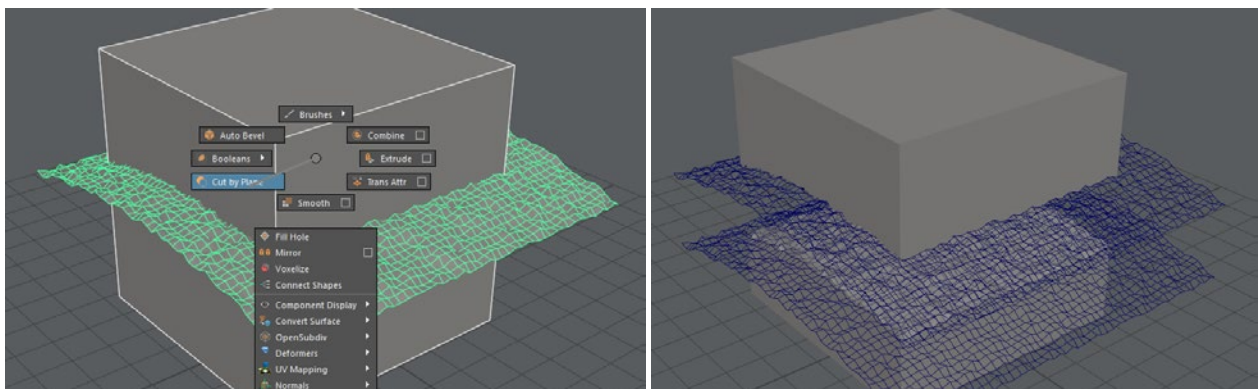
- 1) Select first the main object and after the cutters ones
- 2) **Z + LMB > Booleans > Original and Intersect**



### da\_PlaneCutter (video)

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

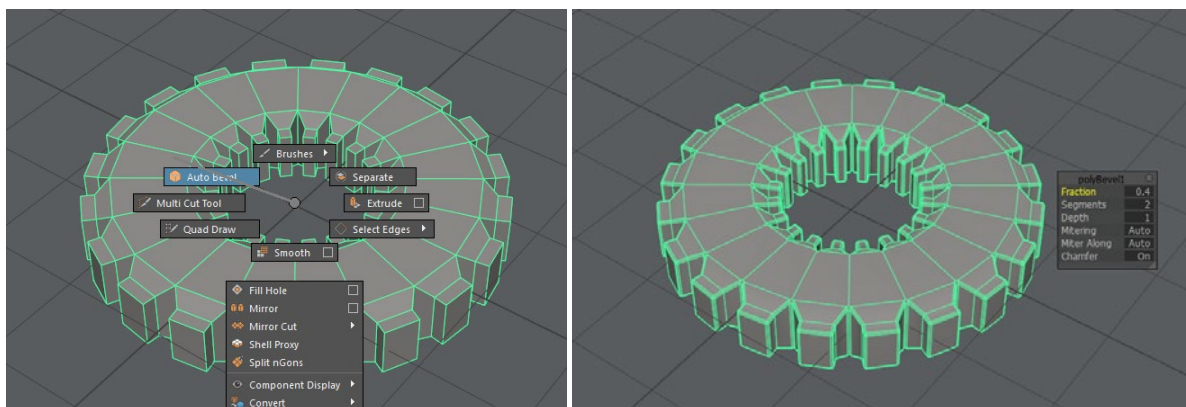
- 1) Select first the main object and after the cutter ones
- 2) **Z + LMB > Cut by Plane**
- 3) Select the single or double operator
- 4) Move the cutter or the cutters plane



### 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**

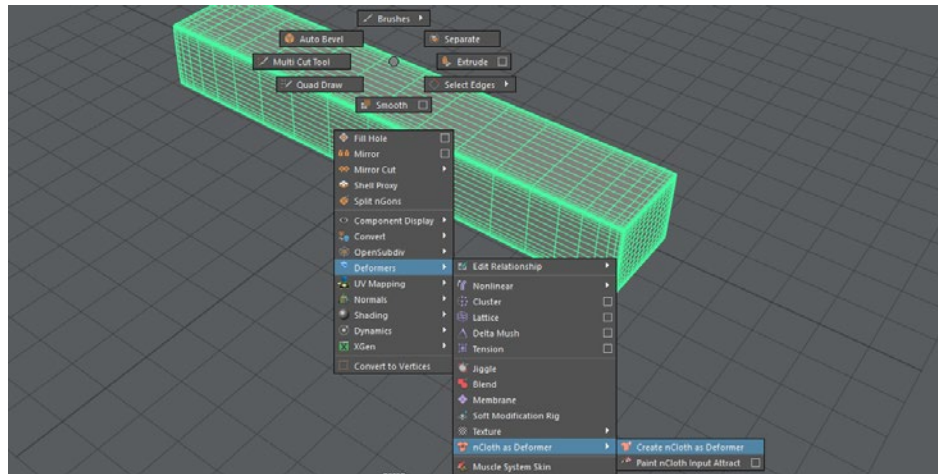




### da\_ClothAsDeformer [\(video\)](#)

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:

