

GAME DESIGN AND HISTORY

BA / MASTERS CREATIVE COMPUTER GAME DESIGN



Prifysgol Cymru
Y Drindod Dewi Sant
University of Wales
Trinity Saint David

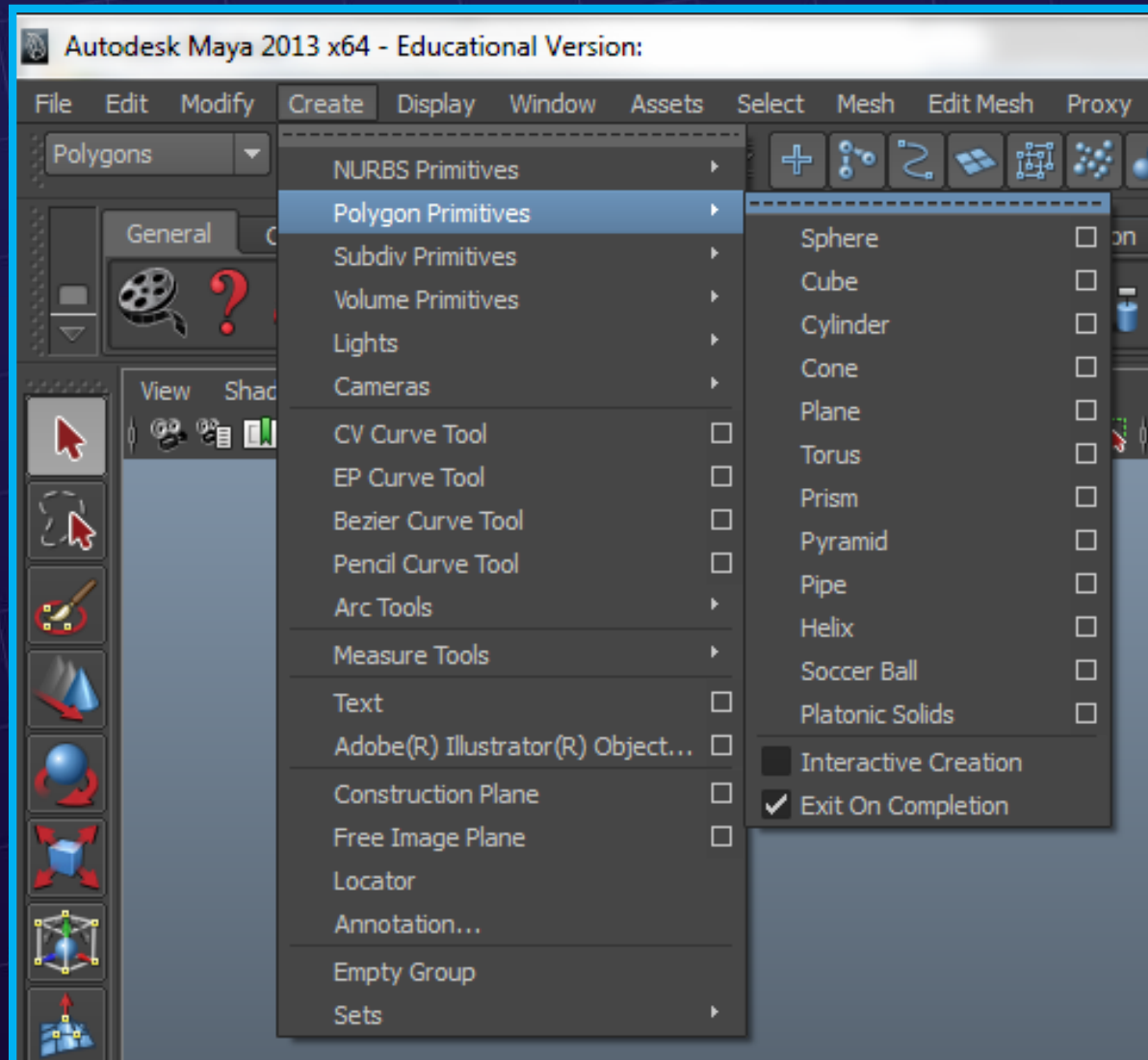
Swansea
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Introduction to Maya

- Creating primitive polygon objects
- Changing viewports
- Switching between **Object** and **Component** modes
- Translation, Rotation and Scale tools
- Moving camera views

