

Introduction

Chapter A

Learning the Maya Interface 3

- Lesson 1 Work with Menus 6
 - 2 Use the Status Line Icon Buttons 10
 - 3 Access the Shelf 15
 - 4 Explore the Channel Box and Layer Editor 18
 - 5 Identifying the Animation Controls, the Command Line, and the Help Line 21
 - 6 Use the Tool Box and Quick Layout Buttons 25
 - 7 Discover the Secret Menus 30

Chapter B

Controlling the View Panel and Working with Objects 35

- Lesson 1 Change the View 39
 - 2 Change Display Options 45
 - 3 Select Objects and Components 50
 - 4 Transform, Group, and Parent Objects 55
 - 5 Snap and Align Objects 60
 - 6 Understand Nodes and Attributes 66

Chapter C

Drawing and Editing Curves 73

- Lesson 1 Create Curves 76
 - 2 Edit Curve Details 82
 - 3 Modify Curves 89
 - 4 Apply Curve Operators 92
 - 5 Create Simple Surfaces from Curves 98
 - 6 Create Text 105

Chapter D

Working with NURBS Surfaces 111

- Lesson 1 Learn the NURBS Primitives 114
 - 2 Edit NURBS Surfaces 119
 - 3 Apply Surface Operators 126
 - 4 Trim NURBS Surfaces 134

- 5 Use Boolean Tools 139
- 6 Stitch Surfaces Together 143

Chapter E

Creating and Editing Polygon Objects 149

- Lesson 1 Create Polygon Objects 152
 - 2 Edit Polygons 159
 - 3 Use Polygon Operations 166
 - 4 Smooth Polygon Edges 174
 - 5 Use Polygon Booleans 180
 - 6 Triangulate Polygons 183
 - 7 Create Holes in Polygons 186

Chapter F

Working with Subdivision Surfaces 193

- Lesson 1 Create Subdivision Surfaces 196
 - 2 Edit Subdivision Surfaces 201
 - 3 Simplify Surfaces 206
 - 4 Convert Objects 209

Chapter G

Assigning Materials and Textures 215

- Lesson 1 Apply Materials 218
 - 2 Use the Hypershade 223
 - 3 Work with Materials 229
 - 4 Work with Textures 236
 - 5 Position Textures 241
 - 6 Use Utilities Nodes 246
 - 7 Paint in 3D 249

Chapter H

Adding Paint Effects 255

- Lesson 1 Use the Preset Brushes 258
 - 2 Create Custom Brushes 263
 - 3 Paint in 2D 270
 - 4 Paint on 3D Objects 275
 - 5 Edit Paint Effects 279

Chapter I

Using Cameras and Lights 285

- Lesson 1 Work with Cameras 288
- 2 Create a Background 294
- 3 Create and Position Lights 298
- 4 Change Light Settings 302
- 5 Create Light Effects 306

Chapter J

Animating with Keyframes 313

- Lesson 1 Set Keyframes 316
- 2 View an Animation 321
- 3 Animate Using Motion Paths 325
- 4 Edit Animation Curves 330
- 5 Control Animation Timing 336

Chapter K

Working with Characters 341

- Lesson 1 Build a Skeleton 344
- 2 Edit Joint Attributes 349
- 3 Add Inverse Kinematics 354
- 4 Skin a Character 358
- 5 Edit a Skin 363

Chapter L

Animating with Dynamics 369

- Lesson 1 Use Particles 372
- 2 Create an Emitter 379
- 3 Create Fields and Goals 384
- 4 Manage Particle Collisions 388
- 5 Constrain Motion 393
- 6 Create Effects 397

Chapter M

Rendering a Scene 405

- Lesson 1 Configure the Render Process 408
- 2 Use Special Rendering Features 410
- 3 Use the Render View Window 414
- 4 Create a Final Render 418
- 5 Render with Maya Vector and Mental Ray 420