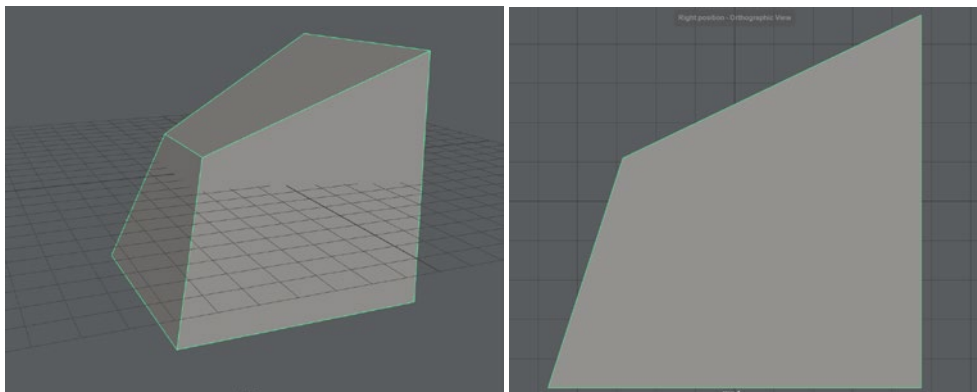
- 1) Select the polygons to deform, it can be the character skin
- 2) **Z + LMB** > *Deformers* > *nCloth as Deformer* > *Create nCloth as Deformer*



### da\_perspToggle [\(video\)](#)

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

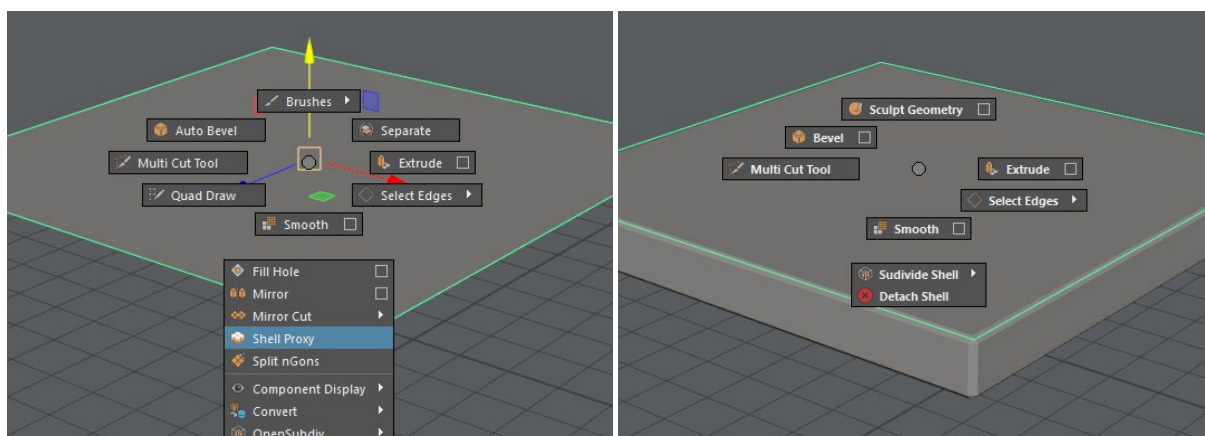
- 1) Move camera
- 2) **Press ALT + Enter**