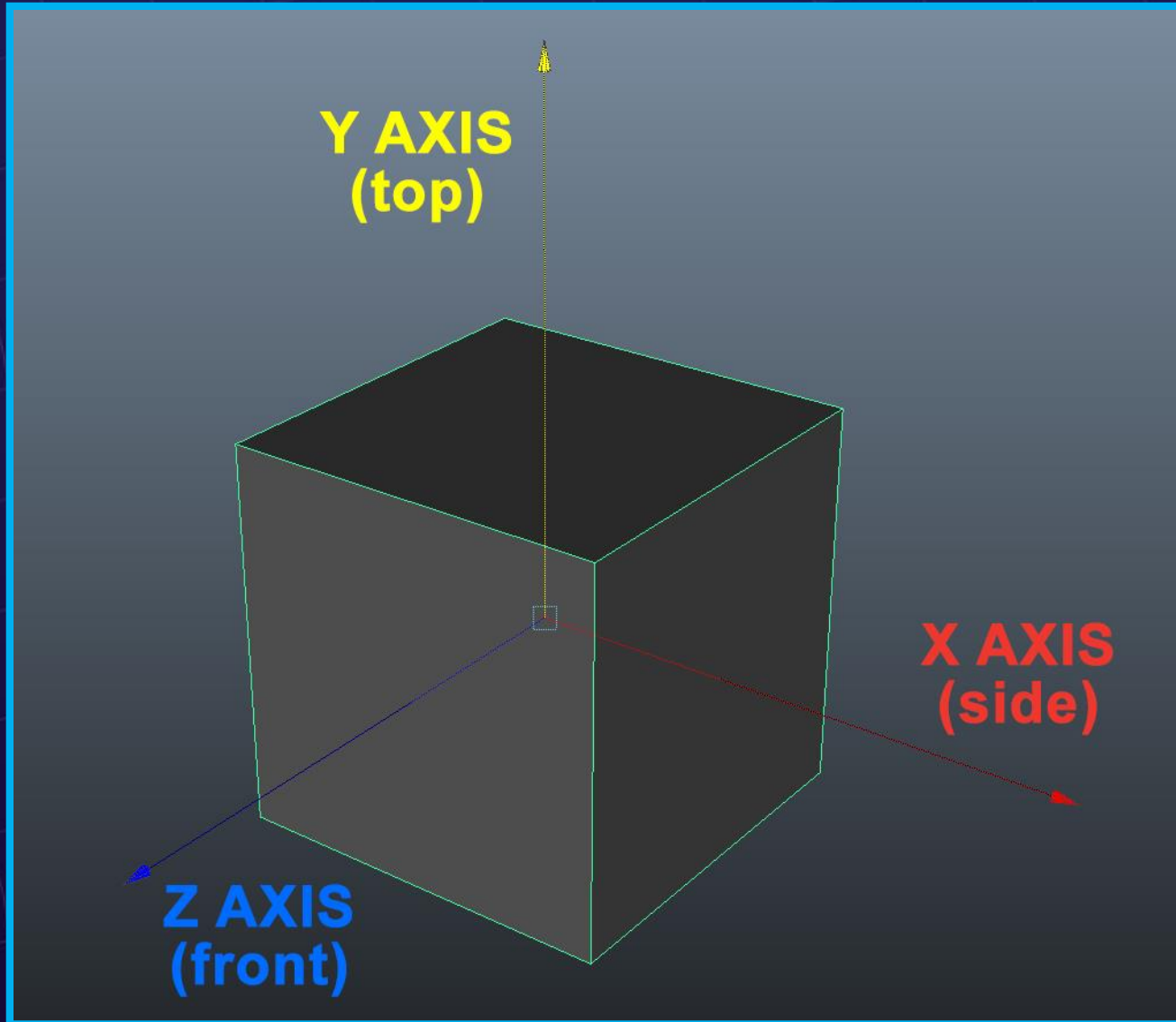
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Create > Polygon Primitives >



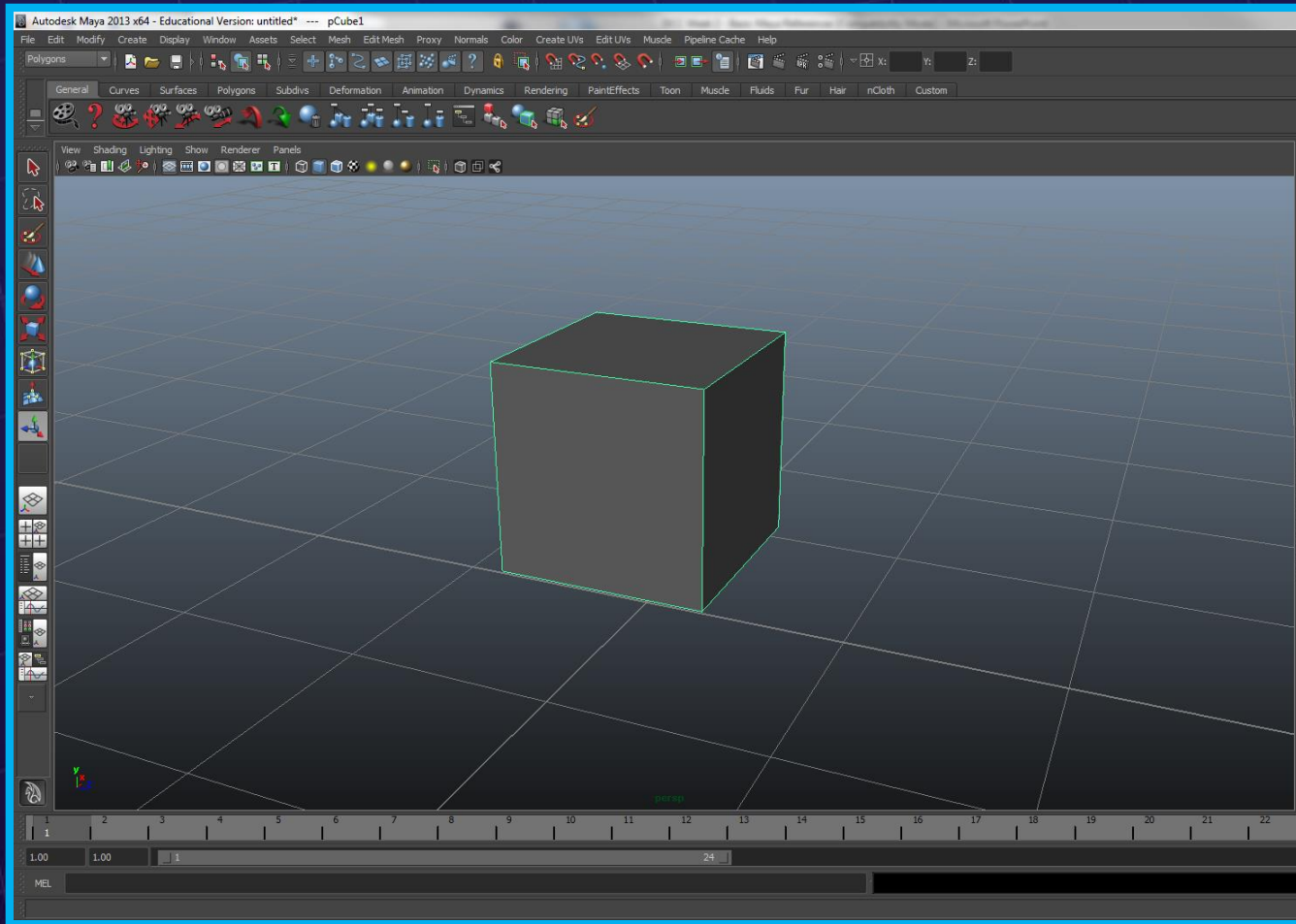
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X Y Z Axis



