



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

The screenshot shows the Autodesk Maya 2012 interface with several key components annotated:

- Resolution Gate dimensions (determined in Render Settings):** Points to the top edge of the viewport.
- Resolution Gate:** Points to the left edge of the viewport.
- Viewport with Two Panes Side by Side:** Points to the main 3D viewport area.
- Keyframed value:** Points to the 'Rotate Z 0' value in the Channel Box / Layer Editor.
- Playback controls:** A callout box showing navigation buttons: Start of playback, Back one key, Play, Forward one frame, Back one frame, Play backwards, Forward one key, and End of playback.
- Keyframes at frame 1 and 30:** Points to keyframe markers on the timeline.
- Current frame:** Points to the current frame indicator on the timeline.
- Timeline:** The bottom horizontal axis showing frame numbers and playback controls.
- Project start, Playback start, Playback slider, Project end, Current frame:** Labels for specific markers and controls on the timeline.

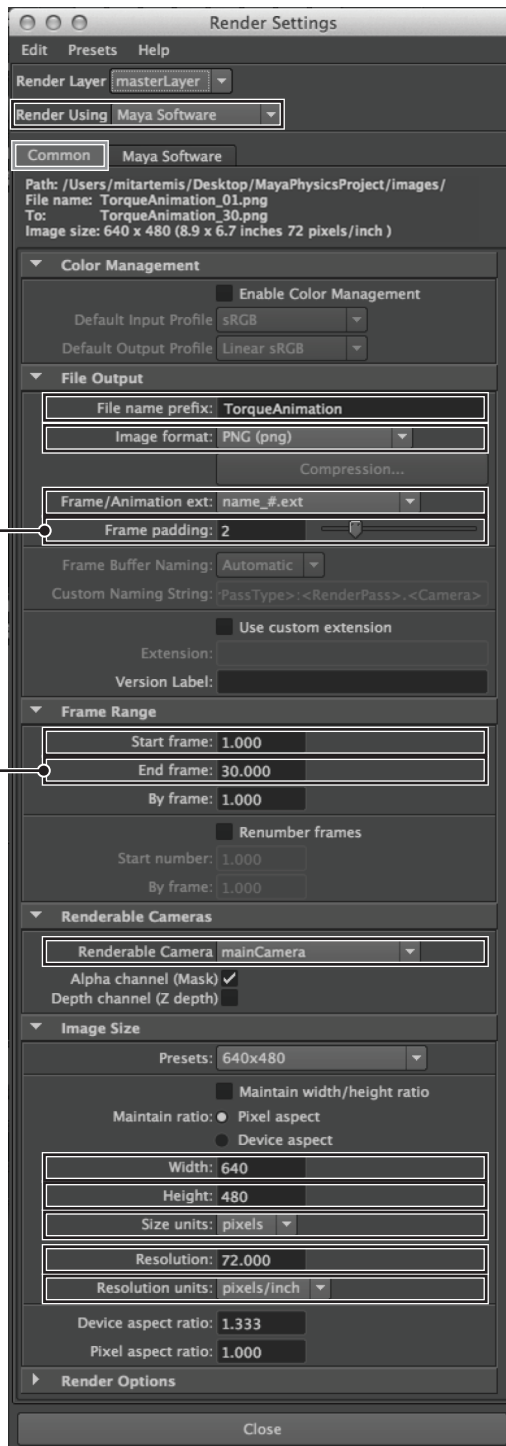


TUTORIAL 2

Animating and Rendering in Maya

Visualization in Education: Creating Animations

Interface (Cont'd)



Set to number
of digits of
end frame