### 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**

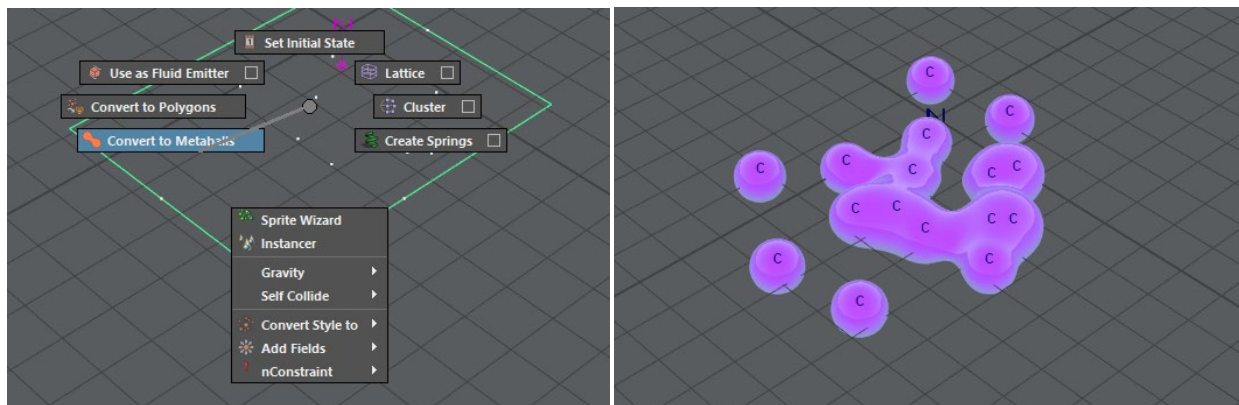




### da\_MetaBalls (video)

This script converts particles to polygonal Metaballs:

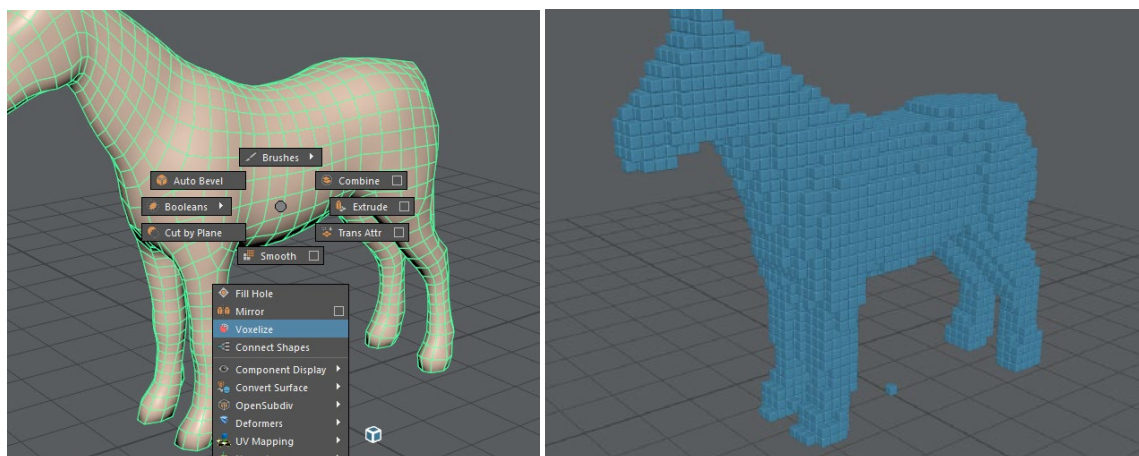
- 1) Select some particles
- 2) **Z + LMB > Convert to Metaballs**
- 3) Move single metaballs by selecting relative cluster



### da\_MashVoxelizer (video)

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

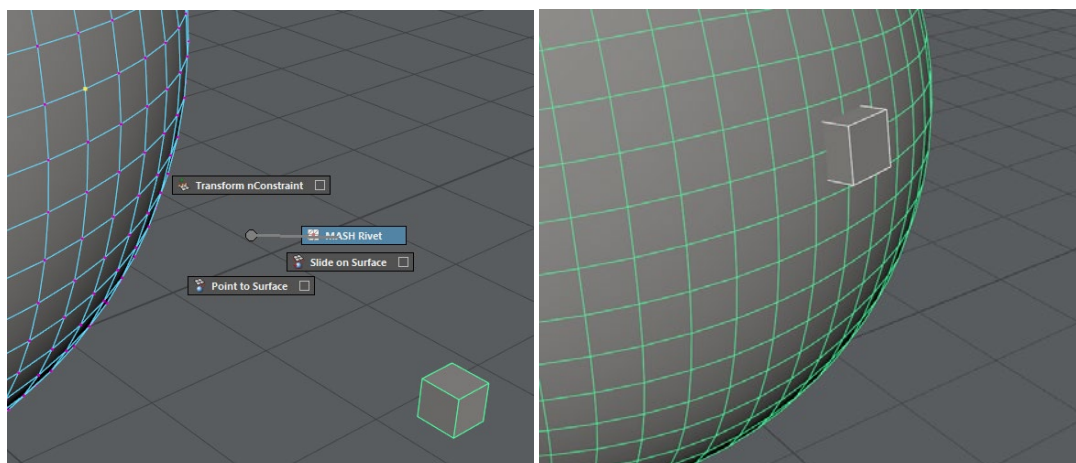
- 1) Select first the filler mesh then the volume mesh
- 2) **Z + LMB > Voxelize in a Volume**



