CORNELL NOTES – GRAPHICS FOR GAME DEVELOPMENT

NY	
O	Z
10 GT	/b)
FST. 2007	

Topic/Objective:

1

Lesson 1: User Interface & The Basics of Maya

Name:		
Class/Period:		

Date:

Lesson Objective:

Questions: Notes/Answers/Definitions/Examples/Sentences:

Note: Some of the items above are going to be skipped:

3. Status Line – contains icons for commonly used general commands (i.e. Save)

5. Shelf – contains icons for common tasks based on a category (i.e. Polygons)

6. Workspace Selector – Custom arrangements of windows and panels

8. Channel Box – editing attributes and key values of the selected object

9. Layout Editor – Display and Animation layers are showing in displaying objects

10. View Panel OR Viewport – Different ways of view objects on your screen

11. Toolbox – Tools for selecting and transforming objects

12. Quick Layout/Outliner Buttons – Switching between useful view layouts

13 to 17. Animation Strips – Tools for playing and editing animation of the objects

19. Help Line – a short description of tools and menu items as you scroll over them

CORNELL NOTES – GRAPHICS FOR GAME DEVELOPMENT

Questions:	Notes/Answers/Definitions/Examples/Sentences:
	Viewing Basics
	ALT + Left Mouse button To move the camera around your object
	ALT + Middle Mouse button To Pan
	Mouse Wheel To Dolly OR zoom in and out
	Letter "F" Key Frame all components of that object
	ALT + Letter "F" Key View/frame all objects on the screen
	Space Bar Switches to Panel Layout
	<u>CTRL + Space Bar</u> Full Screen View
	Outliner View (to view a list of object in your scene)
	(Left Side of Screen) in your scene)
	List Selected Focus Attributes Show Help
	Both Channel Box and Attribute Both Channel Box and Attribute Both Channel Box and Attribute Both Channel Box and Attribute
	Editors show various attributes for that
	particular object (but in different ways)
	• The Attribute Editor is Width 7.221
	regarded as more <u>user friendly</u>
	of the two
	Create UVs Normalize Collectively and Preserve Aspect Ratio
	Transforming Objects
	Has Attributes Editor on the Following Puttons on the
	Use Attributes Editor or the Following Buttons on the right Rotate
	<u>right</u> <u>Rotate</u>
	Double-Click each of these buttons to get their settings
	Scale Scale
	Object v. Component Modes
	Object Mode (known as <u>Green</u> Faces
	Mode)
	 Important for selecting
	the entire object
	Component Mode (known as Blue)
	Mode) Vertex
	o <u>Important for selecting</u>
	sub-parts of the object
	O Here you can work on either the <u>faces, edges, or vertex</u> (see image)
	Hold down <u>right mouse button</u> to choose which one to edit
	Hold the <u>SHIFT</u> key to select multiple faces/edges/vertices