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Viewports

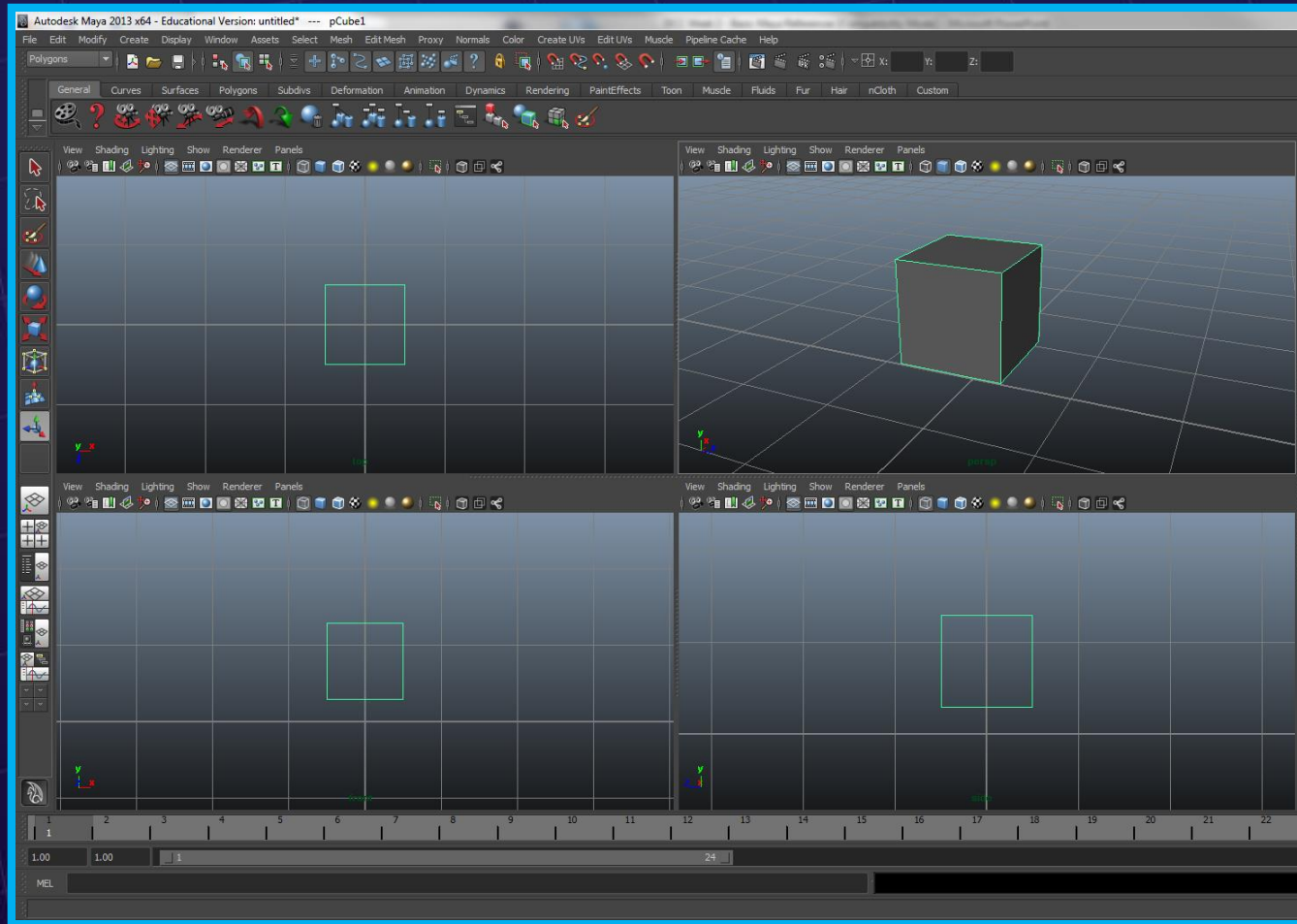


SPACE

= Toggle viewport view

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Viewports