### 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:

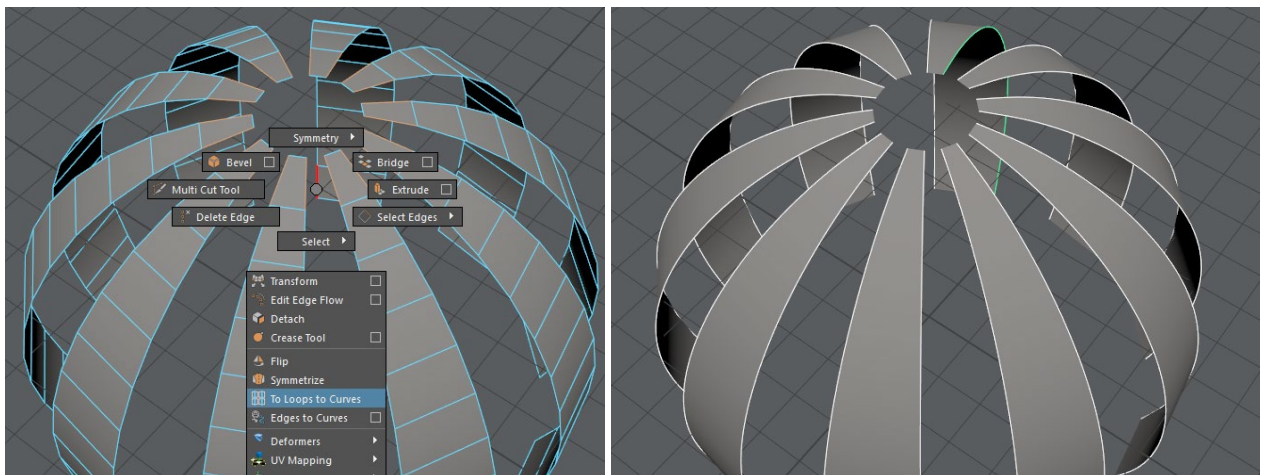
- 1) Select a polygon and then a curve
- 2) **Z + LMB** > *Instance Along Curve*



### 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:

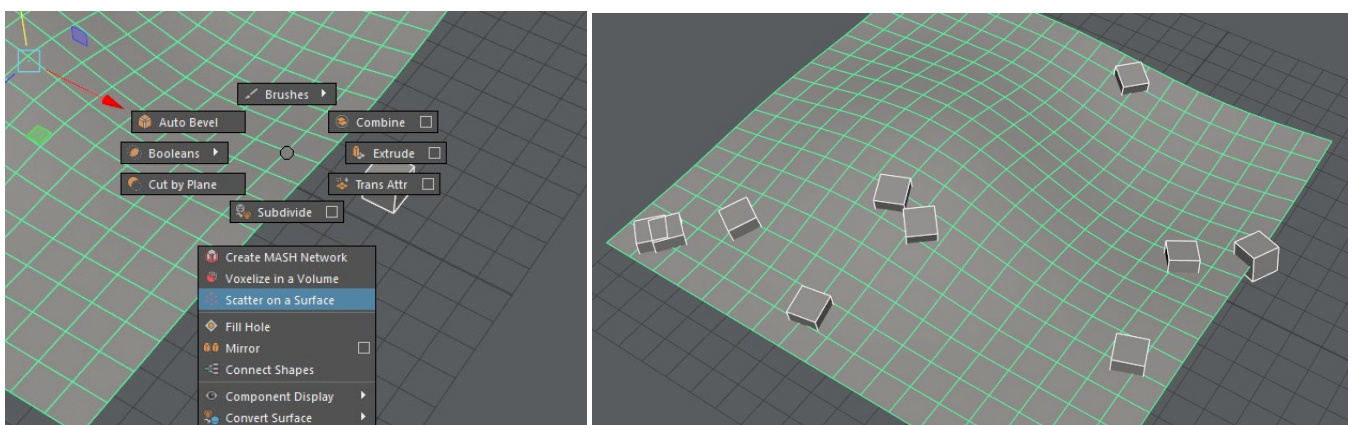
- 1) Select an edge for loop, sometimes this is easier to do in UV texture editor
- 2) **Z + LMB** > *To Loops to Curves*



