



TUTORIAL I

3D Modeling in Maya

Visualization in Education: Creating Animations

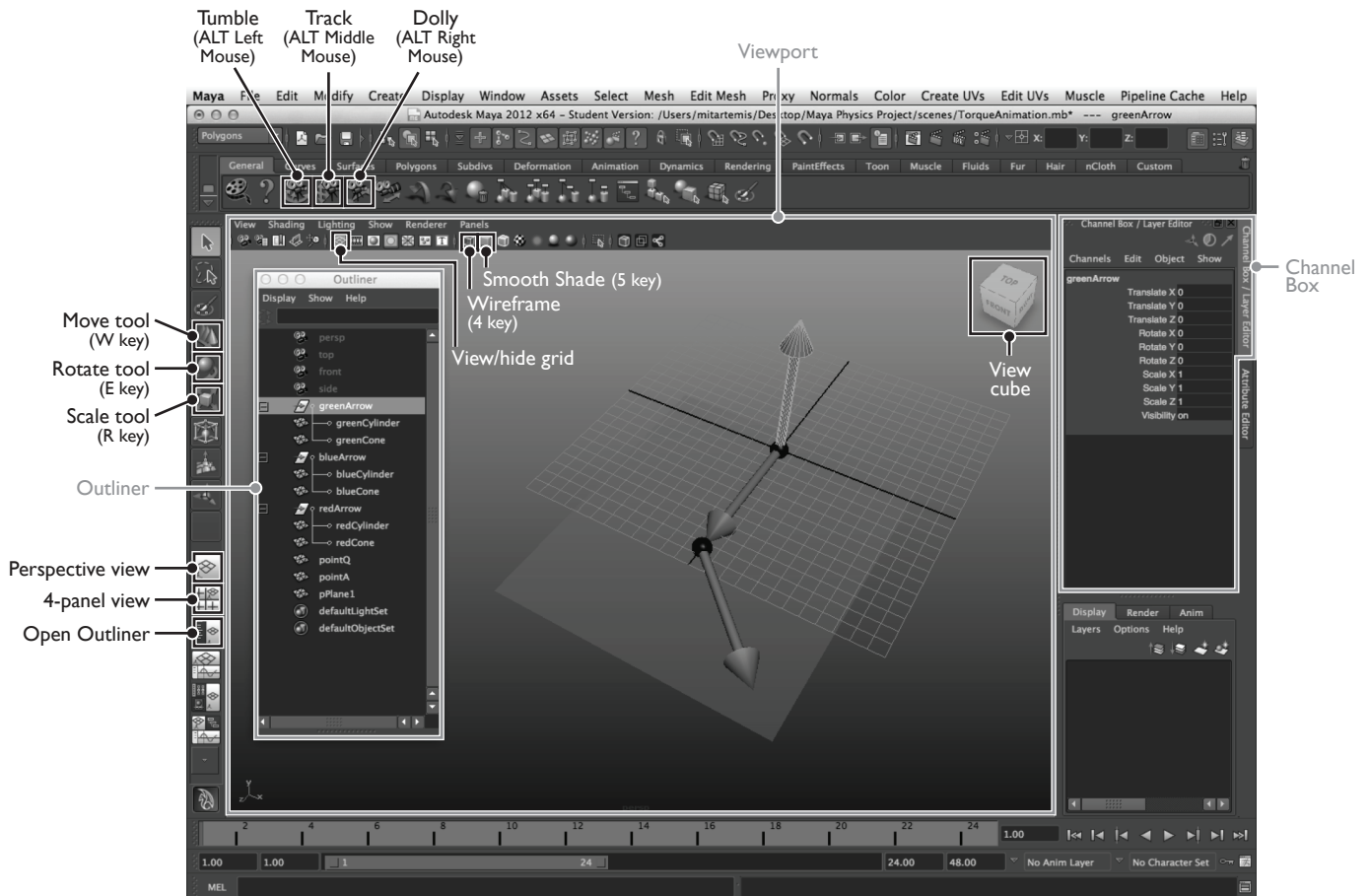
Actions

- Create a project File>Project Window
- Save a new scene File>Save As
- Create primitive shapes Create>Polygon Primitives
- Group 2 or more objects Edit>Group (**Command G**)

- Create a shader Window>Rendering Editors>Hypershade
- Apply shader to an object Right click on an object>Apply Existing Material>Select desired shader

- Duplicate an object Edit>Duplicate (**Command D**)

Interface





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Interface (Cont'd)

The image shows the Maya Hypershade interface with several key components highlighted by callouts:

- Common shaders:** A list of shader types on the left side of the Hypershade window, including Anisotropic, Blinn, Hair Tube Shader, Lambert, Layered Shader, Ocean Shader, Phong, Phong E, Ramp Shader, Shading Map, Surface Shader, Use Background, Env Fog, Fluid Shape, Light Fog, Particle Cloud, Volume Fog, Volume Shader, C Muscle Shader, Displacement, Bulge, Checker, and Cloth.
- Rename shader:** A callout pointing to the 'phong: green' text in the Attribute Editor, indicating how to rename the selected material.
- Attribute Editor:** A callout pointing to the Attribute Editor window, which displays the properties of the selected material (Phong).
- Double click to open ColorWindow:** A callout pointing to the 'Color' attribute in the Attribute Editor, indicating that double-clicking it opens the Color Window.
- Color Window:** A callout pointing to the 'green.color' Color Window, which provides a visual color selection tool (Color Wheel) and numeric input fields for RGB and HSV values.