**Maya Intro and Yacht Outline**

This is just an overview of topics covered for this demo. These things are also covered in depth in the project write-up and exercises on the course website:

[www.cs.washington.edu/458](http://www.cs.washington.edu/458)

**Interface**

* Viewport
* Menus
  + Menu sets
  + Menu docking
* Hotbox
* Shelf
* Tool and layout bar
* Timeline

**Viewport**

* Navigation
* Single view
* Four view

**Selection**

* Modifiers
* Selection modes

**Manipulation**

* Toolbar + hotkeys
* Move Tool
  + Snapping
* Rotate Tool
* Scale Tool
* Handle size
* Select Tool

**Undo Queue**

* **Window → Settings/Preferences →Preferences**, go to Undo section

**Marking Menu**

* Method of choice over menus/hotbox/shelf when possible
* Contextual
* See handout or list on website for summary of basic commands

**Modeling**

* NURBs vs Polygons

**Yacht Hull**

* Save. Save all the time!
  + Production workspace
* Create cube
* Insert Edge Loop Tool
* Tool Options
* Symmetrical modeling workflow
* Four view use in modeling
* Polygon extrusion
* “Selection-Fu”
* Multi-cut tool
* Append to Polygon Tool

**Yacht propellers**

* Create cylinder
* Channel Box
* Maya History
* Duplicate
* Mesh Combine
* Cleanup