### 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*

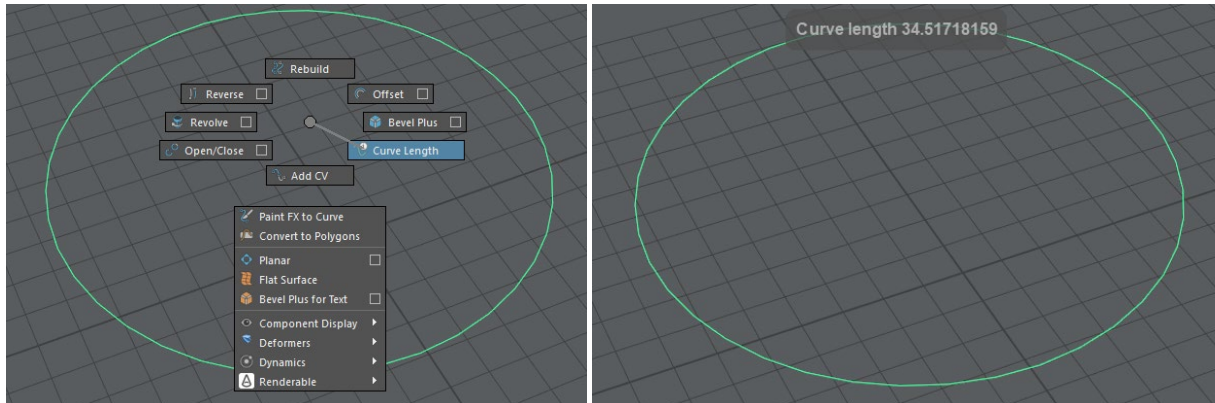




## da\_CurveLength

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

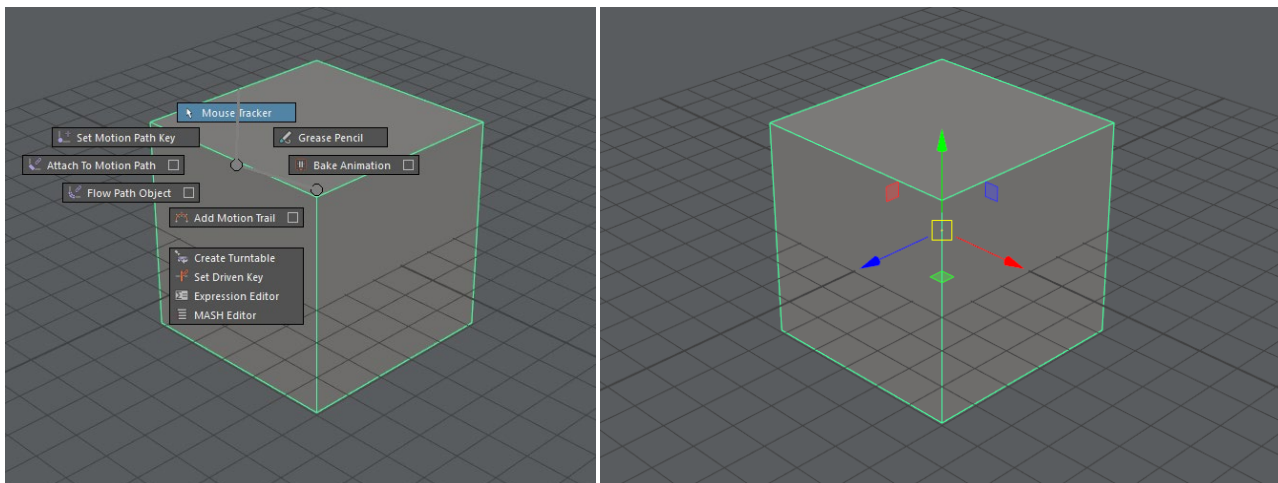
- 1) Select the curve you want to measure
- 2) **Z + LMB > Curve Length**



## da\_MouseTrack

This script tracks the mouse movement and create an animation:

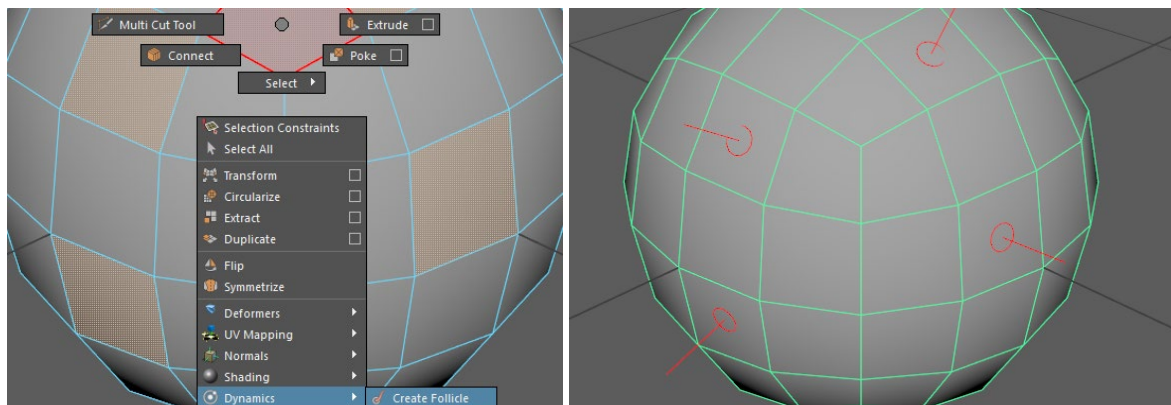
- 1) Select an object
- 2) **Z + MMB > Animation > Mouse Tracker**
- 3) Manipulate the object by using manipulators
- 4) Press **Esc** for stop the tracking



## 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:

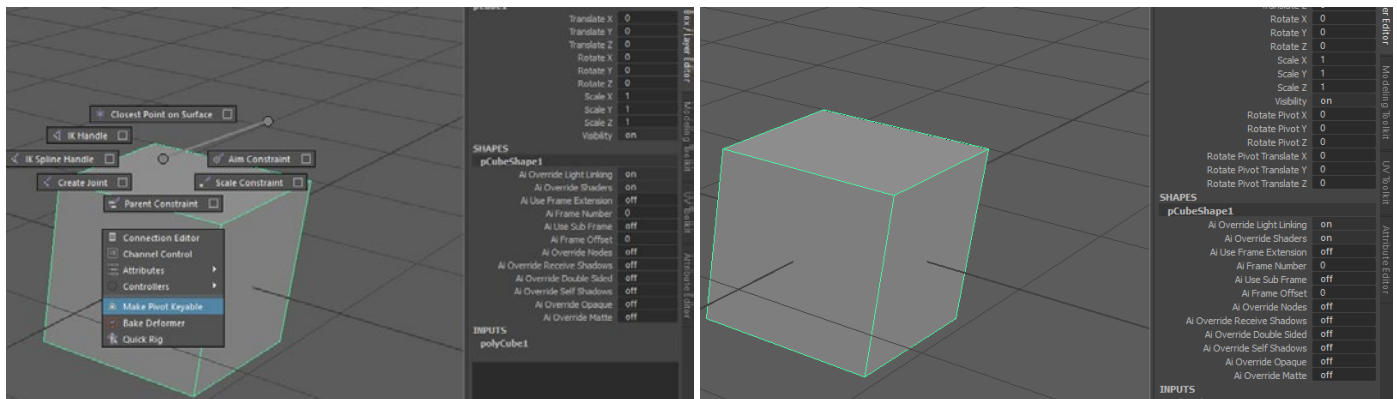
- 1) Select combined curves
- 2) **Z + LMB > Separate**



## da\_pivotKeyable

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

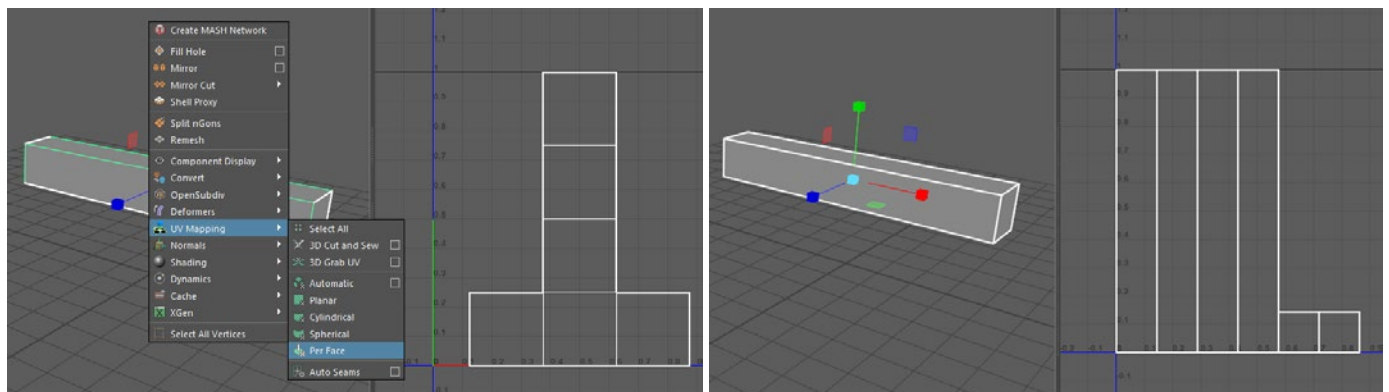
- 1) Select an object
- 2) **Z + MMB > Rigging > Make Pivot Keyable**
- 3) Animate the object as usual



