

Maya Intro and Yacht Outline

This is just an overview of topics covered for this demo:

Interface

- Viewport
- Menus
 - Menu sets
 - Menu docking
- Hotbox
- Shelf
- Tool and layout bar
- Timeline

Viewport

- Navigation
- Single view
- Four view

Selection

- Modifiers
- Selection modes

Manipulation

- Toolbar + hotkeys
- Move Tool
 - Snapping
- Rotate Tool
- Scale Tool
- Handle size
- Select Tool

Undo Queue

- **Window → Settings/Preferences → Preferences**, go to Undo section

Marking Menu

- Method of choice over menus/hotbox/shelf when possible
- Contextual
- See handout or website for summary of basic commands

Modeling

- NURBs vs Polygons

Yacht Hull

- Save. Save all the time!
 - Production workspace

- Create cube
- Insert Edge Loop Tool
- Tool Options
- Symmetrical modeling workflow
- Four view use in modeling
- Polygon extrusion
- Multi-cut tool
- Append to Polygon Tool

Yacht propellers

- Create cylinder
- Channel Box
- Maya History
- Duplicate
- Mesh Combine
- Cleanup