

AUTODESK MAYA Workshop: Lesson 3

Use outliner:

1. Create several objects
2. Go to Windows => **Outliner**
3. Make sure a name of the each object
4. Select an object, and hold “Shift” key, then select another object press “P”
(Sometimes this method has a problem to assign materials)
5. Select the objects, then go to Edit => **Ungroup**
6. If you want to organize several objects, you can create group => “**Apple + G**”
7. If you want to select an object, select a object, then Ctrl + MMB

Camera:

1. Set a Camera; Go to Create => Cameras => **Camera**
2. Go to Panels => Perspective => Camera, you created
3. Go to view => Camera Settings => **Film Gate** **Press**



Lighting:

1. Go to create => Lights => Light (Ambient, Directional, Point, Spot, Area, Volume)
2. Select Spot light: Spot Light Attributes
3. Determine the light angle and intensity (color)
4. Go to Panels => Look Through Selected
5. Select Light => Go to Shadows => Depth Map Shadow or Raytrace Shadow

Linking Light:

1. Go to Window => Relation Editors => Light Linking => Light-Centric
2. Create several lights
3. Select a light, then select objects (or groups) which specific you want the light.

Render the objects you created and check them!

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Final Assignment:

1. Render your model, and save image as a jpeg file. (Including light and shadow)
2. Save your works into your working folder, and make sure your name the folder.
3. Open your English 300 folder.
4. Open the “Public Folder”
5. Drop your folder into “Drop Box”