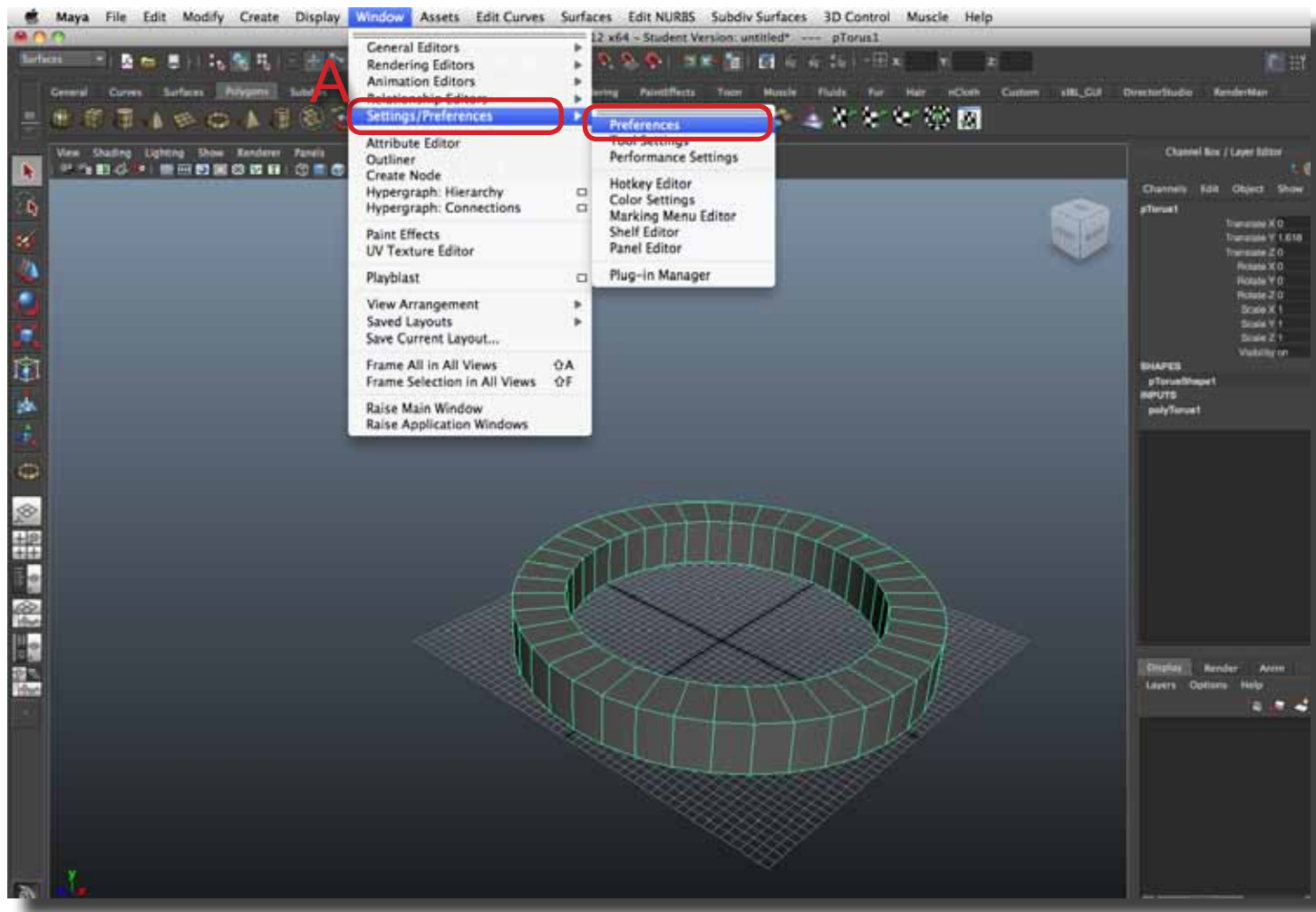


Maya - Modeling Preferences

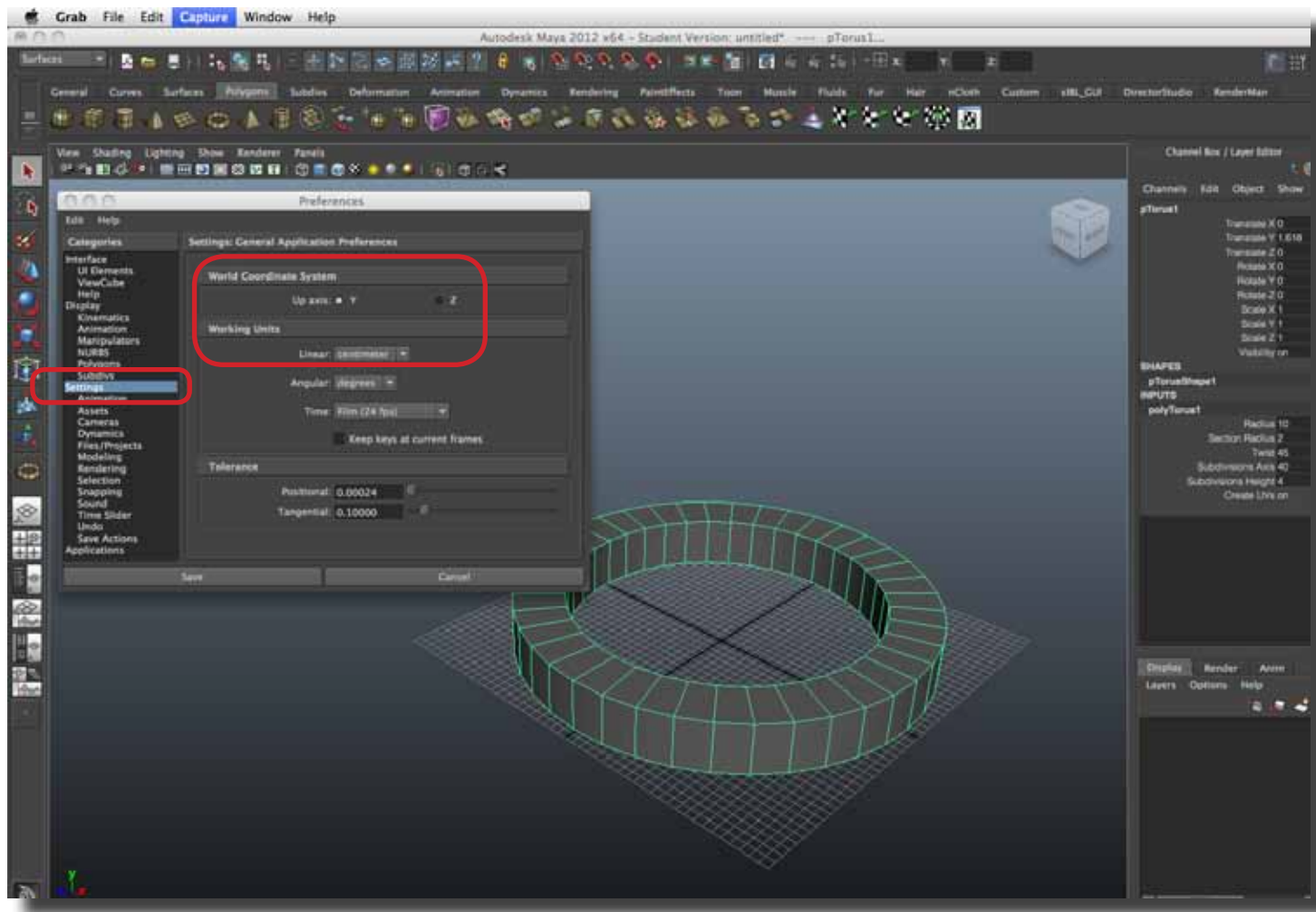
Step 1 Preferences for modeling can be set in the Preferences window. From the menu, go to Window > Settings/Pref-erences > Preferences (A).