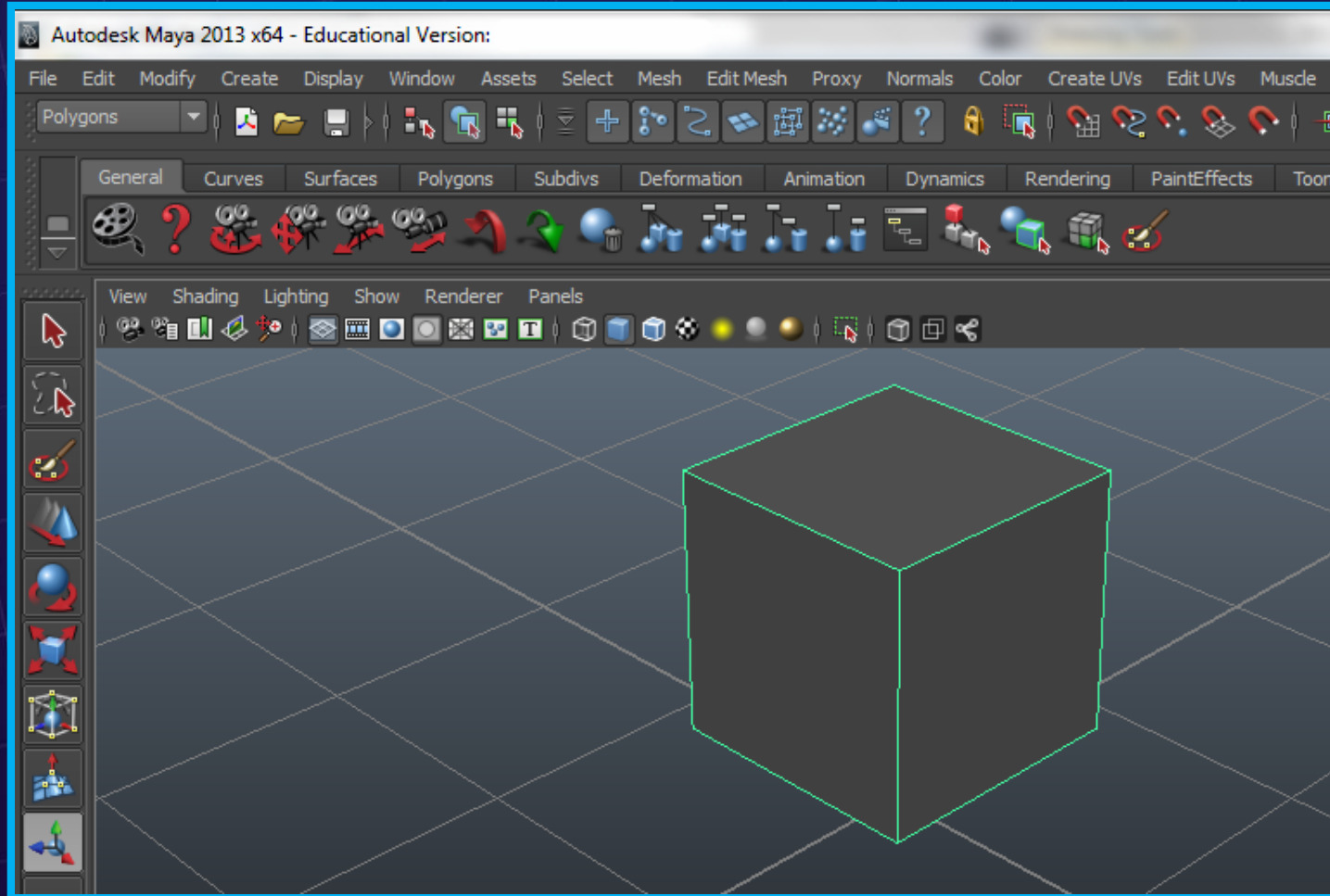


SPACE

= Toggle viewport view

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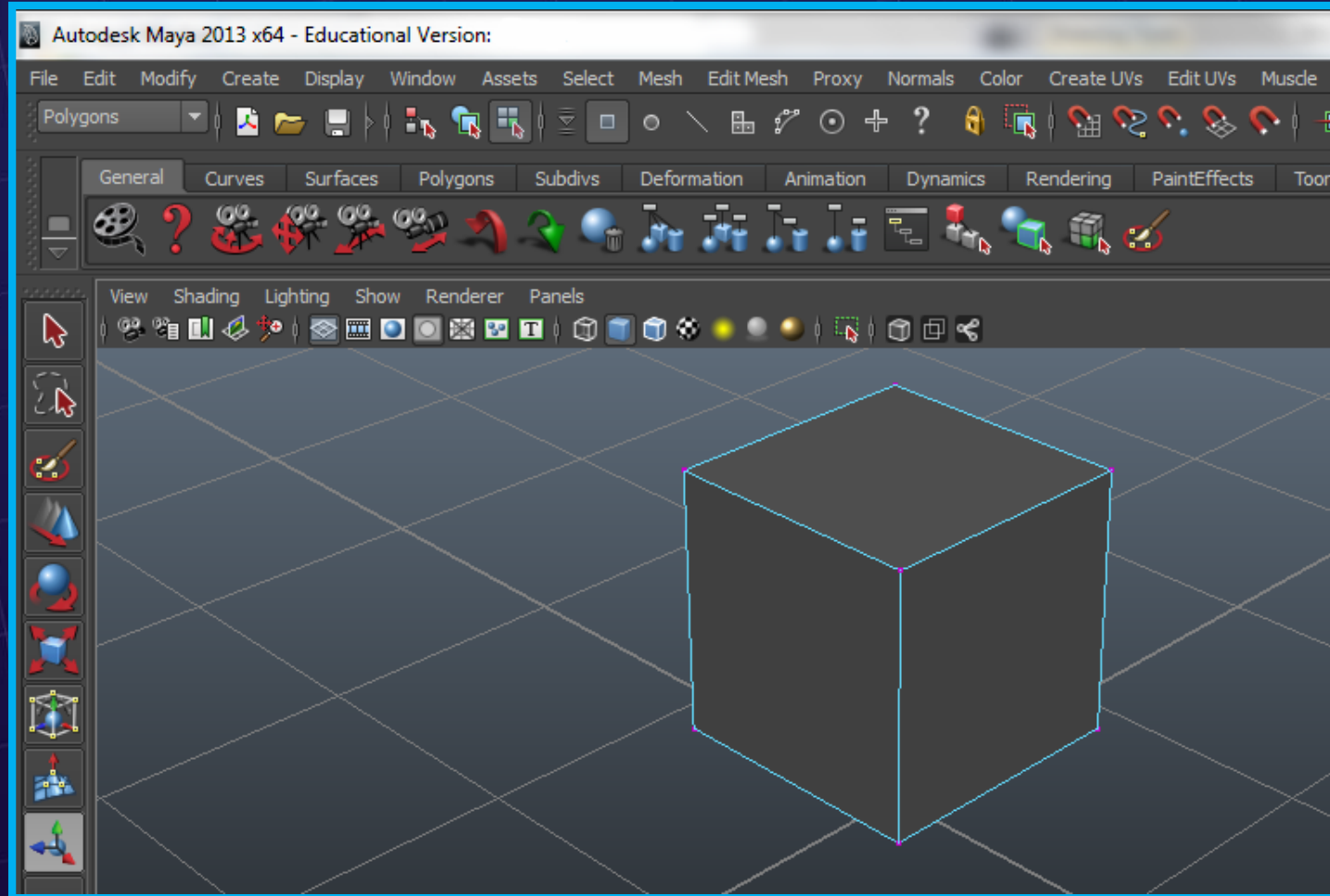
Object Mode (Green Wireframe)



