**Shortcouts & Tips for MAYA**

**Move around**

ALT + LMB → Rotate scene

ALT + MMB → Move around

ALT + RMB → Zoom IN / Zoom OUT

F → Focus object

**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

Put objects in 0- 0 -, 0 for symmetry

ALT +5 → Disable / Enable Wireframe mode (you can see the object properly disabling it).

**Modelling objects**

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

Shift + Move → Extrude

E → Rotate objects

R → Scale objects

Shift + Scaling → Create an insight

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

B → Turn on/off soft selection.

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

→ Double click After selecting the first edge / vertex→ Select loop of vertices, edges etc

→ While Selecting a face and Move option→ Extrude

and Scaling → Extrude

+ D → Duplicate object

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

→ While selecting a vertex, you can connect vertices with Connect components. If we select the next vertices and press G is going to repeat the operation

→ While selecting edges → Connect tool → Press middle button → Move right and left to connect vertices. Press enter to accept

Select the edges and then Bevel to make it rounded.

→ Soften/ Harden edges → Soften edges → Soften the edges

→ Harden edges → Hard the edges

→ Multicut → To make deform objects

CTRL + H → Hide object

CTRL + SUP → Delete vertex

SHIFT + H → Show object

Double click (With edges) → Select the loop → Shift + RMB → Bevel option to get a nice curve.

Live surface → Makes the object magnetic, so you can creates objects on this with the same direction.

SHIFT + RMB

- Multi -Cut option → Can be used to cut the obejct into quads or triangles.

Click RMB to start a new cut and Q to exit the tool.

- Bevel edge → To make nice curves with the edges

- Combine → Combine different objects into one

**Optimization**

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

Always better use different models than extrude. Less polygons.

Squads and triangles > Objects with 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