

So the first class was boring. They will get a bit more interesting as time goes by.

I'm just going to try to list most of what was covered so it might stick in your brains...

Maya 2017 Download, should be pretty simple, if you have issues let me know. As far as the programs we'll use this semester in class, I've been assured that everything will be up and running soon.

In Maya we should have covered:

Creating a Project, check class site for more details,
(I don't think the Thursday class got that far, no problem it will be the first thing we talk about next week.)

Some techniques we covered: Moving around the interface

Using the key:

Q select Object or Component with no gizmo

W select Object or Component with the Move tool

E select Object or Component with the Rotate tool

R select Object or Component with the Scale tool

Use the Alt Key with the Left mouse button tumbles the Camera not the object

Use the Alt Key with the Middle mouse button pans the Camera not the object

Use the Alt Key with the Right mouse button zooms the Camera not the object

Frame or focus on a particular Selected Object or Component by tapping the F key

Right Clicking on an object will bring up a smallish menu which allows you to switch from object mode to a variety of components, and visa versa.

Tapping on the space bar switches from Perspective view to 4 window view (perspective and three orthographic views) putting the curser in one of those windows and tapping then tapping the space bar brings that window to full screen. Much harder to describe than actually do.

Creating primitives

Beveling

Extrusions

Object mode vs Component mode

Building your own Shelf, hold down the Ctrl and Shift keys then tapping on the tool you want to add