# DIGITAL MEDIA TECHNOLOGY

Course #: *DMT 2550* **Course Name:** *3d Character Development*
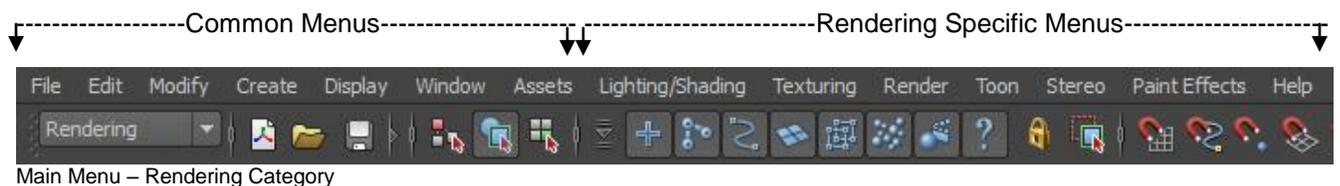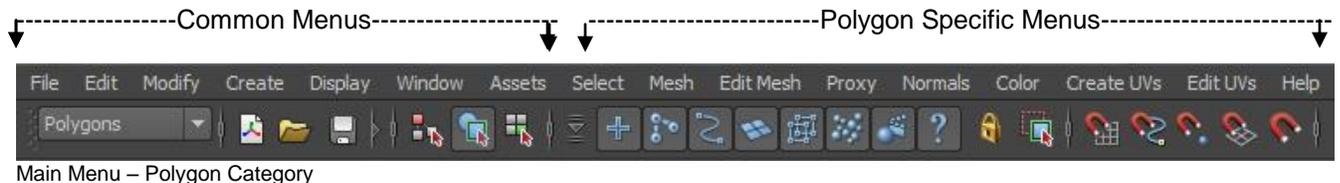
Autodesk Maya*: Maya Interface*

The Maya Workspace

Also known as the "*viewport*", this area is where the visual models will be displayed for you to create, edit and render. Each Workspace has its own Panel Menu, Panel Toolbar and Axis Direction Indicator. The area of the grid that intersects in the middle is the origin (0,0,0). The current workspace is seen through a virtual camera which is listed at the bottom of the workspace.

| Panel Menu |
| Panel Toolbar |
| View Cube |
| Origin (0,0,0) |
| The Grid |
| Camera View Type |
| Axis Direction |
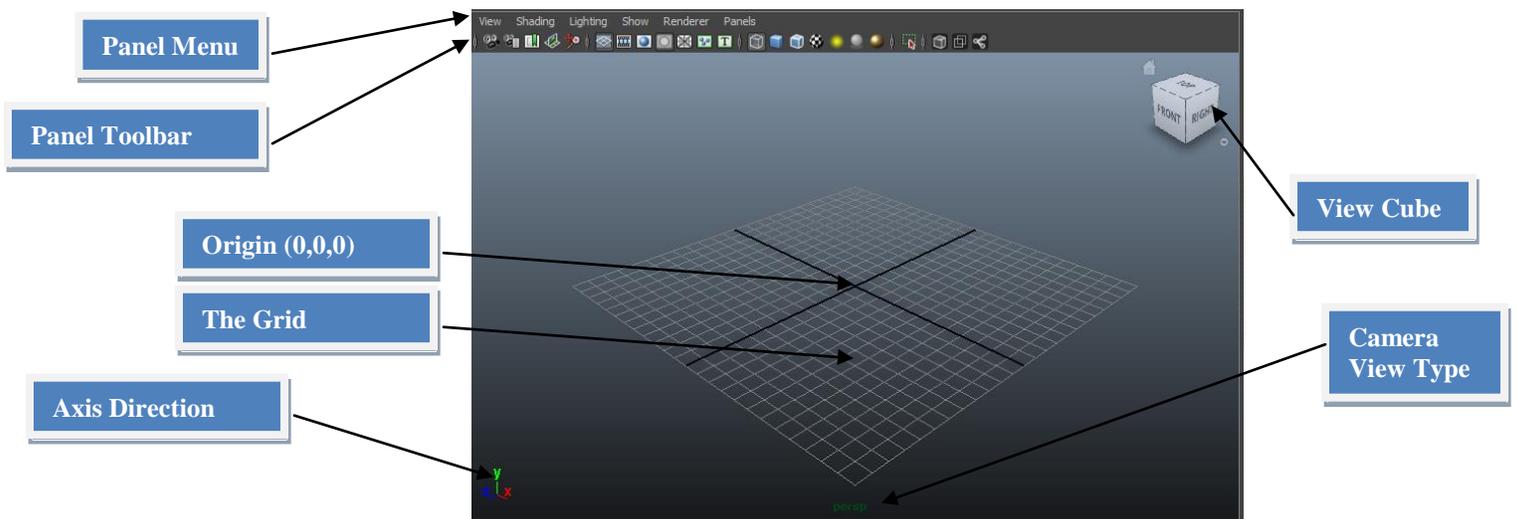
Main Menu Bar

Also known as the "*application bar*", this is the area with pull down menus. The menu selector under the main menu bar defines what category the main menu bar is in. No matter what menu bar you choose, the first seven (7) pull downs are common. The remaining menu options will change with the category type.

