



# Maya Essentials 1: Interface and Organization with George Maestri

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The *Maya Essentials* with George Maestri is a staggered introduction to Maya, designed in installments that can be completed within two hours. This first course in the series introduces designers to the Maya environment and shows them how to move objects and keep scenes organized. Discover how to navigate within your projects; configure viewports; select, move, rotate, and scale objects; and create layers and groups.

Topics include:

- Configuring your computer to work best with Maya
- Setting preferences
- Enabling plug-ins
- Using the Hotbox
- Using the Move tool
- Manipulating pivots
- Understanding the Channel Box
- Creating hierarchies
- Hiding and showing objects
- Working with selection masks

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author George Maestri  
 subject 3D + Animation  
 software Maya 2013  
 level Beginner

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	viewed	duration
Introduction		1m 28s
1. Setting Up Maya		10m 8s
2. Understanding the Maya Interface		27m 17s
3. Manipulating Objects		27m 55s
4. Staying Organized		28m 12s
Conclusion		22s

course feedback

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navigate within your projects; configure viewports; select, move, rotate, and scale objects; and create layers and groups.

Topics include:

- Configuring your computer to work best with Maya

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author George Maestri  
 subject 3D + Animation  
 software Maya 2013  
 level Beginner

duration 1h 35m  
 released Jun 06, 2012

1. Setting Up Maya		10m 8s
Configuring your computer for Maya		1m 55s
Using Maya on a Mac		57s
Working with projects		2m 18s
Setting preferences		2m 46s
Enabling plug-ins		2m 12s
2. Understanding the Maya Interface		27m 17s
Overview of the Maya interface		5m 59s
Navigating Maya viewports		4m 25s
Configuring Maya viewports		7m 40s
Using the Hotbox		3m 38s
Working with marking menus		2m 24s
Customizing the interface		3m 11s



# Maya Essentials 2: Polygonal Modeling Techniques with George Maestri

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This installment of *Maya Essentials* covers the basics of the polygonal modeling toolkit. Author George Maestri delves into the theory behind popular polygonal modeling techniques, then walks through the basic process of creating objects, modifying them with Soft Select, and working with subdivision surfaces. The course also includes more advanced techniques such as cutting faces and splitting polygons with the Edge and Bevel tools, creating holes and protrusions with Booleans, and deforming an entire object with lattices. An additional chapter is dedicated to edge loops, which can be used to create and

[▶ show more](#)

author **George Maestri**  
subject **3D + Animation, Modeling**  
software **Maya 2013**  
level **Beginner**  
  
duration **2h 17m**  
released **Jun 13, 2012**

table of contents		exercise files	transcript	author	preferences	FAQs
<input type="checkbox"/> expand all   <input type="checkbox"/> collapse all						
<input type="checkbox"/>	▶ Introduction					viewed 2m 4s
<input type="checkbox"/>	▶ 1. Polygonal Modeling Tools					42m 9s
<input type="checkbox"/>	▶ 2. Editing Polygonal Models					32m 11s
<input type="checkbox"/>	▶ 3. Working with Edge Loops					15m 10s
<input type="checkbox"/>	▶ 4. Refining Polygonal Models					25m 30s
<input type="checkbox"/>	▶ 5. Additional Polygonal Tools					19m 40s
<input type="checkbox"/>	▶ Conclusion					27s

REVIEW: Smoothing objects – we smoothed the HAND after creating the Polygonal model. 4 m 22 s (4 minutes 22 seconds Lynda video).

REVIEW: Using the Extrude Tool (7m 41s); Wedging Faces (6m 20s); Cutting Faces and Splitting Polygons (5m 1s). We extruded fingers, we wedge faced the foundation for the thumb, we cut faces of polygons to add the knuckles with the POKE FACE.

REVIEW: Manipulating pivots, Ctrl+A to for Channel Box and Attribute Editor.

PREVIEW: Importing Reference Images (5 m 38 s) and Modeling With Reference Images (6 m 44 s). We will cover these sometime during week #3.

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- ▶ 1. Polygonal Modeling Tools
  - Creating polygonal objects
  - Modifying polygonal objects
  - Editing polygonal components
  - Using Soft Select
  - Editing with the Reflection settings
  - Displaying subdivision surfaces
  - Smoothing objects
  - Importing reference images
  - Modeling with reference images
- ▶ 2. Editing Polygonal Models
  - Using the Extrude tool
  - Keeping faces together
  - Wedging faces
  - Using the Bevel tool
  - Cutting faces and splitting polygons
  - Using the Bridge tool
- ▶ 3. Working with Edge Loops
  - Selecting and editing edge loops
  - Using the Slide Edge tool
  - Spinning edges
  - Inserting and offsetting edge loops
  - Building an eye socket

▼ 3. Manipulating Objects	27m 55s
<input type="checkbox"/> Selecting objects	<input type="checkbox"/> 4m 9s
<input type="checkbox"/> Using the Move tool	<input type="checkbox"/> 7m 49s
<input type="checkbox"/> Rotating and scaling	<input type="checkbox"/> 4m 57s
<input type="checkbox"/> Manipulating pivots	<input type="checkbox"/> 3m 38s
<input type="checkbox"/> Understanding the Channel Box	<input type="checkbox"/> 4m 32s
<input type="checkbox"/> Working with the Attribute Editor	<input type="checkbox"/> 2m 50s