Chapter N

Using MEL Scripting 425

- Lesson 1 Use the Command Line 428
- 2 Use the Script Editor 432

Index 437

Introduction

Chapter A Learning the Maya Interface 3

Introduction 4

LESSON 1

Work with Menus 6

Changing menu sets 6

Viewing keyboard hotkeys 7

Accessing option dialogs 7

Using tear-off menus 7

Understanding tools versus actions 8

Steps Use a menu command to create a polygon sphere 9

LESSON 2

Use the Status Line Icon Buttons 10

Using Popup Help 10

Watching for cursor clues 11

Expanding and collapsing icon button groups 11

Opening and saving a scene 11

Opening editors 12

Showing and hiding interface elements 12

Steps Save a file 13

Open a file 13

Maximize the Workspace interface 13

LESSON 3

Access the Shelf 15

Using the Shelf menu 15

Creating and deleting shelves 16

Adding icons and menu commands to a Shelf 16

Adding layouts and scripts to a Shelf 16

Using the Shelf Editor 16

Steps Create a new shelf 17

Populate a new shelf 17

LESSON 4

Explore the Channel Box and Layer Editor 18

Locking attributes 19

Adding and deleting layers 19

Adding objects to a layer 19

Hiding all layer objects 19

Steps Change attributes 20

Create and rename a new layer 20

Add objects to a new layer 20

LESSON 5

Identifying the Animation Controls, the Command Line, and the Help Line 21

Playing an animation 22

Setting an animation range 22

Accessing the animation preferences 23

Using the Command Line 23

Viewing the Help Line 23

Steps Play an animation 24

Enter a command 24

LESSON 6

Use the Tool Box and Quick Layout Buttons 25

Selecting objects 25

Using the Transform tools 26

Adding soft modifications 26

Understanding manipulators 26

Switching layouts 27

Customizing layouts 27

Resizing and Editing view panels 27

Steps Select an object 28

Transform an object 28

Soft-modifying an object 29

Change the interface layout 29

LESSON 7

Discover the Secret Menus 30

- Accessing the marking menus 30
- Customizing marking menus 31
- Using the Hotbox 31
- Customizing the Hotbox 31
- Steps Access a marking menu 32
- Using the Hotbox 32

Skills Review 33

Chapter B Controlling the View Panel and Working with Objects 35

Introduction 36

LESSON 1

Change the View 39

- Tumble, track, and dolly 39
- Camera tools 40
- Framing an object 40
- Moving through views 41
- Tearing off panels 41
- Using Heads-Up Displays 41
- Opening other interfaces within a panel 42
- Step Change the object's view 43

LESSON 2

Change Display Options 45

- Changing shading 46
- Displaying textures 46
- Enabling Backface Culling and improving wireframes 47
- Isolating objects 47
- Hiding and showing objects 47
- Changing object name and color 47
- Steps Change the object's resolution 48
- Change the object's name and color 49

LESSON 3

Select Objects and Components 50

- Selecting multiple objects 51
- Understanding the key object 51
- Using selection masks 51
- Selecting by menu 52
- Saving a selection set 52
- Switching to Component mode 52
- Selecting components 52
- Steps Select multiple objects 53
- Select components 54

LESSON 4

Transform, Group, and Parent Objects 55

- Understanding pivot points 55
- Transforming objects along an axis 56
- Transforming objects within a plane 56
- Using Soft Modification 56
- Grouping objects together 57
- Parenting objects 57
- Steps Move pivot point 58
- Transforming car wheels 58
- Parent an object 59

LESSON 5

Snap and Align Objects 60

- Using grids 60
- Duplicating with transform 60
- Snapping objects 61
- Snapping to a live object 61
- Aligning objects 61
- Aligning points 62
- Snapping surfaces together 62
- Steps Snap objects to grid points 63
- Snap to a curve 63
- Snap to a live object 64
- Align letters 65

LESSON 6

Understand Nodes and Attributes 66

- Working with nodes 67
- Viewing nodes as a scene hierarchy in the Outliner 67
- Viewing dependency with Hypergraph 68
- Editing attributes 68
- Undo, Redo, and Repeat 68
- Deleting construction history 68
- Steps Explore dependent nodes 69
 - Delete construction history 70

Skills Review 71

**Chapter C
Drawing and Editing Curves 73**

Introduction 74

LESSON 1

Create Curves 76

- Creating arcs 77
- Creating smooth curves 77
- Creating straight line curves 78
- Drawing freehand curves 78
- Simplifying and smoothing curves 78
- Steps Create an eye using arcs and primitive shapes 79
 - Draw and compare CV, EP, and freehand curves 80

