AUTODESK® **MAYA**®

SHORTCUTS GUIDE

One Key Shortcuts
General Keys
Pane-Specific Keys

AUTODESK®

Keyboard layout labels (top, function keys):
- F1 — Maya Help
- F2 — Show Modeling menu set
- F3 — Show Rigging menu set
- F4 — Show Animation menu set
- F5 — Show Dynamics (FX) menu set
- F6 — Show Rendering menu set
- F8 — Object/Component
- F9 — Vertex
- F10 — Edge
- F11 — Face
- F12 — UV

Keyboard keys:

| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | | PrtScn SysRq | ScrLK | Pause Break |

Number row:
- ~ `
- 1 — ROUGH QUAL. DISPLAY
- 2 — MED. QUAL. DISPLAY
- 3 — SMOOTH QUAL. DISPLAY
- 4 — WIREFRAME
- 5 — SHADED DISPLAY
- 6 — SHADED & TEXTUR. DISPLAY
- 7 — USE ALL LIGHTS
- 8
- 9
- 0 — DEFAULT QUAL. DISPLAY
- — -
- + =
- Backspace
- Home | End

QWERTY row:
- Tab
- Q — SELECT TOOL
- W — MOVE TOOL
- E — ROTATE TOOL
- R — SCALE TOOL
- T — SHOW MANIPULATOR
- Y — SELECT LAST TOOL USED
- U
- I — INSERT KEYS TOOL
- O
- P — PARENT
- { [
- }]
- | \
- Insert | Page Up

ASDF row:
- Caps Lock
- A — FRAME ALL
- S — SET KEY
- D
- F — FRAME SELECTED
- G — REPEAT
- H — HIDE/UNHIDE SELECTION
- J — MOVE, ROTATE, SCALE TOOL
- K
- L — (UN)LOCK CRV LENGTH
- : ;
- " '
- Enter
- Delete | Page Down

ZXCV row:
- Shift
- Z — UNDO
- X — SNAP TO GRIDS
- C — SNAP TO CURVES
- V — SNAP TO POINTS
- B — MODIFY UPPER BRUSH RAD.
- N — MODIFY PAINT VALUE
- M — MODIFY MAX. DISPLACEMENT
- < ,
- > .
- ? /
- Shift
- ▲

Bottom row:
- Ctrl | Start | Alt | (space) | Alt | Ctrl | ◀ ▼ ▶

Shortcut list:

Key	Action
0	Default Quality Display
1	Rough Quality Display
2	Medium Quality Display
3	Smooth Quality Display
4	Wireframe
5	Shaded Display
6	Shaded and Textured Display
7	Use All Lights
Q	Select Tool, or with left mouse button for Selection Mask marking menu
A	Frame All in active panel, or with left mouse button for History Operations marking menu
Z	Undo (also Ctrl+z/+z)
W	Move Tool, or with left mouse button for Move Tool marking menu
S	Set Key
X	Snap to grids (press and release)
E	Rotate Tool, or with left mouse button for Rotate Tool marking menu
C	Snap to curves (press and release)
R	Scale Tool, or with left mouse button for Scale Tool marking menu
F	Frame Selected in active panel
V	Snap to points (press and release)
T	Show manipulator tool
G	Repeat
B	Modify upper brush radius (press and release)
Y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
H	Hide/Unhide Current Selection
N	Modify paint value
J	Move, Rotate, Scale Tool snapping (press and release)
M	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)
I	Insert Keys Tool (for Graph Editor) (press and release)
L	Lock/unlock length of curve (press and hold)
P	Parent

M | 2

2D Pan/Zoom

🖱 **\ + Middle mouse button**
2D Pan tool

🖱 **\ + Right mouse button**
2D Zoom tool

**** Enable/disable 2D Pan/Zoom.

Animation Operations

I Insert Keys Tool (for Graph Editor) (press and release)

S Set Key

Shift + E Set key for Rotate

Shift + R Set key for Scale

Shift + W Set key for Translate

Alt + J Toggle Multicolor Feedback

🖱 **Shift + S + Left mouse button**
Keyframe marking menu

Displaying Objects (Show,Hide)

Ctrl + H Hide > Hide Selection

Alt + H Hide > Hide Unselected Objects

Shift + I Isolate Select > View Selected (in the panel menus)

Ctrl + Shift + H Show > Show Last Hidden

Shift + H Show > Show Selection

Display Settings

0 Default Quality Display

1 Rough Quality Display

2 Medium Quality Display

3 Smooth Quality Display

4 Wireframe

5 Shaded Display

6 Shaded and Textured Display

7 Use All Lights

Edit Operations

Ctrl (or Cmd) + C
Copy

Ctrl (or Cmd) + X
Cut

Ctrl + D Duplicate

Ctrl + Shift + D Duplicate Special

Shift + D Duplicate with Transform

Ctrl + G Group

P Parent

Ctrl (or Cmd) + V
Paste

Shift + Z Redo

G Repeat

Shift + G Repeat command at mouse position

Z Undo (also Ctrl+z/+z)