F8 = Switch between **Object Mode** and **Component Mode**

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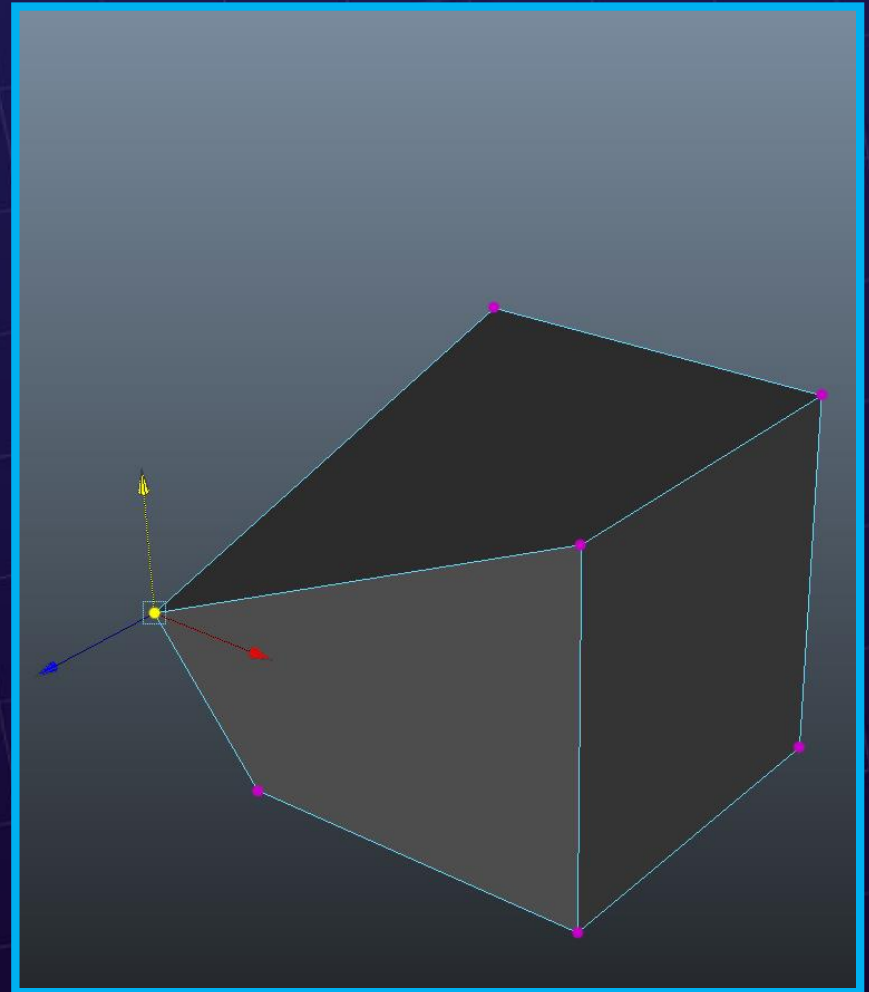
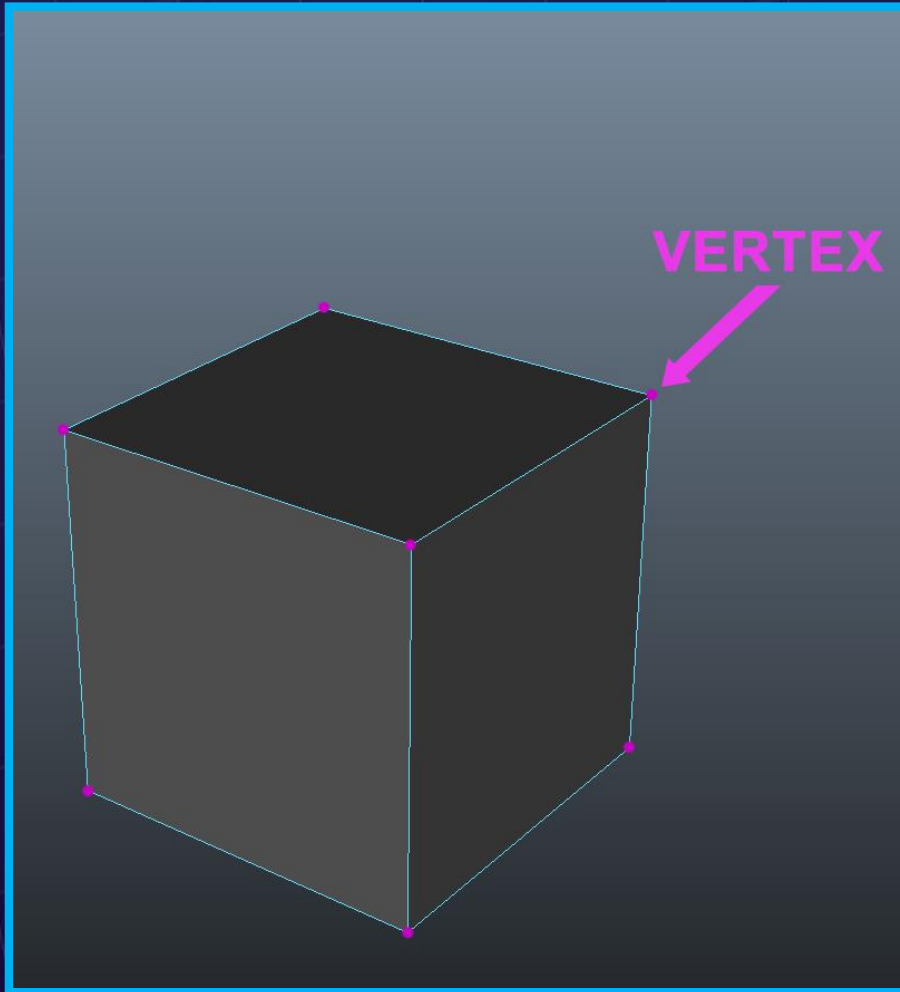
Component Mode (Blue Wireframe)