LESSON 2

Edit Curve Details 82

- Using the Curve Editing tool 83
- Altering tangents 83
- Adding points within a curve 83
- Adding points to the end of a curve 84
- Closing and opening curves 84
- Steps Create and edit a star shape 85
 - Using the Curve Editing tool 86
 - Creating sharp points 87
 - Closing a curve 88

LESSON 3

Modify Curves 89

- Smoothing curves 90
- Curling and bending curves 90
- Scaling curvature 90
- Step Curling curves 91

LESSON 4

Apply Curve Operators 92

- Attaching curves 93
- Aligning curves 93
- Detaching and cutting curves 93
- Finding curve intersections 94
- Offsetting curves 94
- Filletting curves 94
- Steps Connect cursive letters 95
 - Align flower petals 95
 - Offset curves 96
 - Fillet curves 97

LESSON 5

Create Simple Surfaces from Curves 98

- Revolving a curve 99
- Lofting a set of curves 99
- Creating planar curves 99
- Creating a surface from boundary curves 99
- Extruding curves 99
- Using the Birail tools 99
- Steps Revolve a baseball bat 100
 - Loft a banana 101
 - Create a planar surface 102
 - Extrude a circle 102
 - Create a birail surface 103

LESSON 6

Create Text 105

- Creating a beveled surface 106
- Step Creating and beveling text 107

Skills Review 108

Chapter D Working with NURBS Surfaces 111

Introduction 112

LESSON 1

Learn the NURBS Primitives 114

Creating cylinders and cones 116

Creating a plane and a torus 116

Inserting isoparms 116

Steps Create a candle from primitives 117

Add isoparms 118

LESSON 2

Edit NURBS Surfaces 119

Selecting components 119

Using the Surface Editing tool 120

Using the Sculpt Surfaces tool 120

Simplifying surfaces 121

Breaking and smoothing tangents 121

Steps Edit NURBS components 122

Use the Surface Editing tool 122

Use the Sculpt Surfaces tool 123

Create a hard edge 125

LESSON 3

Apply Surface Operators 126

Attaching and detaching surfaces 126

Aligning surfaces 127

Closing and opening NURBS surfaces 128

Extending surfaces 128

Offsetting a surface 128

Filletting surfaces 129

Blending surfaces 129

Steps Attach surfaces 130

Detach surfaces 130

Open and close a surface 131

Offset surface 132

Add a circular fillet 132

Blend two surfaces 133

LESSON 4

Trim NURBS Surfaces 134

Drawing curves on a NURBS surface 134

Projecting curves onto a NURBS surface 135

Marking intersecting surfaces 135

Trimming a surface 136

Steps Draw and trim a surface 137

Project and trim a curve 138

LESSON 5

Use Boolean Tools 139

Combining surfaces with the Union tool 140

Removing surface parts with the Subtract tool 140

Creating a surface intersection with the Intersect tool 140

Steps Boolean union surfaces 141

Boolean subtract surfaces 142

Boolean intersect surfaces 142

LESSON 6

Stitch Surfaces Together 143

Applying global stitch 143

Stitching surface points together 144

Stitching surface edges together 144

Step Apply global stitch 145

Skills Review 146

Chapter E Creating and Editing Polygon Objects 149

Introduction 150

LESSON 1

Create Polygon Objects 152

Creating polygon primitives 152

Creating polygon objects by hand 153

Appending to a polygon 154

Combining polygons 154

Mirroring polygon objects	154
Duplicating faces	155
Cleanup and Reduce	155
Steps Create polygon primitives	156
Create a polygon	156
Appending to a polygon	157
Mirroring an object	157
Offset faces	158

LESSON 2

Edit Polygons 159

Selecting Polygon components	159
Subdividing polygon faces	160
Splitting faces	161
Cutting faces	161
Merging vertices	162
Merging edges	162
Deleting components	162
Steps Create a mushroom	163
Split faces	164
Merge vertices and edges	165

LESSON 3

Use Polygon Operations 166

Extruding vertices	166
Extruding edges and faces	167
Chamfer a vertex	168
Bevel an edge	168
Poking a face	169
Creating a wedge	169
Steps Extrude cube vertices	170
Extrude cube edges and faces	170
Chamfer vertices	171
Bevel edges	172
Poke faces	172
Wedge faces	173