------------------Common Menus-------------------   ------------------------Polygon Specific Menus----------------------

Main Menu – Polygon Category

------------------Common Menus-------------------   ------------------------Rendering Specific Menus-------------------

Main Menu – Rendering Category

Status Line

Also known as the "*main tool bar*", this is the area below the main menu bar that has many different icons for commonly used tools. Icons are grouped by their function. Groups can be hidden or collapsed by clicking on the lines in between the groups, which will turn into lines with right triangles.

Menu Selector   Scene Icons   Selection Mode   Selection Masks

Snap Mode Icons   Coordinates   Show/Hide Editor

The Shelf

This area offers several tabs that are classified in various categories. These are useful for storing tools and items that you use frequently or have customized for your own use. Below are a few self tabs we will be working in for this class.

General: Offers such tools as **Help, Camera Movements, Undo and Redo**, as well as **Object Delete**

Curves: Basic Shapes and Various Curve Tools

Surfaces: Various NURBs Models

Polygons: Creates common primitive polygon objects

Subdiv: Used for Subdivsion surfacing

Hiding the Channel Box / Attribute Editor:

To give more room to the viewport, you can hide the panels to the right with the following icons.

Show / Hide Attribute Editor

Show / Hide Channel Box

The Channel Box

This area offers an editing panel that provides access to an object's transformation information. When an object is selected in the Maya Scene, the Channel Box / Layer Editor shows its position, rotation and scale in reference to the origin of the grid.

Channel Box / Layer Editor
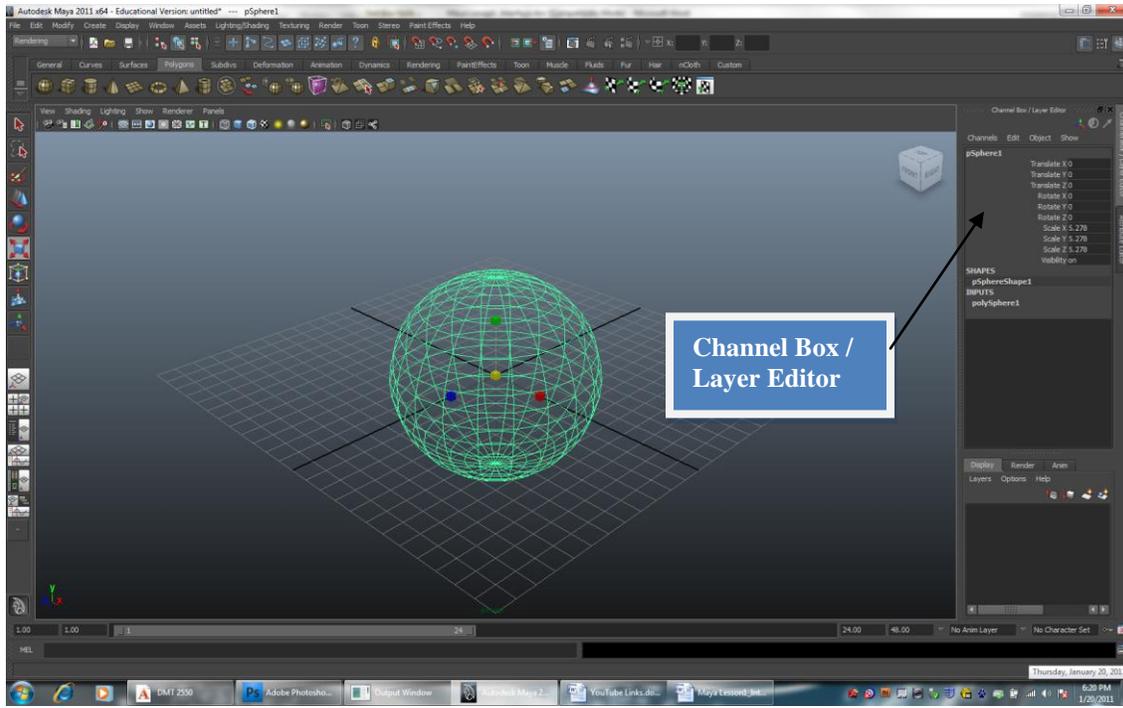
The Attribute Editor

This area provides information about the various nodes and attributes for the objects and materials in your scene. The attribute editor provides a more detailed display of all attributes for a selected object.

Attribute Editor