F8 = Switch between **Object Mode** and **Component Mode**

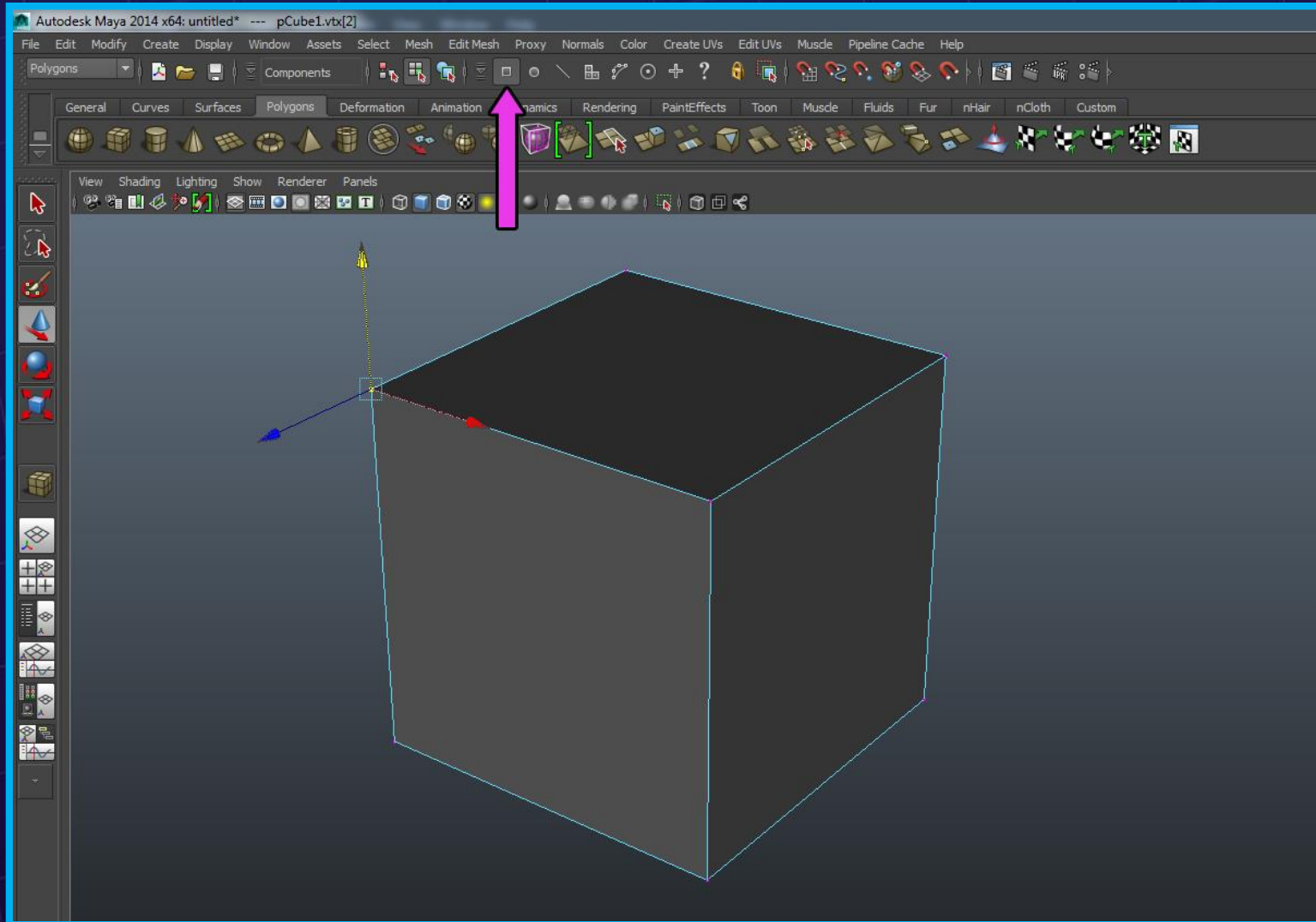
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Editing objects – Use Component Mode!