LESSON 4

Smooth Polygon Edges 174

Showing normals	174
Reversing normals	175
Controlling normals	175
Softening and hardening normals	175
Smoothing polygons with subdivisions	176
Creating a smooth proxy	176
Smoothing polygons with vertex averaging	176
Steps Conform normals	177
Smooth faces	177
Smooth faces	178
Smooth faces with Vertex Averaging	179

LESSON 5

Use Polygon Booleans 180

Combining polygon objects	181
Finding the difference between objects	181
Creating an intersection object	181
Step Create a button from Booleans	182

LESSON 6

Triangulate Polygons 183

Switching polygon faces to rectangles	184
Flipping triangle edges	184
Step Triangulate non-planar polygons	185

LESSON 7

Create Holes in Polygons 186

Splitting a vertex	186
Extracting faces	187
Using the Make Hole tool	188
Filling holes	189
Step Add holes to a cube	189

Skills Review 190

Chapter F

Working with Subdivision Surfaces 193

Introduction 194

LESSON 1

Create Subdivision Surfaces 196

Creating subdivision surface primitives 196

Selecting components 196

Refining components 197

Expanding a level's influence 198

Moving between levels 198

Steps Create a rubber raft 199

Refine a surface 200

LESSON 2

Edit Subdivision Surfaces 201

Using Polygon Proxy mode 201

Adding creases 202

Mirroring surfaces 203

Attaching surfaces 203

Steps Adding creases 204

Create an hourglass 204

LESSON 3

Simplify Surfaces 206

Matching topology 206

Cleaning topology 207

Collapsing surfaces 207

Step Clean topology 207

LESSON 4

Convert Objects 209

Converting NURBS to polygons 209

Converting to subdivision surfaces 210

Converting subdivision surfaces to NURBS and polygons 210

Steps Convert NURBS to polygons 211

Convert NURBS to polygons and back 212

Skills Review 213

Chapter G

Assigning Materials and Textures 215

Introduction 216

LESSON 1

Apply Materials 218

Applying new materials 218

Renaming materials 218

Applying existing materials 219

Changing material attributes 219

Moving between nodes 220

Rendering materials 220

Steps Apply a material 221

Apply and render a texture 222

LESSON 2

Use the Hypershade 223

Using the Create bar 223

Using the tabbed panes 223

Using the Work Area 225

Working with nodes 225

Connecting nodes 226

Using the Connection Editor 226

Dragging materials to objects 226

Steps Create a custom material 227

Use the Connection Editor 228

LESSON 3

Work with Materials 229

Learning the surface materials 230

Changing material color 230

Changing material transparency 230

Using other material attributes 231

Layering materials 231

Using the Ramp Shader 232

Using the Shading Map 232

Steps Change color and transparency 233

Layer materials 234

Use a shading map 235

LESSON 4

Work with Textures 236

- Connecting texture nodes 237
- Applying textures as color 237
- Mapping textures to attributes 237
- Adding relief 237
- Loading file textures 238
- Layering textures 238
- Steps Applying textures 239
 - Load an image texture 240

LESSON 5

Position Textures 241

- Understanding mapping methods 241
- Using Normal mapping 241
- Using Projection mapping 242
- Using Stencil mapping 242
- Placing 2D textures 243
- Placing 3D textures 243
- Controlling polygon textures 243
- Steps Position 2D textures 244
 - Position 3D textures 245

LESSON 6

Use Utilities Nodes 246

- Using the General Utilities 246
- Using the Color Utilities 247
- Using the Switch Utilities 247
- Step Blend colors 248

LESSON 7

Paint in 3D 249

- Assigning a paint texture 249
- Selecting a brush 250
- Applying color 250
- Using different paint operations 250
- Painting other attributes 250
- Step Use the 3D Paint tool 251
- Skills Review 252*

**Chapter H
Adding Paint Effects 255**

Introduction 256

LESSON 1

Use the Preset Brushes 258

- Accessing the Paint Effects panel 258
- Using the Paint Effects tool 259
- Using preset brushes 259
- Introducing the Visor 259
- Blending presets 260
- Redrawing the view 260
- Clearing the view 260
- Steps Use a Paint Effects brush 261
 - Use a Visor brush 261
 - Blend brushes 262

LESSON 2

Create Custom Brushes 263

- Changing template brush settings 263
- Using the various brush types 264
- Changing brush size 265
- Changing brush color 265
- Enabling illumination and shadows 265
- Enabling Glows 265
- Creating and saving custom Brushes 266
- Steps Change brush size 267
 - Change brush color 267
 - Adding shadows 268
 - Add a glow 269

