

Maya User Interface Overview

1 Menu Sets -

While Maya's first seven menus are always available, the remaining menus change depending on which Menu Set you choose. This helps focus your work on related tools.

2 Menus -

Menus contain tools and actions for creating and editing objects and setting up scenes. There is a main menu at the top of the Maya window and individual menus for the panels and option windows.

3 Status Line -

The Status Line contains shortcuts for a number of menu items as well as tools for setting up object selection and snapping. A Quick Selection field is also available that can be set up for numeric input.

4 Shelf -

The Shelf is available to you to set up customized tool sets that can be quickly accessed with a single click. You can set up shelves to support different workflows. Press **Shift+Ctrl** when selecting a menu item to add it to a Shelf.

5 QWERTY Tool Box -

The QWERTY hot keys can be used to Select (**L**), Move (**V**), Rotate (**R**), Scale (**S**) and Show Manipulators (**H**), as well as access the last tool used (**T**) in the scene.

9 Quick Layout Buttons -

The Quick Layout Buttons provide predefined configurations of the Maya Workspace. Hold the Right Mouse button over these buttons to give access to more options.

10 Help Line -

The Help Line gives a short description of tools and menu items as you scroll over them in the UI. This bar also prompts you with the steps required to complete a certain tool workflow.

11 Time Slider -

The Time Slider shows you the time range as defined by the range slider, the current time, and the keys on selected objects or characters. You can also use it to "scrub" through an animation.

12 Range Slider -

This bar lets you set up the start and end time of the scene's animation and a playback range if you want to focus on a smaller portion of the time.

13 Command Line -

This bar has an area to the left for inputting simple MEL commands and an area to the right for feedback. You will use these areas if you choose to become familiar with Maya's MEL scripting Language.

14 Playback -

The Playback controls let you move around time and preview your animations as defined by the Time Slider range.

15 Anim/Character -

The Animation or Character menus allow you to quickly switch the animation layer or current character set.

5 Panel Toolbar -

The panel toolbar rests below the panel menu in each view panel. It lets you readily access many of the frequently used items in the panel menu with a button click. You can toggle view the toolbar by pressing **Ctrl+Shift+V**.

6 Channel Box -

The Channel Box lets you edit and key values for selected objects.

7 Layers -

Maya has three types of Layers.

- Display Layers** - used to manage a scene.
- Render Layers** - used to set up render passes for compositing.
- Anim Layers** - used to blend, lock, or mute multiple levels of animation.



In all cases, there is a default layer where objects are initially placed upon creation.



Autodesk Maya Manual User Guide

Prof. Sham Tickoo



Autodesk Maya Manual User Guide:

Autodesk Arnold Render User Guide for MAYA Serdar Hakan DÜZGÖREN, Arnold Arnold is an advanced cross platform rendering library or API used by a number of prominent organizations in film television and animation including Sony Pictures Imageworks It was developed as a photo realistic physically based ray tracing alternative to traditional scanline based rendering software for CG animation Arnold uses cutting edge algorithms that make the most effective use of your computer s hardware resources memory disk space multiple processor cores and SIMD SSE units The Arnold architecture was designed to easily adapt to existing pipelines It is built on top of a pluggable node system users can extend and customize the system by writing new shaders cameras filters and output driver nodes as well as procedural geometry custom ray types and user defined geometric data The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects However Arnold can also be used as A ray server for traditional scanline renderers A tool for baking procedural generation of lighting data lightmaps for videogames An interactive rendering and relighting tool

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Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras rigging animation Paint Effects Rendering nHair XGen Fur Fluids Particles nParticles Bullet Physics Motion Graphics Bifrost and MASH in Autodesk Maya 2025 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2025 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge

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Mastering Autodesk Maya 2012 Todd Palamar, Eric Keller, 2011-07-07 The exclusive official guide to the very latest version of Maya Get extensive hands on intermediate to advanced coverage of Autodesk Maya 2012 the top selling 3D software on the market If you already know Maya basics this authoritative book takes you to the next level From modeling texturing animation and visual effects to high level techniques for film television games and more this book provides professional level Maya instruction With pages of scenarios and examples from some of the leading professionals in the industry author Todd Palamar will help you master the entire CG production pipeline Provides professional level instruction on Maya the industry leading 3D animation and effects software used in popular films games and commercials Covers the very latest Maya 2012 tools and features including the new fluid simulation tools Showcases the techniques of professionals through numerous examples demonstrating how to set up and manage 3D animation and visual effects pipelines Includes challenging tutorials and real world scenarios from some of the leading professionals in the industry If you re looking for an in depth professional Maya resource to turn to again and again this is the book you need [Autodesk Inventor Professional 2019 for Designers, 19th Edition](#) Prof. Sham Tickoo, 2013 Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019 a feature based 3D parametric solid modeling software All environments of this solid modeling software are covered in this book with thorough explanation of commands options and their applications to create real world products The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product Additionally the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users After reading this book the users will be able to create solid parts sheet metal parts assemblies weldments drawing views with bill of materials presentation views to animate the assemblies and apply direct modeling techniques to facilitate rapid design prototyping Salient Features Detailed explanation of all concepts techniques commands and tools of Autodesk Inventor Professional 2019 Tutorial approach to explain the concepts Step by step instructions and real world mechanical engineering designs as tutorials and projects Additional information in the form of notes and tips Self Evaluation Test Review Questions and Exercises at the end of each chapter for the users can assess their knowledge Technical support by contacting techsupport cadcim com Additional learning resources at allaboutcadcam blogspot com Table of Contents Chapter 1 Introduction Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Constraints and Dimensions to Sketches Chapter 4 Editing Extruding and Revolving the Sketches Chapter 5 Other Sketching and Modeling Options Chapter 6 Advanced Modeling Tools I Chapter 7 Editing Features and Adding

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ICIME 2013 Proceedings of the 4th International Conference on IS Management and Evaluation Dr Nelson Leung, Dr Mathews Nkhoma, Dr Blooma John, 2013-05-13 *Exploring Autodesk Navisworks 2019, 5th Edition* Prof. Sham Tickoo, 2019 Exploring Autodesk Navisworks 2019 is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession In Navisworks 2019 book the author has emphasized on various hands on tools for real time navigation reviewing models

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Learning SOLIDWORKS 2018: A Project Based Approach Prof. Sham Tickoo, 2018-08-27 This book introduces the readers to SOLIDWORKS 2018 the world's leading parametric solid modeling package In this book the author has adopted a project based approach to explain the fundamental concepts of SOLIDWORKS This unique approach has been used to explain the creation of parts assemblies and drawings of a real world model The book will provide the users a sound and practical knowledge of the software while creating a motor cycle as the real world model This knowledge will guide the users to create their own projects in an easy and effective manner Keeping in view the requirement of the users a single project has been divided into many chapters to make the users understand the concepts in a better way The creation of each part assembly and drawing has been explained using small steps which make the learning process quite simple and effective Additionally the tools introduced for the first time have been dealt with in detail so that you can gain expertise and proficiency in SOLIDWORKS After reading the book the user will be able to create parts assemblies drawing views with bill of materials and also learn the techniques that are essential for designing multiple models of similar geometry with ease Salient Features Project based book consisting of 12 chapters that are organized in a pedagogical sequence Explanation of tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of the chapters for the users to assess their knowledge Additional learning resources at allaboutcadcam.blogspot.com Table of Contents Chapter 1 Introduction to SOLIDWORKS 2018 Chapter 2 Creating Axle and Disc Plate Chapter 3 Creating Rim and Tire Chapter 4

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Exploring Autodesk Navisworks 2024, 11th Edition Prof. Sham Tickoo, 2024-02-05 Exploring Autodesk Navisworks 2024 is a comprehensive textbook that has been written to cater to the needs of the students and professionals The chapters in this textbook are structured in a pedagogical sequence which makes the learning process very simple and effective for both the novice as well as the advanced users of Autodesk Navisworks In this textbook the author emphasizes on creating 4D simulation performing clash detection performing quantity takeoff rendering creating animation and reviewing models through tutorials and exercises In addition the chapters have been punctuated with tips and notes wherever necessary to make the concepts clear thereby enabling you to create your own innovative projects Salient Features Comprehensive textbook consisting of 412 pages of heavily illustrated text Detailed explanation of the commands and tools of Autodesk Navisworks Tips and Notes throughout the book for providing additional information Self Evaluation Tests Review Questions and Exercises at the end of the chapters Table of Contents Chapter 1 Introduction to Autodesk Navisworks 2024 Chapter 2 Exploring the Navigation

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