Shift + P Unparent

File Operations

Ctrl + R Create file reference

Ctrl + Q Exit

Ctrl + N New Scene

Ctrl + O Open Scene

Ctrl + S Save Scene

Ctrl + Shift + S Save Scene As

Hotbox Display

Space (When pressed down) Show the hotbox

Modeling Operations

2	Cage + smooth polygon mesh display
Ctrl + F10	Convert polygon selection to Edges
Ctrl + F9	Convert polygon selection to Vertices
Ctrl + F11	Covert polygon selection to Faces
Ctrl + F12	Covert polygon selection to UVs
Page Down	Decreases Division Levels for Smooth Mesh Preview or Subdiv Proxy.
1	Default polygon mesh display (no smoothing)
~	Displays both the original (proxy) and the smoothed mesh.
Page Up	Increases Division Levels for Smooth Mesh Preview or Subdiv Proxy.
L	Lock/unlock length of curve (press and hold)
3	Smooth polygon mesh display

Moving Selected Objects

Alt + Down	Move down one pixel
Alt + Left	Move left one pixel
Alt + Right	Move right one pixel
Alt + Up	Move up one pixel

Painting Operations

Ctrl + B	Edit Paint Effects template brush settings
Alt + F	Flood with the current value
Shift + B	Modify lower brush radius (press and release)
M	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)
N	Modify paint value
B	Modify upper brush radius (press and release)
🖱 O + Left mouse button	Poly Brush Tool marking menu
🖱 O + Middle mouse button	Poly UV Tool marking menu
/	Switch to pick color mode (press and release)
Alt + R	Toggle Reflection on or off
Alt + C	Turn Color Feedback on or off
Alt + A	Turn Show Wireframe on or off
U	With left mouse button for Artisan Paint Operation marking menu

Pick Walk*

Down	Walk down current
Left	Walk left in current
Right	Walk right in current
Up	Walk up current

Based on selection, the arrow keys let you walk up the hierarchy (object selected) or walk about the object's components (component selected, including vertices, edge loops, edge rings).

Playback Control

Alt + Shift + V	Go to Min Frame
.	Go to Next key
,	Go to Previous key
Alt + ,	Move backward one frame in time
Alt + .	Move forward one frame in time
Alt + V	Turn Playback on or off
🖱 K + Middle mouse button	Virtual Time Slider mode (press and hold and scrub timeline)

Rendering

Ctrl + Left	Render view next image
Ctrl + Right	Render view previous image

Selecting Menus

F2	Show Modeling menu set
F3	Show Rigging menu set
F4	Show Animation menu set
F5	Show Dynamics (FX) menu set
F6	Show Rendering menu set
Ctrl + M	Show/hide main menu bar
Shift + M	Show/hide panel menu bar
Ctrl + Shift + M	Show/hide panel toolbar
H + Left mouse button	Set marking menu

Selecting Objects and Components

F10	Edge
F11	Face
>	Grow polygon selection region
F8	Object/Component (Switch between object and component editing)
Ctrl + I	Select next intermediate object
<	Shrink polygon selection region
F12	UV
F9	Vertex
Alt + F9	Vertex Face

Snapping Operations

Shift + J	Move, Rotate, Scale Tool relative snapping (press and release)
J	Move, Rotate, Scale Tool snapping (press and release)
C	Snap to curves (press and release)
X	Snap to grids (press and release)
V	Snap to points (press and release)

Tool Operations

Return	Complete current tool
-	Decrease manipulator size
Insert	Enter tool Edit mode
=, +	Increase manipulator size
W	Move Tool, or with left mouse button for Move Tool marking menu
J	Move, Rotate, Scale Tool Snapping (press and release)
E	Rotate Tool, or with left mouse button for Rotate Tool marking menu
R	Scale Tool, or with left mouse button for Scale Tool marking menu
Shift + Q	Select Tool, or with left mouse button for Component marking menu
Alt + Q	Select Tool, or with left mouse button for Polygon marking menu

Q	Select Tool, or with left mouse button for Selection Mask marking menu
Y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
T	Show manipulator tool
Ctrl + T	Show universal manipulator tool
Insert	Switches between move pivot and move object (Move Tool)
D	With left mouse button move pivot (Move Tool)

Tumble, Track, or Dolly

Alt + Right mouse button	Dolly Tool (press and release)
Alt + Middle mouse button	Track Tool (press and release)
Alt + Left mouse button	Tumble Tool (press and release)

Window and View Operations

Space   (When tapped) Switch between the active window in multi-pane display and single pane display

Alt + Ctrl + Middle mouse button
    Fast pan in the Outliner

A   Frame All in active panel, or with left mouse button for History Operations marking menu

Shift + A   Frame All in all views

F   Frame Selected in active panel

Shift + F   Frame Selected in all views

F1   Maya Help

Alt + Middle mouse button
    Pan in the Attribute Editor

Alt + Middle mouse button
    Pan in the Outliner

]   Redo view change

Alt + B   Switch between a gradient, black, dark gray, or light gray background color.