LESSON 3

Paint in 2D 270

- Introducing the Paint Effects Canvas 271
- Changing the canvas size 271
- Creating seamless textures 271
- Saving textures 272
- Undo the last stroke 272
- Saving Alpha Channel 272
- Steps Create a seamless texture 273
 - Save an image and alpha channel 274

LESSON 4

Paint on 3D Objects 275

- Painting in a view panel 275
- Painting on objects 275
- Auto-painting an object 276
- Saving depth as a grayscale map 276
- Steps Paint on objects 277
 - Auto-paint on objects 278

LESSON 5

Edit Paint Effects 279

- Selecting strokes 279
- Editing strokes 280
- Converting strokes to Polygons 280
- Changing the default light 280
- Steps Select and edit strokes 281
 - Convert Paint Effects to polygons 281

Skills Review 282

Chapter I
Using Cameras and Lights 285

Introduction 286

LESSON 1

Work with Cameras 288

- Creating cameras 288
- Changing camera settings 288
- Selecting a camera 289
- Positioning cameras 289
- Looking through a new camera 289
- Setting view guidelines 290
- Changing the depth of field 290
- Steps Create a camera 291
 - Aim a camera 292
 - Create a Depth of Field effect 293

LESSON 2

Create a Background 294

- Setting the background color 294
- Adding an image plane 294
- Create a textured background 294
- Loading a background image 295
- Positioning the background 295
- Steps Change background color 296
 - Change background texture 296
 - Add and position a background image 297

LESSON 3

Create and Position Lights 298

- Using Default lights 298
- Understanding the light types 298
- Creating lights 298
- Manipulating lights 299
- Manipulating Spot lights 300
- Steps Create and manipulate a light 301

LESSON 4

Change Light Settings 302

- Changing light color 302
- Changing light intensity and decay 302
- Enabling shadows 303
- Steps Change light color and intensity 304
 - Enable shadows 305

LESSON 5

Create Light Effects 306

- Creating light fog 306
- Creating glows and halos 307
- Creating lens flares 307
- Steps Enable light fog 308
 - Enable a halo light effect 309

Skills Review 310

Chapter J Animating With Keyframes 313

Introduction 314

LESSON 1

Set Keyframes 316

Setting keys 317

Using Auto Key 317

Selecting keys 317

Copying keys 318

Deleting keys 318

Snapping keys 318

Steps Set keys 319

Use Auto Key 319

Moving keys 320

LESSON 2

View an Animation 321

Previewing animation 321

Looping an animation 322

Enabling ghosting 322

Creating Motion Trails 323

Using Playblast 323

Steps Preview an Animation 324

Use Playblast 324

LESSON 3

Animate Using Motion Paths 325

Creating Motion Path Keys 325

Drawing a Motion Path 326

Attaching an object to a Motion Path 326

Adjusting an attached Motion Path 326

Deforming an object as it follows a Motion Path 327

Steps Create a Motion Path 328

Draw a Motion Path and attach an object 329

LESSON 4

Edit Animation Curves 330

Using the Graph Editor 330

Framing curves 331

Editing keys 331

Smoothing and simplifying curves 332

Setting infinity conditions 332

Working with tangents 333

Adding keys 333

Steps Edit animation curves 334

Repeat motion 335

LESSON 5

Control Animation Timing 336

Using the Dope Sheet 336

Adding sound 337

Step Add sound 338

Skills Review 339

Chapter K Working with Characters 341

Introduction 342

LESSON 1

Build a Skeleton 344

Creating joints 344

Inserting a joint 345

Connecting a joint chain 346

Removing and disconnecting joints 346

Mirroring joints 346

Resetting the root joint 346

Naming joints 346

Steps Create a skeleton 347

Add a tail to the skeleton 348

LESSON 2

Edit Joint Attributes 349

- Inheriting transforms 349
- Orienting joints 349
- Labeling joints 350
- Showing and hiding labels 350
- Limiting joints 351
- Displaying joints 351
- Steps
 - Label joints 352
 - Limit joint motion 353

LESSON 3

Add Inverse Kinematics 354

- Using the IK Handle tool 354
- Using the IK Spline Handle tool 355
- Using the IK manipulators 356
- Switching between FK and IK 356
- Steps
 - Add IK to a skeleton 357
 - Add an IK spline to the skeleton tail 357

