MAYA 2022 INTERFACE

Menu Bar

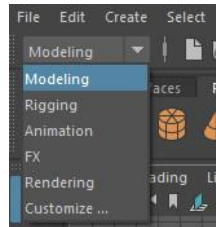File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache Help

This is the area of the interface where you will find all the menus needed to perform your work in Maya.

Menu Sets

There are different groups of menus relating to the 5 main tasks when building up a scene in Maya. Each Menu Set contains a unique group of menus relating to specific tasks. There are two ways of accessing the different Menu Sets:

- Using the **Menu Set** Button (upper left-hand corner of screen)
- Using **HotKeys:**

    f2: Modeling
    f3: Rigging
    f4: Animation
    f5: FX
    f6: Rendering

Menus

File Edit Create Select Modify Display Windows

These are the 7 different menus that are common to all Menu Sets. Note that these menus can be "torn off" as floating panels and moved around the interface.

Shelves

Shelves contain tools specific to a function. A powerful feature of shelves is that you can create your own, specific to the toolset you need whilst working on a particular project. This speeds up moving around the UI, such that you're not constantly going to different menu sets and picking the same tools repeatedly.

The Hotbox
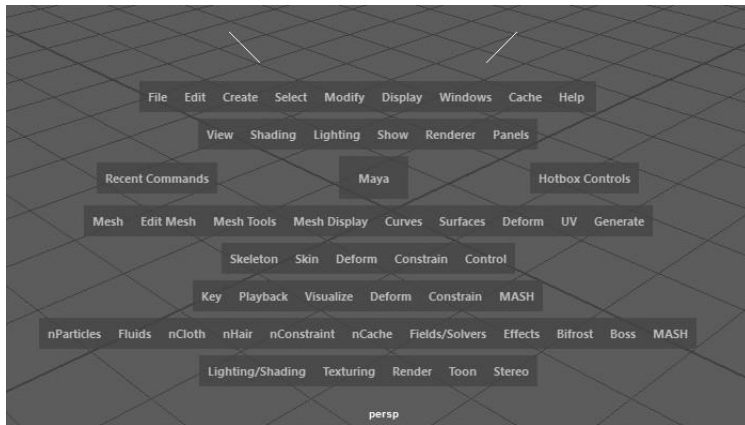
The hotbox is a floating panel you can invoke in order to (again) speed up your workflow. When you press and hold the spacebar, you can access menus and menu sets directly.

The Toolbar

The toolbox displays the most commonly used tools including the select tool, lasso select, transformation tools, etc.

Transformation Tools

When an object is active (selected), you can perform a number of transforms on that object such as move, scale, and rotate. The hotkeys for these are (QWERTY):

q: Select
w: Move (or translate)
e: Rotate
r: Scale
t: Show Manipulator
**y:** Invoke previously used tool

The Attribute Editor
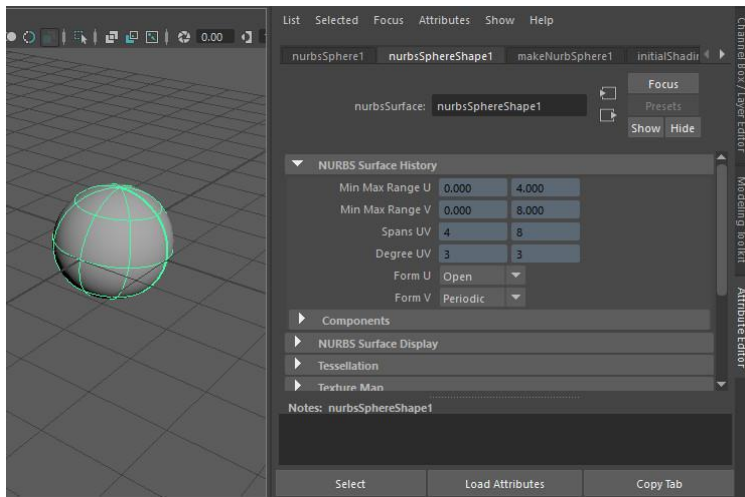
The attribute editor will display all the parameters or attributes (size, colour, etc.) belonging to an object. There are several ways to access the Attribute Editor:

- Go to the Menu Bar and select **Windows -> General Editors -> Attribute Editor**.
- **Ctrl + a**
- **Hotbox** (hold the spacebar down, **Windows -> Attribute Editor**.
- Select the **Attribute Editor tab** on the right side of the viewport.