## 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](#).

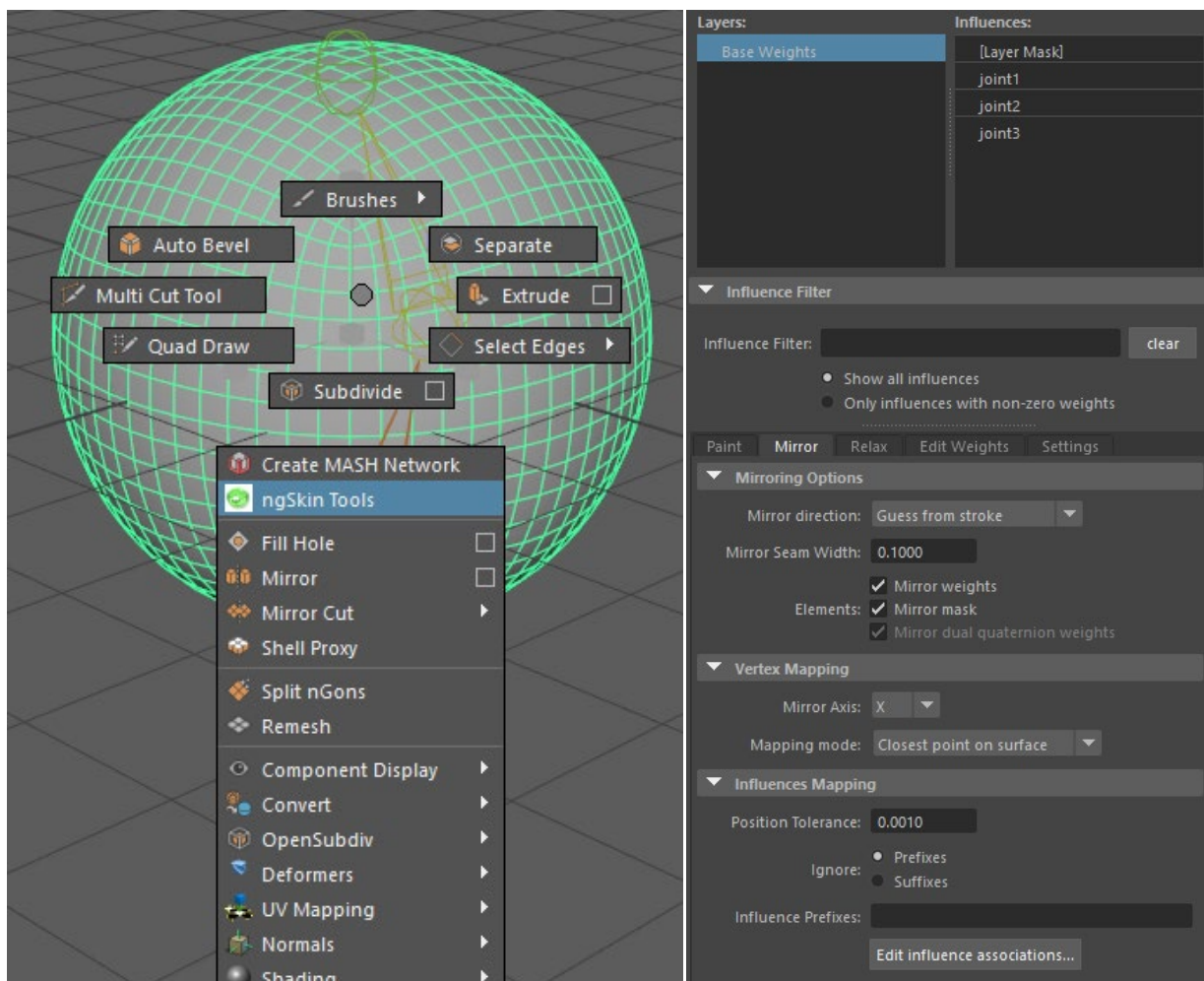
For use *ProSets*, select a mesh and **Z + LMB > Create ProSets**



