CSCI 171 : 10 : Concepts and Applications of Computer Graphics : Spring 2007
Credits: 3.0 CRN: 24317
The George Washington University
Department of Computer Science
Room: 4ᵗ Floor Computer Lab, Room 402, Tompkins Hall
Class Hours: Thursday 6:30 – 9:00 PM

Create a New Project in Maya

1. Go to File > Project > New
2. Click 'Use Defaults', fill in the name of your project "You_Project", Browse for the Location
3. Click 'Accept'. This sets all the default paths to textures, movies, renders for your animation
4. Save your scene- File > Save Scene and title your scene, save it as mayaBinary format
5. Make sure the path is to the scene you just created

Create a Sphere and Light it, Render

1. Go to Create > Polygon Primitive > Sphere and select the 'options' box next to it.
2. Click Edit>Reset settings in the dialogue (good habit, Maya always remembers the last thing you did so it may not be what you want, by resetting it your safe)
3. Set Radius to 5, leave everything else as is.
4. Tumble around the view : OPTION - LEFT DRAG Pan the view : OPTION – MIDDLE DRAG , Zoom OPTION-RIGHT DRAG
5. Lost yet? Hit 'F' to Focus on the selected object
6. Object not Selected? Click and drag a selection box around the object, it's green when it's selected
7. Hit 4 to view in Wireframe, 5 Shaded, 6 Shaded with textures (we don't have textures yet so it looks the same)
8. Render the view by Render > Render Current Frame
9. Go to Create > Lights and create a Point light
10. Hit 'W' to move the light up on the green Y axis
11. Lost your light selection? Go to Window > Outliner to see all the objects in the scene
12. Grab any object in the outliner to move or rotate it
13. Go to Create > Lights and create a new Directional Light
14. Move it down, press the 'E' key and rotate it on the red X axis to point it up at the sphere.

Notes

- You can change light colors and object attributes by using the Channel selector or Attribute manager. Select the object and hit "Control-A" this toggles the manager on the right.
- Right click on object to change modes, to edit polygons for instance select 'Face', You can then select and move individual faces.