The Channel Box
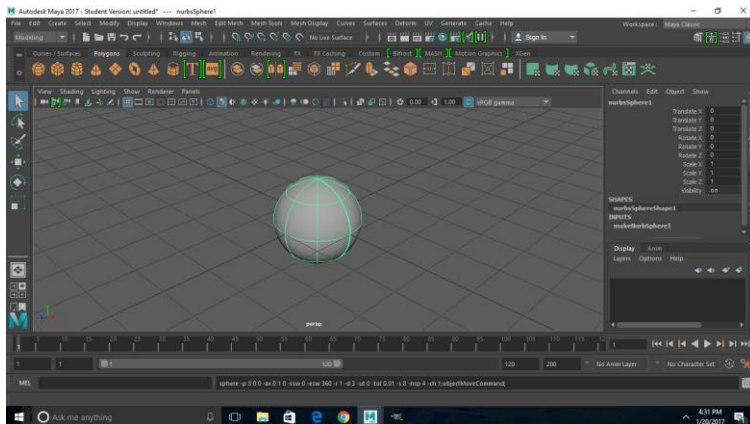
The channel box will also display an object's attributes, but more limited. Usually, only the transformations and visibility are displayed. You can enter numeric values directly into the object's attributes here.

The Panels Menu

The panels menu, found within each view window, and has several sub menus allowing you to have different window configurations displayed.

The Viewport (Views) and Maneuvering Within It
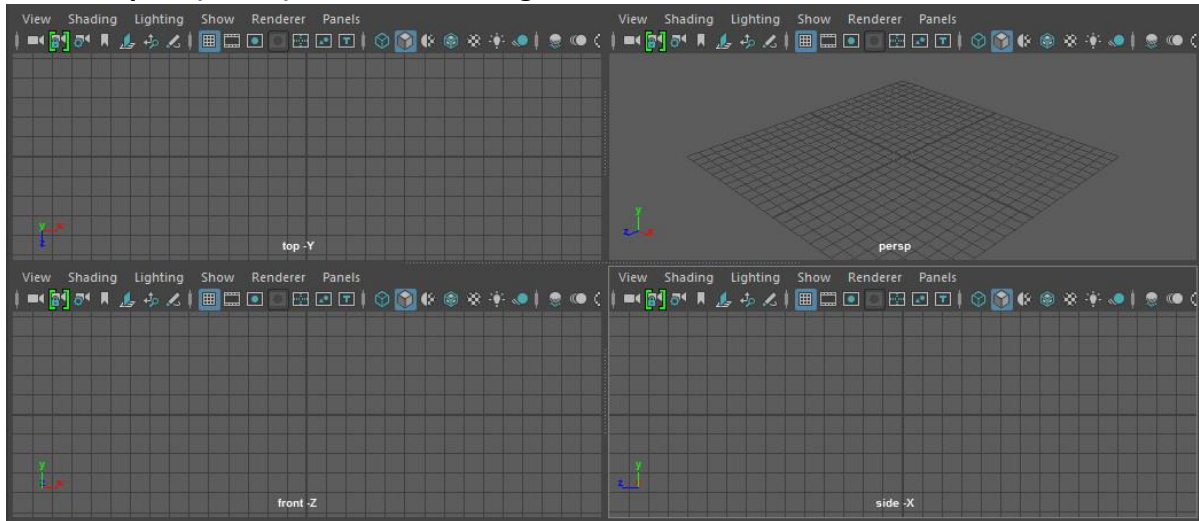
The viewport consists of 3 orthographic views and 1 perspective view.

Perspective: This is your "3d" view and the view you will most likely render. To maneuver around this view, you'll use the alt key + one of your 3 mouse buttons:

> **Tumble: alt + LMB**
> **Track: alt + MMB** (move side to side or up and down)
> **Dolly: alt + RMB** (move the camera in or out of the scene)

To constrain movement around one axis, you'll use the **shift** key as well:

> **Tumble around 1 axis: shift + alt + LMB**
> **Track side to side along 1 axis: shift + alt + MMB**
> **Track up or down along 1 axis: shift + alt + MMB**

Orthographic: These views cannot be tumbled in and are the views you will use to model. The hotkeys used for track and dolly, are the same for these views.

Display Options
The shading menu within each panel window, allows you to choose how you want the object to be displayed.

Pivot Points
Each object, whether it's a primitive or one you created, will have a pivot point. A pivot point is a point in space in which transformations happen around. You can move the pivot point of an object by pressing the **Insert** key, performing a transformation on the pivot and pressing the **Insert** key again to get out of pivot mode. Use Modify -> Center Pivot to return the pivot to the centre of the object.