

• Navigare su maya : ALT + LEFT CLICK ROTAZIONE
 ALT + RIGHT CLICK ZOOM
 ALT + MIDDLE CLICK NAVIGAZIONE

25 NOVITÀ

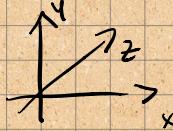
OUTLINER : LISTA DELLA SCENA
 + 3 CARERE DI DEFAULT

F → Cambio di focus

Modellare una sfera = pSphere 1
 ↗ tipso ↘ wmos
 polygone

Wireframe = struttura del poligono con un determinato numero di tasselli cioè vertici.

Transform Attributes = TRANSLATE
 ROTATE
 SCALE



MAYA ONE KEY SHORTCUTS												
	Maya Help											
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12
-	1	2	3	4	5	6	7	8	9	0	-	=
Tab	Q	W	E	R	T	Y	U	I	O	P	{	}
Caps Lock	A	S	D	F	G	H	J	K	L	:	\	
Shift	Z	X	C	V	B	N	M	<	>	?	/	
Ctrl	Start	Alt						Alt	Ctrl	<	>	
0	Default Quality Display			W	Move Tool, or with left mouse button for Move Tool marking menu			B	Modify upper brush radius (press and release)			
1	Rough Quality Display			S	Set Key			Y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale			
2	Medium Quality Display			X	Snap to grids (press and release)			H	Hide/Unhide Current Selection			
3	Smooth Quality Display			E	Rotate Tool, or with left mouse button for Rotate Tool marking menu			N	Modify paint value			
4	Wireframe			C	Snap to curves (press and release)			J	Move, Rotate, Scale Tool snapping (press and release)			
5	Shaded Display			R	Scale Tool, or with left mouse button for Scale Tool marking menu			M	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)			
6	Shaded and Textured Display			F	Frame Selected in active panel			I	Insert Keys Tool (for Graph Editor) (press and release)			
7	Use All Lights			V	Snap to points (press and release)			L	Lock/unlock length of curve (press and hold)			
Q	Select Tool, or with left mouse button for Selection Mask marking menu			T	Show manipulator tool			P	Parent			
A	Frame All in active panel, or with left mouse button for History Operations marking menu			G	Repeat							
Z	Undo (also Ctrl+Z)											

M | 2

Low poly = Low res

w = smooth

H = scompson

t = trim/clip/edge

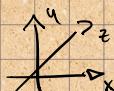
Cambiare tipo di vista 3D / 2D / Angolazione



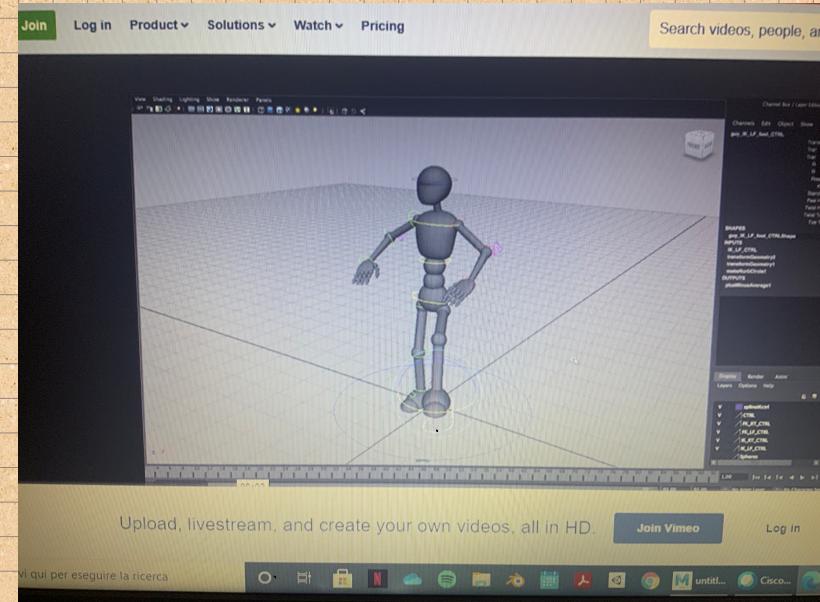
Space bar + maya + perspective = top view
 wgh view
 ...

FARE
 SNAPPING...

spostarsi
 sogli
 aussi x, y, z



REFERENCE ORINO.



LE CALATITE SUL MENU

Muovere:

X → asse

C → curva

V → vertex

} ALT+CLICK+X =
sposta la sfera
sull'asse

- Duplicate
 - Duplicate special
- ↓
in sostituzione
a CTRL + C

TRASFORMAZIONE ATTORNO IL PIVOT

D muove il pivot

D+C muove sulla curva

D+J muove sul vertice