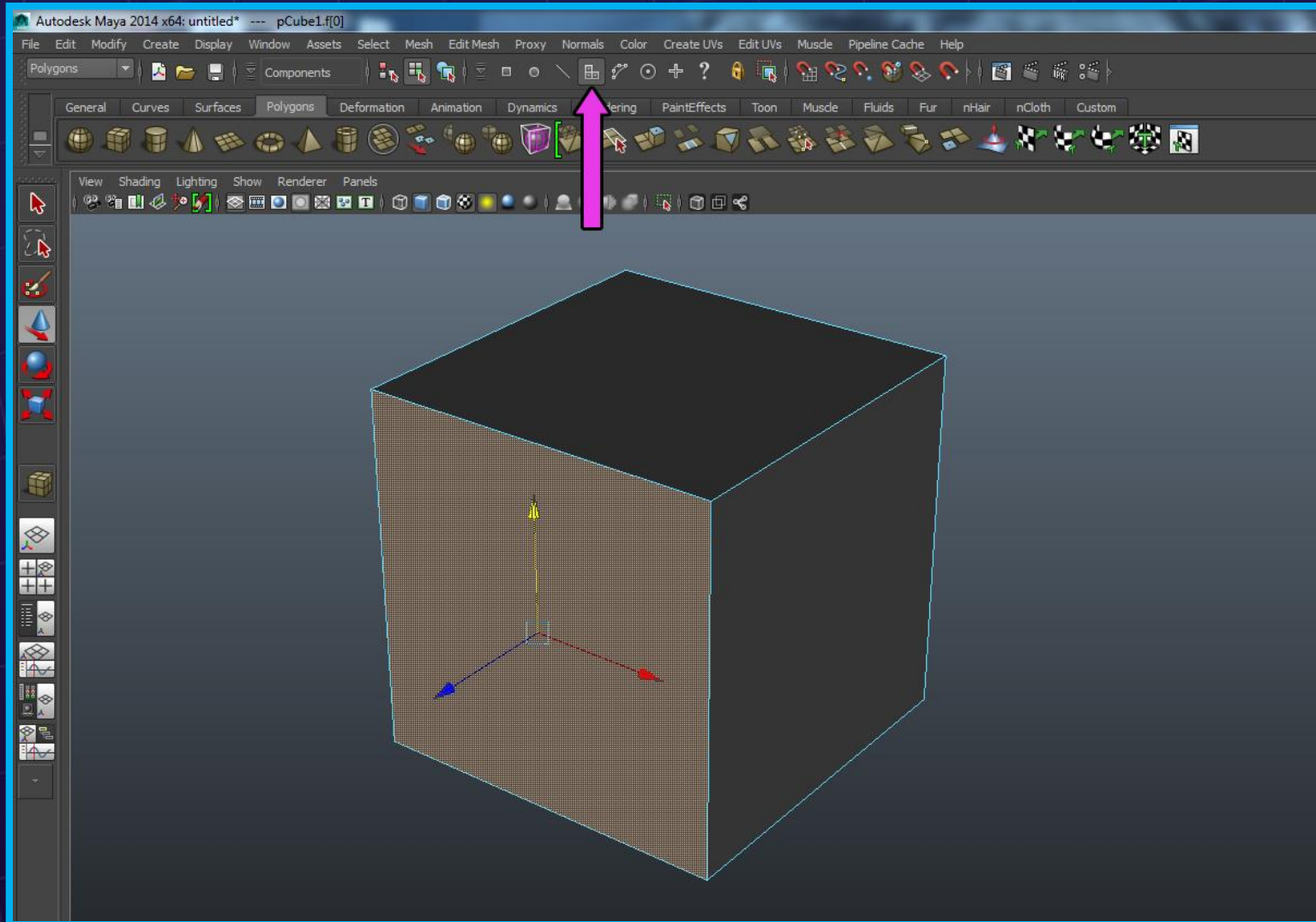
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Editing Verticies (Component Mode)