## 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**



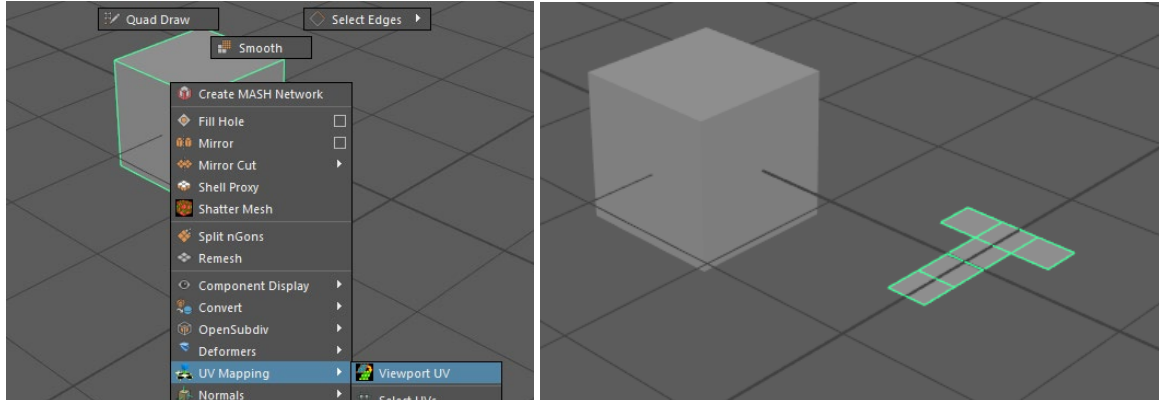
## SOuP

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:

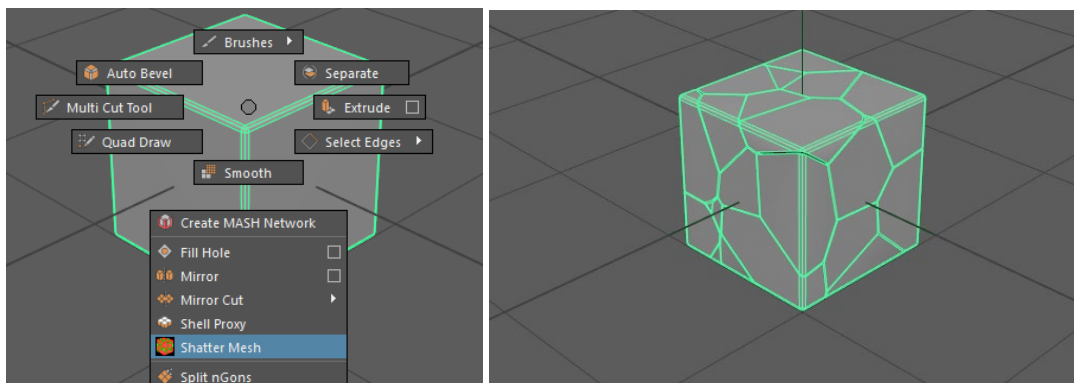
- 1) Select a mesh
- 2) **Z + LMB > UV Mapping > Viewport UV**



### 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:

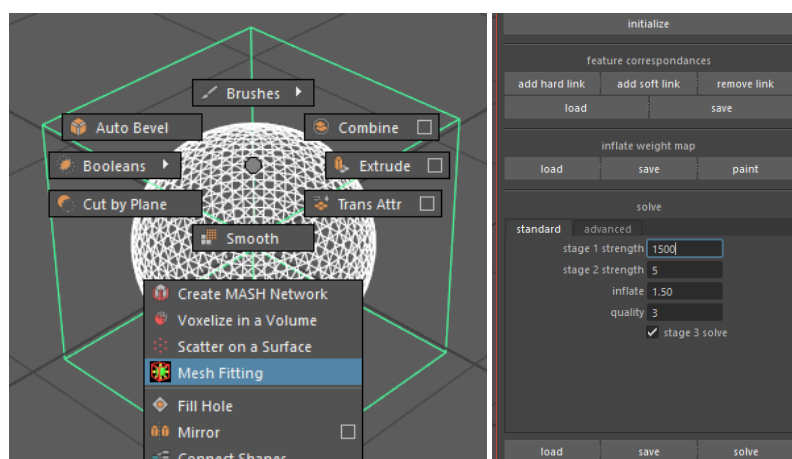
- 1) Select a mesh
- 2) **Z + LMB** > *Edit Component List*
- 3) Select one of the existing modeling operator and add or remove desired components



## 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**





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## Uninstallation

*May9 Pro* do not override any of native *Autodesk Maya* files so for uninstall just disable the included plug-ins and set one of the standard workspace, or run this: *source May9\_uninstall.mel*

*Important note*: after the uninstallation process the previous *Hotkey Set* are restored.

## 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](https://fb.com/May9Prefs)

YouTube channel: [youtube.com/c/May9](https://youtube.com/c/May9)

## Credits and license

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

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