## CORNELL NOTES - GRAPHICS FOR GAME DEVELOPMENT

|  | Topic/Objective: <br> Lesson 1: <br> 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: <br> 3. Status Line - contains icons for commonly used general commands (i.e. Save) <br> 5. Shelf - contains icons for common tasks based on a category (i.e. Polygons) <br> 6. Workspace Selector - Custom arrangements of windows and panels <br> 8. Channel Box - editing attributes and key values of the selected object <br> 9. Layout Editor - Display and Animation layers are showing in displaying objects <br> 10. View Panel OR Viewport - Different ways of view objects on your screen <br> 11. Toolbox - Tools for selecting and transforming objects <br> 12. Quick Layout/Outliner Buttons - Switching between useful view layouts <br> 13 to 17. Animation Strips - Tools for playing and editing animation of the objects <br> 19. Help Line - a short description of tools and menu items as you scroll over them |  |

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| Questions: | Notes/Answers/Definitions/Examples/Sentences: <br> Viewing Basics |  |
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|  | 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 |
|  | CTRL + Space Bar | Full Screen View |
|  | "-:- = | Outliner View (to view a list of objects in your scene) |

- Both Channel Box and Attribute Editors show various attributes for that particular object (but in different ways)
- The Attribute Editor is regarded as more user friendly of the two


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## Transforming Objects

Use Attributes Editor or the Following Buttons on the right

Double-Click each of these buttons to get their settings


## Object v. Component Modes

- Object Mode (known as Green Mode)
- Important for selecting the entire object
- Component Mode (known as Blue Mode)

- Important for selecting sub-parts of the object
- Here you can work on either the faces, edges, or vertex (see image)
- Hold down right mouse button to choose which one to edit
- Hold the SHIFT key to select multiple faces/edges/vertices
- Swap between both of these modes using the F8 Key