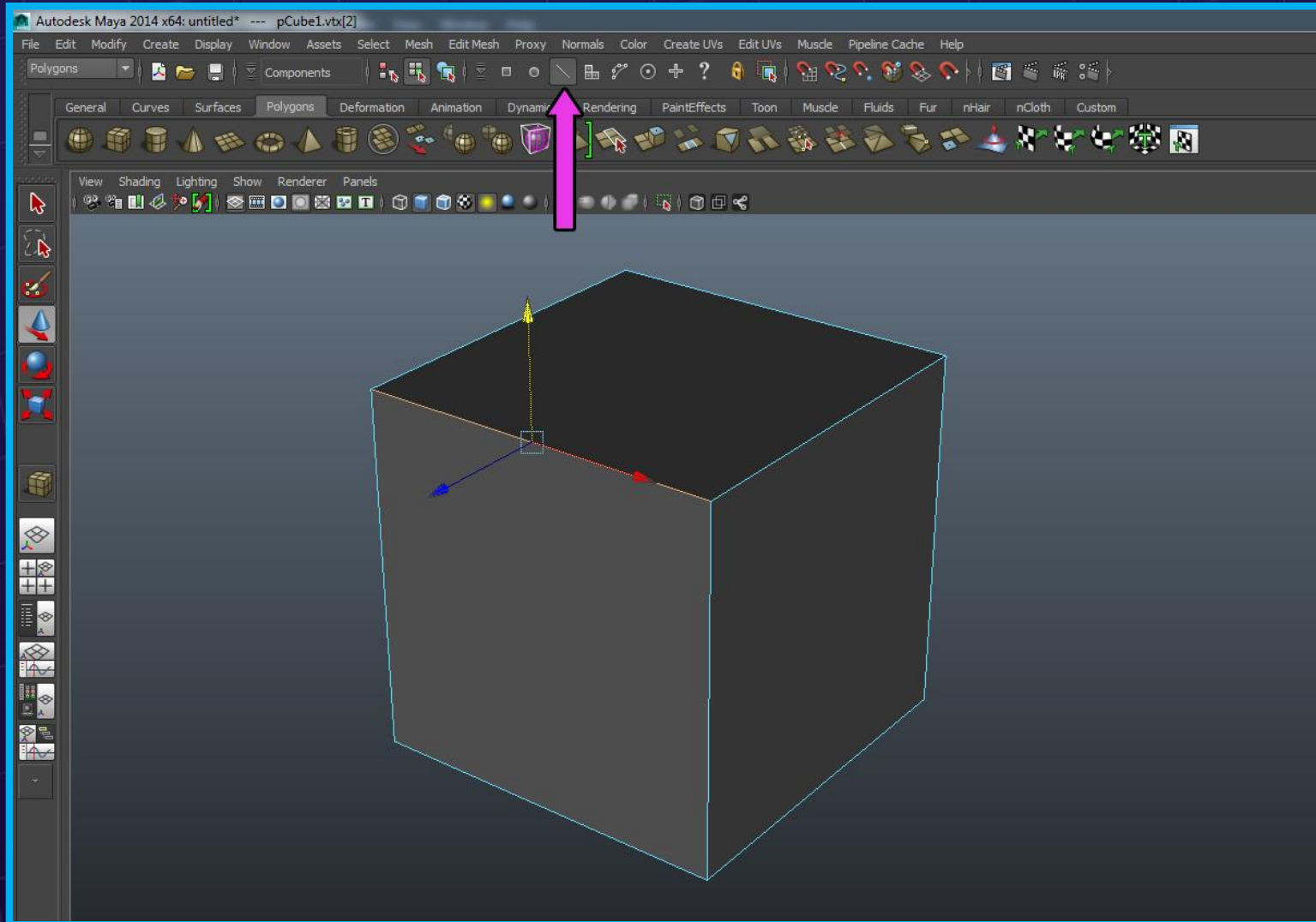
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Editing Faces (Component Mode)



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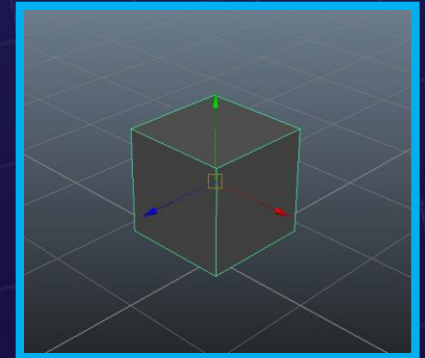
Editing Edges (Component Mode)



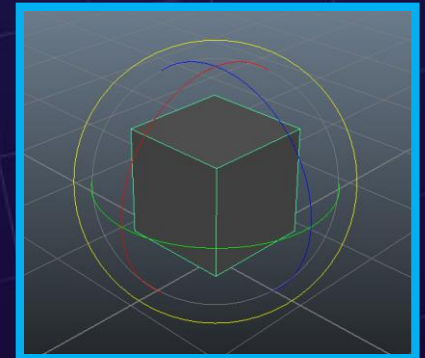
Translation, Rotation and Scale



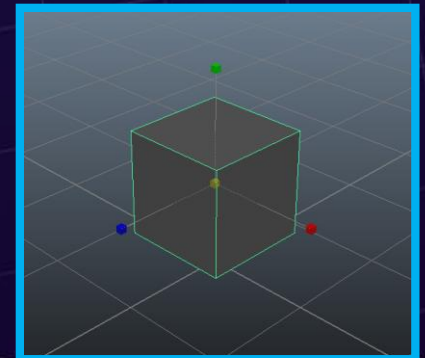
= Translate selected object



= Rotate selected object



= Scale selected object



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Camera view movement



+



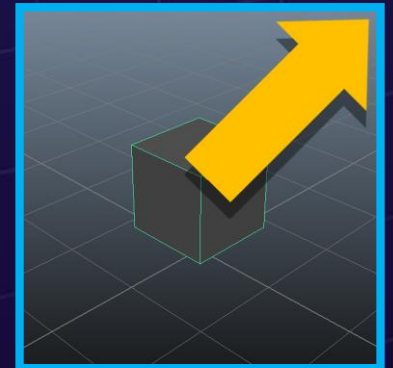
Rotate camera



+



Translate camera



+



Zoom camera



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Basic Maya references overview

W **E** **R** : W = Translation E = Rotation R = Scale

F = Focus on selected object

F8 = Switch between **Object Mode**
and **Component Mode**

SPACE = Switch viewport view

ALT +  ,  or  = Move, Rotate, Zoom camera view

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Exercise

Produce sketches and concepts of a corner of a themed environment.

Consider the kind of materials used, appropriate props, details, etc.