Ctrl + Space   Switch between the standard view and full-screen view of the current panels

Ctrl + A   Switches between Attribute Editor or Channel Box–displays the Attribute Editor if neither is shown

[Undo view change

Shift + }   View next layout

Shift + {   View previous layout

Note: *Exposé hotkeys (F9, F10, F11, F12) may conflict with preset Maya hotkeys. If you experience this problem, you can change the Maya hotkeys, or change the Exposé hotkeys in the System Preferences panel of the computer running Mac OS X. See Hotkeys in Maya for Mac OS X.*

Note: *Certain key combinations, such as those involving the ~ or ` keys, may not be accessible on non-US English keyboards.*

Graph Editor

M	Toggle Curve Selection
A	Frame All
F	Frame Selected
G	Frame Playback Range
T	Frame Center View
1	Absolute View
2	Stacked View
3	Normalized View
H	Channel
J	Unlock Channel
D	Tangents Auto

HyperGraph Panel

Alt + G	Increase Depth
Alt + T	Decrease Depth

Hypershade

@	Solo Material
#	Remove Material Soloing
!	Solo Last Output
Ctrl + L	Graph Remove Selected
<	Graph Upstream
?	Graph Up Downstream
>	Graph Downstream
1	Hypdershade Hide Attributes
2	Show Connected Attrs
3	Show All Attrs
4	Show Custom Attrs
5	Toggle Node Title Mode
Ctrl + /	Graph Remove Unselected
Ctrl + ,	Graph Remove Upstream
Ctrl + .	Graph Remove Downstream

Up Arrow
Pick Walk Up

Down Arrow
Pick Walk Down

Left Arrow
Pick Walk Left

Right Arrow
Pick Walk Right

P	Pin Selected
/	Select Connected
,	Select Up Stream
.	Select Down Stream
=	Toggle Zoom In
-	Toggle Zoom Out

Node Editor

U	Back to Parent
Enter	Dive Into Compound
>	Graph Downstream
Ctrl + .	Graph Remove Downstream
Ctrl + L	Graph Remove Selected
Ctrl + ,	Graph Remove Upsream
?	Graph Up Downstream
<	Graph Upstream
X	Grid Toggle Snap
1	Hide Attributes

Down Arrow
Pick Walk Down

Left Arrow
Pick Walk Left

Right Arrow
Pick Walk Right

Up Arrow
Pick Walk Up

Ctrl + /	Remove Unselected
/	Select Connected
.	Select Down Stream
3	Show All Attrs
2	Show Connected Attrs
4	Show Custom Attrs
S	Toggle Attr Filter
P	Toggle Node Selected Pins
V	Toggle Node Swatch Size

Node Editor

5	Toggle Node Title Mode
C	Toggle Synced Selection
=	Toggle Zoom In
-	Toggle Zoom Out
,	Up Stream

Outliner

F	Reveal Selected
Enter	Rename Selected Item

Pose Editor

Ctrl + G
Pose Interpolator New Group

Profiler

1	Category View
2	CPU View
3	Thread View

Ctrl + R
Toggle Recording

Shape Editor

Ctrl + D
Duplicate Target

Ctrl + G
New Group

Alt + D
Select None

Time Editor

L	Additive Layer		B	Ghost Track Toggle
Y	Clip Hold Toggle		I	Import Animation
T	Clip Loop Toggle		U	Ripple Edit Toggle Press/Release
W	Clip Razor		Q	Scene Authoring Toggle
Shift + H			S	Set Key
	Clip Scale End		D	Set Zero Key
Shift + G			M	Toggle Mute Selected Tracks
	Clip Scale Start		X	Toggle Snap to Clip Press/Release
R	Clip Scale Toggle		N	Toggle Solo Selected Tracks
H	Clip Trim End		K	Toggle Time Cursor Press/Release
G	Clip Trim Start			
E	Clip Trim Toggle			
Shift + I				
	Create Audio Clip			
O	Create Clip			
Ctrl + G				
	Create Group From Selection			
Shift + L				
	Create Override Layer			
P	Create Pose Clip			
Ctrl + X				
	Cut Clips			
Ctrl + Shift + G				
	Explode Group			
Ctrl + E				
	Export Selection			
A	Frame All			
F	Frame Selected			