

# Maya User Interface Overview

## 1 Menu Sets

While Maya's first six menus are always available, the remaining menus change depending on which **Menu Set** you choose. This helps focus your work on related tools.

## 5 QWERTY Tools

The "qwerty" hotkeys can be used to Select (q), Move (w), Rotate (e), Scale (r), and Show Manipulators (t), as well as access the last tool used (y) in the scene.

## 7 Quick Layout Buttons

The Quick Layout Buttons provide predefined configurations of the Maya workspace. The Right Mouse Button over these buttons will also give access to more options.

## 9 Time Slider

The Time Slider shows you the time range as defined by the range slider, the current time, and the keys on selected objects or characters. You can also use it to "scrub" through an animation.

## 11 Range Slider

This bar lets you set up the start and end time of the scene's animation and a playback range if you want to focus on a smaller portion of the time.

## 2 Menus

Menus contain tools and actions for creating and editing objects and setting up scenes. There is a main menu at the top of the Maya window and individual menus for the panels and option windows.

## 3 Status bar

The Status Bar contains shortcuts for a number of menu items as well as tools for setting up object selection and snapping. A Quick Selection field is also available that can be set up for numeric input.

## 4 Shelf

The Shelf is available for you to set up customized tool sets that can be quickly accessed with a single click. You can set up shelves to support different work flows. Press **Shift+Ctrl+Alt** when selecting a menu item to add it to Shelf.

## 6 Channel Box

The Channel Box lets you edit and key values for selected objects.

## 8 Layers

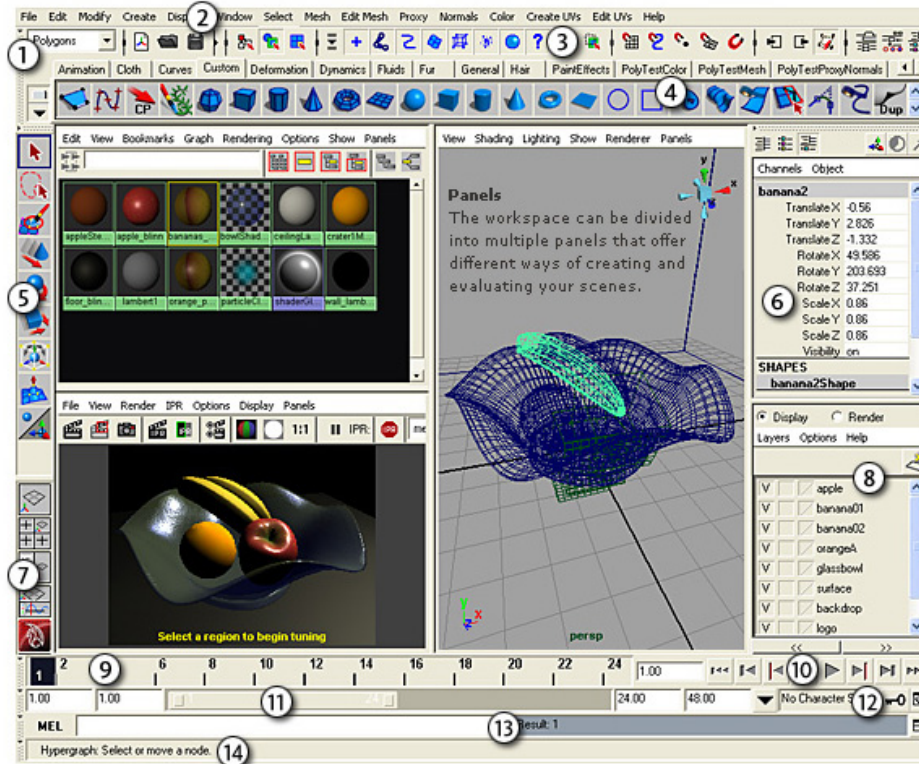
Maya has two types of Layers. **Display Layers** are used to manage a scene, while **Render Layers** are used to set up render passes for compositing. In each case, there is a default layer where objects are initially placed upon creation.

## 10 Playback

The Playback controls let you move around time and preview your animations as defined by the Time Slider range.

## 12 Characters

The Character Menu lets you define one or more characters, then prepare them for being animated.



## 14 Help Line

The Help Line gives a short description of tools and menu items as you scroll over them in the UI. This bar also prompts you with the steps required to complete a certain tool workflow.

## 13 Command Line

This bar has an area to the left for inputting simple MEL commands and an area to the right for feedback. You will use these areas if you choose to become familiar with Maya's MEL scripting language.