Maya interface features 1

Introduction
Maya has many tricks to its interface that can speed up work. Here are five for a start:

1 – Dollying the view to the cursor position
Maya defaults to dollying around the center of view windows, which is often inconvenient. To dolly into the cursor: in the Viewport’s menu bar, go to View – Camera Tools – Dolly Tool in the viewport menu bar and open the Option Box. Uncheck the option "Towards Center" and close the box.

2 – Rotating your view around a selected item
To rotate your view around a selected object/component, just hit “F”. This will focus on the object you have selected and reset your view rotation.

3 – Component level context sensitive menus
To rapidly access component (vertex, edge, and face) level tool menus, hold down Shift_RMB to access editing tools relevant to the particular component level one’s working on

4 – To jump immediately from unselected Object mode to selected Component mode
If you look at the Marking Menu when you right click on a polygonal object, you’ll see that the various component levels are arranged in 45° increments. Edge mode is straight up. Face mode is straight down. Vertex mode is to the left. This feature takes advantage of that arrangement. To jump directly from unselected Object mode for an item directly into a Component mode, right click and then immediately and drag up to access Edge mode, down to access Face mode, or left to access Vertex mode. You have to do this before the Marking Menu has time to appear; it takes a little practice. But when you’ve got it (and memorized the various directions for different sub object elements for polygonal and NURBS objects) it’ll save you a lot of time when editing.

5 – To extrude several faces separately
Extruding a selection of multiple faces will extrude then along the normal of the first face selected as a solid block. When extruding fingers from a hand, however, you want the extruded faces to be separate. For this select them, hit Control_E, then go to the Channel box on the right side of the interfaces, scroll down, and using your left mouse button switch Keep Faces Together to off.

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