

Maya Keyboard Shortcuts

Display

4	Shading > Wireframe
5	Shaded display
6	Shaded and Textured display
7	Lighting > Use All Lights
d+LMB	Display Quality marking menu
1	Low Quality Display setting
2	Medium Quality Display setting
3	High Quality Display setting

Playback Control

Alt+.	Move forward one frame
Alt+(Comma)	Move backward one frame
.	Go to Next key
(Comma)	Go to previous key
Alt+v	Turn Playback on/off
Alt+Shift+v	Go to Min Frame

Snapping Commands

c	Snap to curves
x	Snap to grids
v	Snap to points
j	Move. Rotate. Scale Tool snapping
Shift+J	Move. Rotate. Scale Tool relative snapping

Painting Commands

Alt+f	Flood with the current value
Alt+a	Turn Show Wireframe on/off
Alt+c	Turn Color Feedback on/off
Alt+r	Toggle Reflection on/off
u+LMB	Artisan Paint Operation marking menu
b	Modify upper brush radius
Shift+B	Modify lower brush radius
Ctrl+b	Edit Paint Effects template brush settings
i	Modify Artisan brush Stamp Depth
m	Modify Max Displacement (Of Sculpt Surfaces and Sculpt Polygons Tool)
n	Modify Value
/	Switch to pick colour mode
'	Select cluster mode (Of Paint Weights Tool)
8	Open Paint Effects panel
o+LMB	Poly Brush Tool marking menu
o+MMB	Poly UV Tool marking menu

Tumble, Track, Dolly

Alt+LMB	Tumble Tool
Alt+MMB	Track Tool
Alt+RMB	Dolly Tool

Objects Show / Hide

Ctrl+h	Display > Hide > Hide Selection
Ctrl+Shift+H	Display > Show > Show Last Hidden
Alt+h	Display > Hide > Hide Unselected Objects
Shift+l	Show > Isolate Select > View Selected

Maya Keyboard Shortcuts

Tool Commands

Return	Complete current tool
~	Abort current tool
Insert	Enter tool Edit mode
Shift menu+Q	Select Tool
Shift menu+Q+LMB	Component marking
Alt+q	Select tool
Alt+q+LMB	Polygon marking menu
q+LMB	Mask marking menu
w	Move tool
w+LMB	Move tool marking menu
e	Rotate tool
e+LMB	Rotate tool marking menu
r	Scale tool
r+LMB	Scale tool marking menu
t	Show manipulator tool
y	Select last used tool (Excluding Select. Move. Rotate and Scale)
j	Snap Move. Rotate. Scale tool
= or +	Increase manipulator size
-	Decrease manipulator size

Animation Commands

s	Animate > Set key
i	Insert Keys tool (for graph editor)
Shift+S+LMB	Keyframe marking menu
Shift+S+MMB	Tangent marking menu
Shift+E	Set key for Rotate
Shift+R	Set key for Scale
Shift+W	Set key for Translate
Alt+s	Cycle handle sticky state (for IK handles)

Hotbox Display

Space	Hotbox
Alt+m	Default Hotbox Style (Zones and Menus Rows)

Window & View Commands

Ctrl+a	Toggle Attribute Editor and Channel Box
a	Frame all in active panel
a+LMB	History Operations marking menu
Shift+A	Frame All in all views
f	Frame selected in active panel
Shift+F	Frame selected in all views
]	Redo view change
[Undo view change
`	Set keyboard focus to command line
Alt+`	Set keyboard focus to numeric input line
F1	Help > Contents and Search

Moving Selected Objects

Alt+Up arrow	Move up one pixel
Alt+Down arrow	Move down one pixel
Alt+Left arrow	Move left one pixel

Maya Keyboard Shortcuts

Alt+Right arrow	Move right one pixel
Traversing the Hierarchy	
Up arrow	Walk up the current hierarchy
Down arrow	Walk down current hierarchy
Left arrow	Walk left current hierarchy
Right arrow	Walk right current hierarchy
Modeling Commands	
Ctrl+Up arrow	Display coarser Sub-d level
Ctrl+Down arrow	Select/refine Sub-d component
Ctrl+F9	Convert poly selection to Vertices
Ctrl+F10	Convert poly selection to Edges
Ctrl+F11	Convert poly selection to Faces
Ctrl+F12	Convert poly selection to UVs
File Commands	
Ctrl+n	File > New Scene
Ctrl+o	File > Open Scene
Ctrl+s	File > Save Scene
Ctrl+q	File > Exit
Selecting Menus	
Ctrl+m	Show/Hide main menu bar
Shift+m	Show/Hide panel menu bar
h+LMB	Menu Set marking menu
F2	Show Animation menu set
F3	Show Modeling menu set
F4	Show Dynamics menu set
F5	Show Rendering menu set
Edit Operations	
z or Ctrl+z	Edit > Undo
Shift+z	Edit > Redo
g	Edit > Repeat
Shift+G	Repeat command at mouse position
Ctrl+d	Edit > Duplicate
Shift+D	Edit > Duplicate with Transform
Ctrl+g	Edit > Group
p	Edit > Parent
Shift+P	Edit > Unparent
Ctrl+x	Edit > Cut
Ctrl+c	Edit > Copy
Ctrl+v	Edit > Paste
Selecting Objects & Components	
F8	Switching between Object and Component Editing
F9	Select Polygon and Subdivision Surface Vertices
F10	Select Polygon and Subdivision Surface Edges
F11	Select Polygon and Subdivision Surface Faces
F12	Select Polygon and Subdivision Surface UVs
Ctrl+i	Select next intermediate object
Alt+F9	Select Polygon Vertex/Faces
<	Shrink polygon selection region

Maya Keyboard Shortcuts

>

Grow polygon selection regionAutodesk

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