Maya - Modeling Preferences

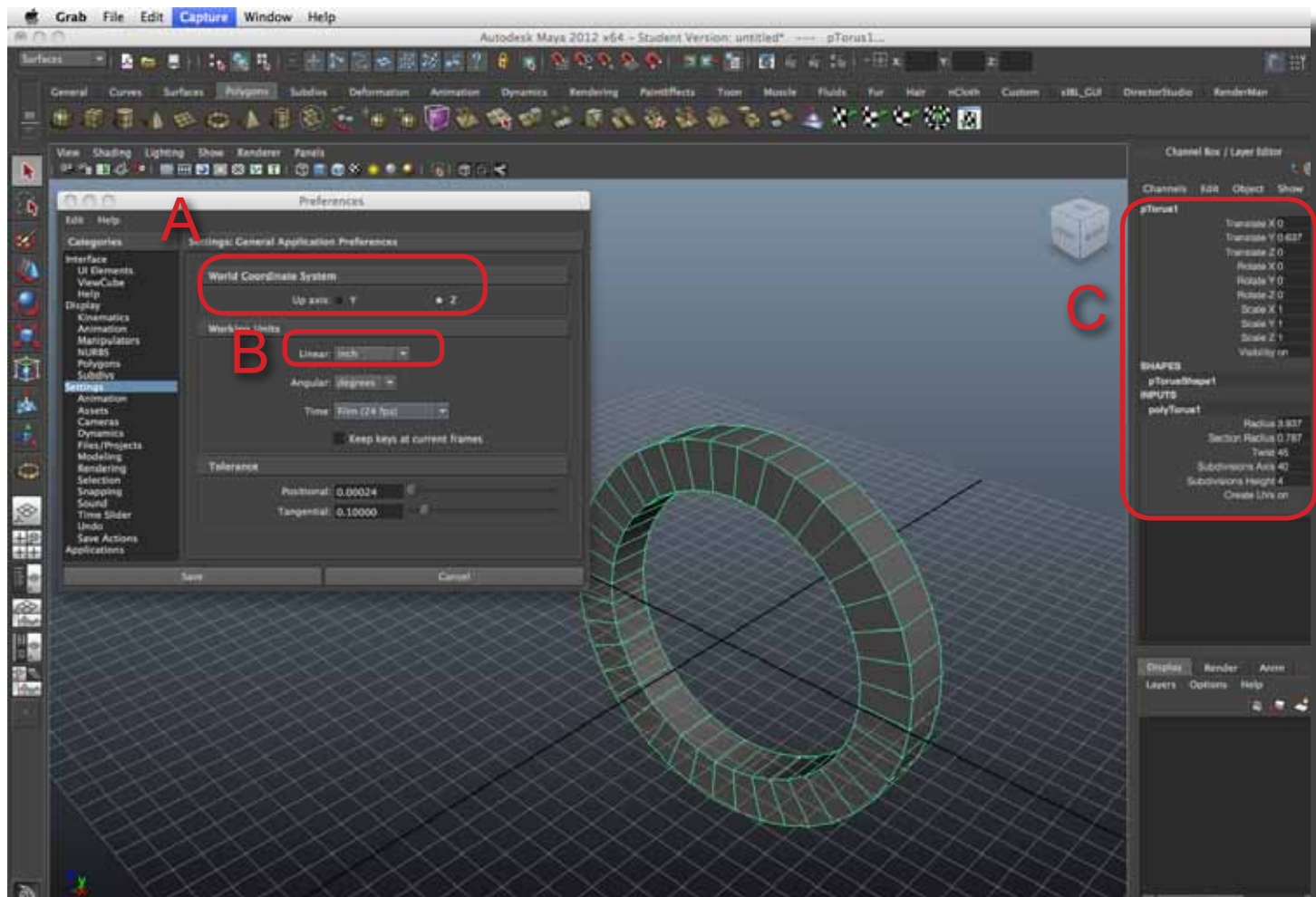
Step 2 Select the Settings tab (A). The coordinate system and units can be accessed under this tab.