LESSON 4

Skin a Character 358

- Creating effective skin 358
- Positioning a skeleton 359
- Binding smooth skin 359
- Binding rigid skin 360
- Return to default pose 360
- Detaching skin 360
- Animating joints 360
- Steps
 - Position a skin 361
 - Bind skin 361
 - Animate joints 362

LESSON 5

Edit a Skin 363

- Adding influence objects 363
- Understanding skin weights 364
- Painting skin weights 364
- Resetting skin weights 365
- Steps
 - Add influence object 365
 - Paint weights 366

Skills Review 367

Chapter L

Animating with Dynamics 369

Introduction 370

LESSON 1

Use Particles 372

- Creating particles 372
- Creating surface particles 373
- Viewing particle attributes and count 373
- Setting particle lifespan 373
- Changing particle render type 374
- Using instances 375
- Cycling instances 375
- Steps
 - Add clouds to a sphere 376
 - Use an instance 377
 - Cycle instances 377

LESSON 2

Create an Emitter 379

- Using an emitter 379
- Using a Directional emitter 380
- Using a Volume emitter 380
- Using an object as an emitter 381
- Changing emitter attributes 381
- Steps
 - Create an Omni emitter 382
 - Create a Directional emitter 382
 - Create an Object emitter 383

LESSON 3

Create Fields and Goals 384

- Understanding fields 384
- Connecting objects to a field 385
- Changing field attributes 385
- Establishing goals 385
- Steps Create a vortex field 386
- Create a goal 387

LESSON 4

Manage Particle Collisions 388

- Enabling particle collisions 388
- Defining new events 388
- Creating rigid body objects 389
- Creating soft body objects 389
- Steps Enable particle collisions 390
- Add a collision event 390
- Create rigid body objects 390
- Create soft body objects 392

LESSON 5

Constrain Motion 393

- Adding constraints 393
- Creating nail and spring constraints 393
- Creating a pin constraint 394
- Creating a hinge constraint 394
- Creating a barrier constraint 395
- Creating springs 395
- Step Add a constraint 396

LESSON 6

Create Effects 397

- Creating fire and smoke 397
- Creating fireworks 398
- Creating lightning 398
- Shattering objects 399
- Flowing along a curve 399

- Steps Create a Fire effect 400
- Create fireworks 401
- Create lightning 401
- Create curve flow 402

Skills Review 403

**Chapter M
Rendering a Scene 405**

Introduction 406

LESSON 1

Configure the Render Process 408

- Choosing a renderer 408
- Saving render presets 409
- Changing a file name 409
- Changing file format 409
- Changing camera view and resolution 409
- Steps Set render settings 409
- Change the rendering path 409

LESSON 2

Use Special Rendering Features 410

- Adjusting render quality 410
- Enabling Raytracing 411
- Enabling Motion Blur 411
- Adding Environment Fog 411
- Steps Change the render quality 412
- Enabling Raytracing 412
- Enabling Motion Blur 412
- Adding Environment Fog 412

LESSON 3

Use the Render View Window 414

- Open Render View 414
- Render a region 414
- Using Interactive Photorealistic Rendering (IPR) 414
- Saving rendered images 415
- Steps Render a region 416
 - Use IPR rendering 417

LESSON 4

Create a Final Render 418

- Rendering a single frame 418
- Rendering an animation sequence 418
- Using Batch Rendering 418
- Step Render an animation 419

LESSON 5

Render with Maya Vector and Mental Ray 420

- Using Maya Vector 420
- Using Mental Ray 421
- Using Mental Ray materials 421
- Steps Render using vectors 422
 - Render with Mental Ray 422

Skills Review 423

**Chapter N
Using MEL Scripting 425**

Introduction 426

LESSON 1

Use the Command Line 428

- Using MEL in the Command Line 428
- Repeating Command Line commands 428
- MEL scripting commands 429
- Step Enter MEL commands in the Command Line 431

LESSON 2

Use the Script Editor 432

- Executing script commands 433
- Viewing interface commands 433
- Reusing interface commands 433
- Saving scripts 433
- Adding scripts to the Shelf 433
- Steps Use the Script Editor 434
 - View interface commands and save a script 434

Skills Review 436

Index 437