Maya reference notes

Rotate around the object or scene. The camera pivots around the center of the current view.

**Alt + Left Mouse Button (LMB):** **Rotate (Tumble) the View**

Moves the camera left, right, up, or down without changing its orientation, allowing you to see different parts of your scene.

**Alt + Middle Mouse Button (MMB):** **Pan the View**

Zooms in and out of the scene. This doesn't move the camera; instead, it changes the focal length, making objects appear closer or farther.

**Alt + Right Mouse Button (RMB):** **Zoom (Dolly) the View**

Alternative Zooming Methods/Dolly

* **Scroll Wheel:** **Zoom**
  + Scrolling up or down on the mouse wheel allows you to zoom in or out incrementally.
* **Ctrl + Alt + LMB:** **Zoom**
  + This is another method to zoom in and out using the left mouse button.

Other Useful Navigation Tips

* **F Key:** **Focus on Selected Object**
  + Pressing F will center the camera on the selected object, making it easier to work on specific parts of your scene.
* **A Key:** **Frame All**
  + This frames all objects in the scene within the viewport.
* **Spacebar:** **Switch Between Viewports**
  + Tapping the spacebar quickly switches between different camera views, like the top, front, side, and perspective views.
* **Shift + Alt + RMB:** **Orthographic Views**
  + Hold these keys and drag the mouse to change between orthographic views (top, front, side) without switching to the full viewports.

Customizing Viewport Navigation

* You can customize your navigation controls in the **Preferences** menu under **Interface > Devices** if you prefer different shortcuts.

A computer screen shot of a keyboard

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