



## TUTORIAL 2

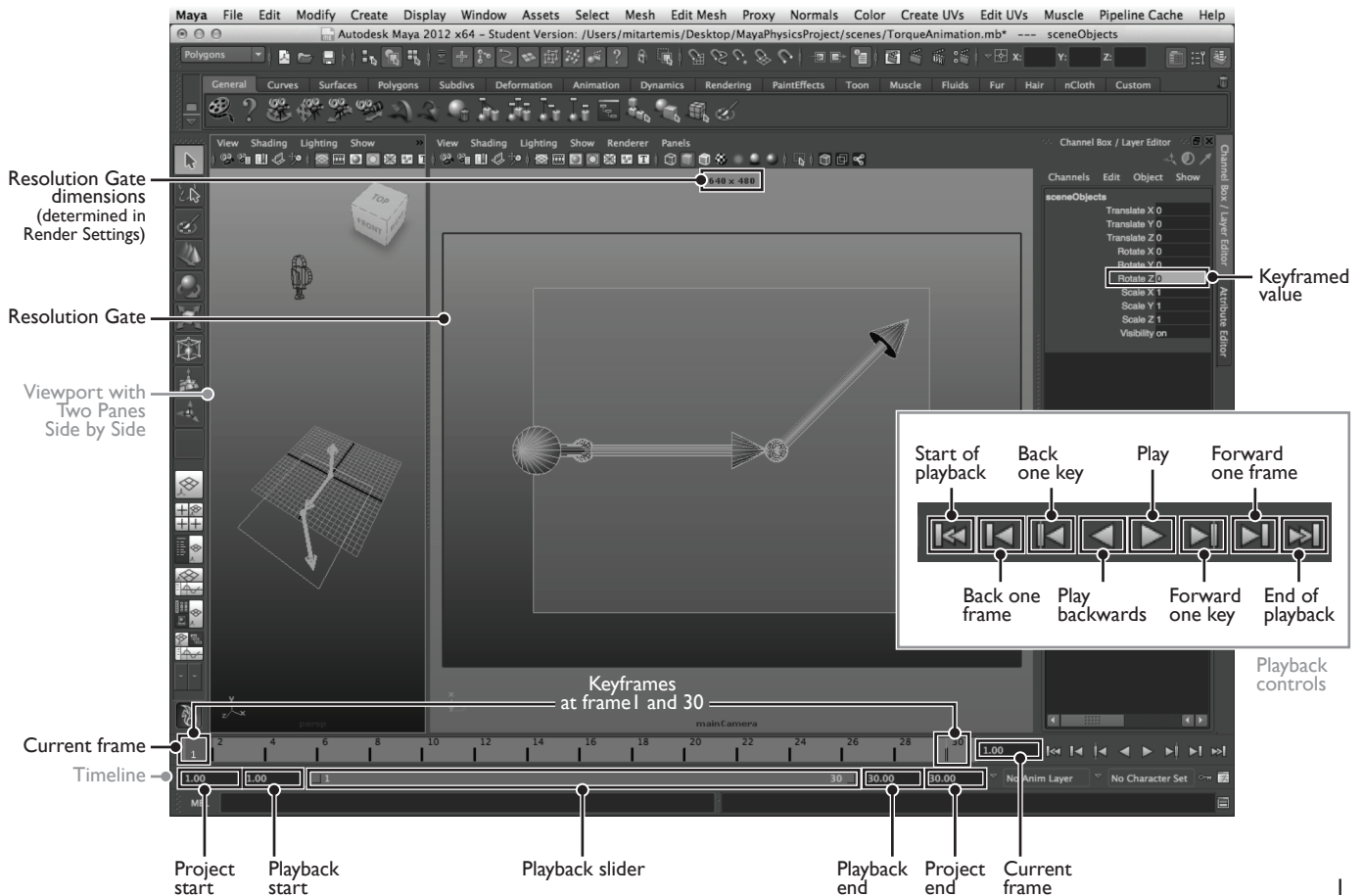
# Animating and Rendering in Maya

*Visualization in Education: Creating Animations*

### Actions

Create a camera	Create>Cameras>Camera	Show Resolution Gate	In Viewport menu:View>Camera Settings> Resolution Gate
Change viewport layout	In viewport menu: - Panels>Layouts>Two Panes Side by Side - Panels>Perspective>persp or MainCamera	Set keyframe	Select field(s) in Channel Box>Right click>Key Selected
Change render settings	Window>Rendering Editors>Render Settings	Hide selected object	Display>Hide>Hide Selection
Change frame rate	Window>Settings/Preferences>Preferences - Settings>Time - Time Slider>Playback Speed	Show selected object	Display>Show>Show Selection
		Batch render	Render>Batch Render - Rendering menu set must be active
		Render single image	Render>Render Current Frame - Rendering menu set must be active - File>Save Image in Render View window

### Interface





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Visualization in Education: Creating Animations

### Interface (Cont'd)

