

Autodesk Maya 2012 - Interface Overview

Menu Set These menus always stay the same These menus change when the menu set changes

Main Menu Maya File Edit Modify Create Display Window Assets Edit Curves Surfaces Edit NURBS Subdiv Surfaces Muscle Help

Status Line/Toolbar Surfaces [Icons]

Shelves General Curves Surfaces Polygons Subdivs Deformation Animation Dynamics Rendering Paint Effects Toon Muscle Fluids Fur Hair nCloth Custom

Panel Menus & Toolbar View Shading Lighting Show Renderer Panels

Tool Box

- Selection Tool (Q)
- Lasso Tool
- Paint Selection Tool
- Move Tool (W)
- Rotate Tool (E)
- Scale Tool (R)
- Universal Manipulator
- Soft Modification
- Show Manipulator (T)
- EP Curve Tool

Quick Layout Buttons

- Single Perspective
- Four View
- Persp/Outliner
- Persp/Graph
- Hypershade/Perp
- Persp/Graph/Hypergraph
- Model view

Render Buttons View Shading Lighting Show Renderer Panels

Channel Box Channels Edit Object Show

Layer Editor Display Render Anim Layers Options Help

Attribute Editor Channel Box / Layer Editor

ViewCube: 26 standard views

Orthographic View Port = top Can't tumble only zoom & pan

Perspective View Port Can rotate, zoom & pan

Orthographic View Port = front Can't tumble only zoom & pan

Orthographic View Port = Right Can't tumble only zoom & pan

Time Slider 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 1.00

Range Slider 1.00 1.00 1 24 24.00 48.00 No Anim Layer No Character Set

Command Line MEL Undo: DecreaseManipulatorSize

Help Line Change the current project

Labels on the right side:

- Show hide Editors:
 - Attribute Editor
 - Tool Settings
 - Channel Box
- Attribute Editor
- Channel Box / Layer Editor
- Channel Box
- Layer Editor
- Move selection up in list
- Move selection down in list
- Create new layer
- Create new layer & assign selected objects
- Tab to switch between Attribute and Channel Box Editors