A



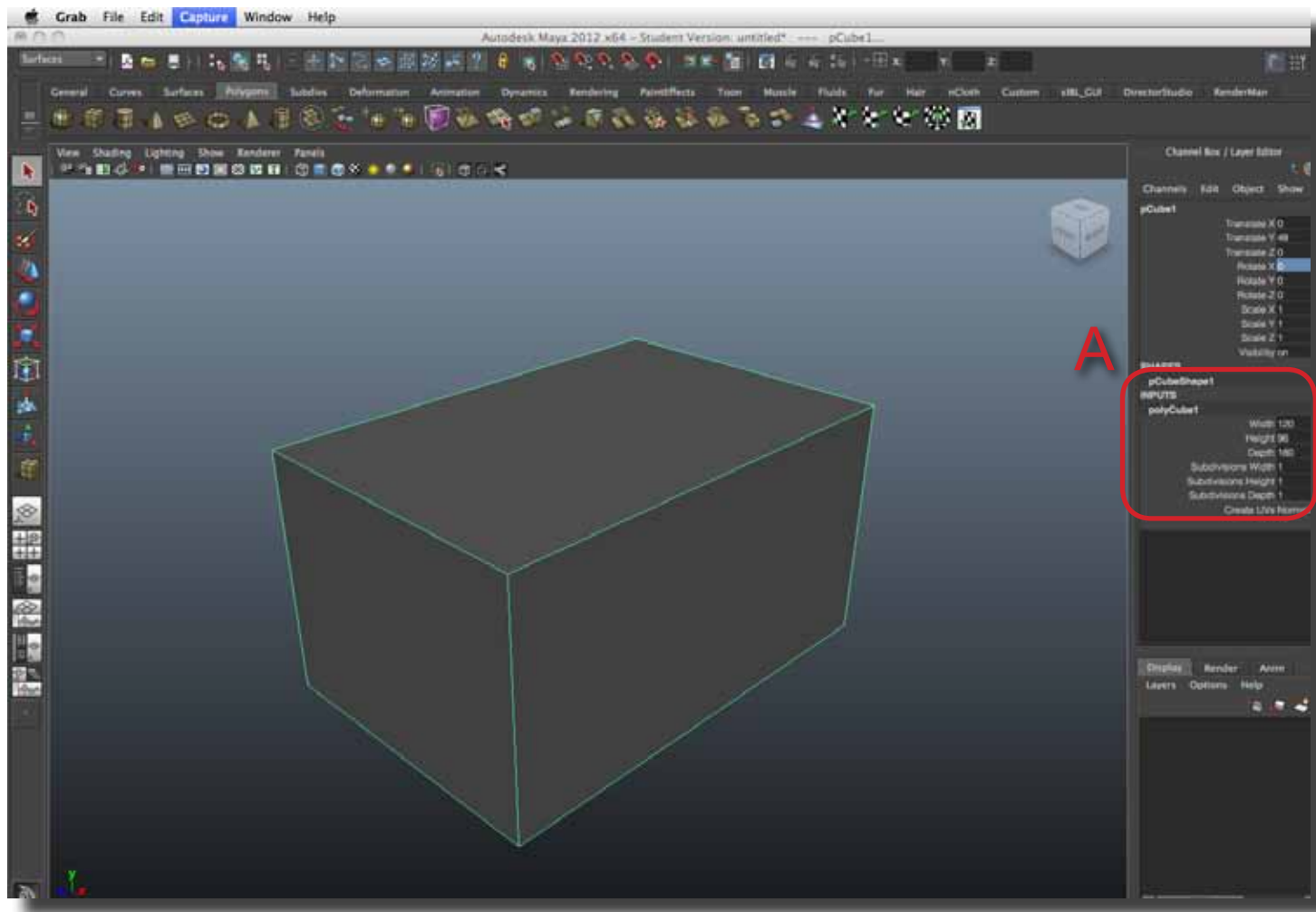
Maya - Modeling Preferences

Step 3 The World Coordinate System was changed from “Y” up to “Z” up (A). Notice the model was re-oriented. The Linear units was changed from Centimeters to Inches (B). Notice the values under the Transform and Inputs areas are converted (C).



Maya - Modeling Preferences

Step 4 In this example, primitive cube was created. The Linear units are set to inches so the size in the Input area reflects a size of 10 ft. x 8 ft. x 15 ft. (A).



Maya - Modeling Preferences

Step 5 Grid settings can be accessed through Display > Grid > option Box. In this example, Subdivision lines were added along with grid numbers on the axes. A grid can be toggled off/on through the Display > Grid menu or icon in the modeling window (A).

