Autodesk Maya 2012 - Interface Overview

- **Menu Set**: These menus always stay the same.
- **These menus change when the menu set changes**.

**Show hide Editors**:
- Attribute Editor
- Tool Settings
- Channel Box

**Tabs to switch between Attribute and Channel Box Editors**

**Tool Box**
- Selection Tool (Q)
- Lasso Tool
- Paint Selection Tool
- Move Tool (W)
- Rotate Tool (E)
- Scale Tool (R)
- Universal Manipulator
- Soft Modification
- Show Manipulator (T)
- EP Curve Tool

**Quick Layout Buttons**
- Single Perspective
- Four View
- Persp/Outliner
-Persp/Graph
- Hypershade/Persp
- Perps/Graph/Hypergraph
- Model view

**Orthographic View Port**
- Can't tumble only zoom & pan
- Orthographic View Port = top
- Orthographic View Port = front
- Orthographic View Port = Right

**Perspective View Port**
- Can rotate, zoom & pan
- Perspective View Port = 26 standard views

**Manipulator**
- ViewCube: 26 standard views

**Render Buttons**

**Layer Editor**
- Move selection up in list
- Move selection down in list
- Create new layer
- Create new layer & assign selected objects

**Status Line/Toolbar**

**Panel Menus & Toolbar**

**Main Menu**
- File
- Edit
- Modify
- Create
- Display
- Window
- Assets
- Edit Curves
- Surfaces
- Edit NURBS
- Subdiv Surfaces
- Muscle
- Help

http://m5designstudio.com/maya-3d-tutorials