**Shortcouts & Tips for MAYA**

**Move around**

ALT + LMB → Rotate scene

ALT + MMB → Move around

ALT + RMB → Zoom IN / Zoom OUT

**View / Display**

SPACE → Different points view / Disable this to only one view

General or Modeling – Standard are the workspace to use.

- Display → Grid → Size = 100 units

Lines = 10 units

Subdivisions = 1

(1 cm = 1 unit)

Display → Heads up Display → Poly count → Polygon counter

**Objects Model**

F8 → Object mode / Disable object mode

Create → Poly param → Interactive creation → Allow to create objects in a more interactive way (instead of the default objects).

Q → Select objects

W → Move objects

E → Rotate objects

R → Scale objects

X (while creation object) --> Snap object along the grid

Outliner Menu→ To see all your objects created, lights, cameras etc

1, 2 or 3 → Smoth the model. Rounds the model and subdivided it. (is a preview)

4 → Wireframe mode

5 → Shaded mode (Solid mode)

6 → Shaded moded but with texture maps

7 → View Scene with lights

HOLD SHIFT → Multiple selection

→ While Selecting a face and Move option→ Extrude

and Scaling → Extrude

+ D → Duplicate object

HOLD RMB → Change between Object mode, edge, vertex, face etc.

CTRL + H → Hide object

SHIFT + H → Show object

**Optimization**

Mesh --> Cleanup --> See if you object have endgones and delete them.

Always better use different models than extrude. Less polygons.

Squads and triangles > More than 4 sides

We are working with low poly. So try to avoid the more detail possible.

**Render**

Render View (Below Cache option, right to the symmetry) → Render the current frame.

When file saving choose Color Manage Image so it is not too dark