

Universal 3D Shortcuts

Not Changed Script
Changed Plugin

Below are the commands and keyboard shortcuts assigned to them. Each line contains the most similar commands between programs. If there is no similar function in one of the programs, then the column will be a gray or another command assigned to the same keyboard shortcut. If a command is colored, it means that a non-default keyboard shortcut is assigned to it. Color values are shown on the right. Some lines contain comments. Also, this document can be used as a command reference.

Maya		3DS Max		Cinema 4D		Blender	
COMMON		COMMON		COMMON		COMMON	
Tumble	Alt-LMB	Tumble	Alt-LMB	Orbit Camera	Alt-LMB	Rotate View	Alt-LMB
Dolly	Alt-MMB	Dolly	Alt-MMB	Move Camera	Alt-MMB	Pan View	Alt-MMB
Track	Alt-RMB	Track	Alt-RMB	Scale Camera	Alt-RMB	Zoom View	Alt-RMB
Select	Q	Smart Select	Q	Rectangle Selection	Q	Select (X-Ray Selection Tools)	Q
Move Tool	W	Select And Move	W	Move	W	Grab	W
Rotate Tool	E	Select And Rotate	E	Rotate	E	Rotate	E
Scale Tool	R	Select And Scale	R	Scale	R	Scale	R
Show Manipulator	T	Lighting Render	T	Coordinate System	T	Transform Orientation	T
Universal Manipulator	Shift-T	Tape Measure	Shift-T	Measure & Construction	Shift-T	Side Panel	Shift-T
Bezier Curve Tool	Y	CV Curve	Y	Spline Pen	Y	Curve Pen	Y
Repeat Last Command	G	Repeat Last	G	Toggle Last Two Tools	G	Repeat Last	G
Frame Selected	F	Zoom Extents Selected	F	Frame Selected	F	Frame Selected	F
Frame All	Shift-A	Zoom Extents All	Shift-A	Frame All	Shift-A	Frame All	Shift-A
Deselect/Object Mode	Alt-Q	Sub-Object Selection	Alt-Q	Model	Alt-Q	Object Mode	Alt-Q
Vertex Mode	Alt-1	Sub-Object Level 1	Alt-1	Points	Alt-1	Mode Vertex	Alt-1
Edge Mode	Alt-2	Sub-Object Level 2	Alt-2	Edges	Alt-2	Mode Edge	Alt-2
Face Mode	Alt-3	Sub-Object Level 3	Alt-3	Polygons	Alt-3	Mode Face	Alt-3
UV Shell	Alt-Shift-4	Sub-Object Level 4	Alt-4	Texture	Alt-Shift-4	UV	Alt-4
		Snaps	Shift-X	Enable Snap	Shift-X	Snap	Shift-X
		Snap Menu	Ctrl-Shift-X	Snap Pop-Up	Ctrl-Shift-X	Snapping	Ctrl-Shift-X
		Affect Pivot Only	Shift-F	Enable Axis	Shift-F	Transform Origins	Shift-F
		Search	Ctrl-F	Commander	Ctrl-F	Search	Ctrl-F
		Center Pivot	Shift-C	Axis Center	Shift-C	Origin To Geometry	Shift-C
		Assign New Material	Alt-A	New Default Material	Alt-A	Assign New Material (Material Utilities)	Alt-A
		3D Cut And Sew UV Tool	Ctrl-Alt-Shift-D			Create Menu	Shift-Tab
				Make Editable	C	Quick Favorites	Tab
		SHADING	SHADING	SHADING	SHADING	VIEWPORT SHADING	SHADING
Wireframe	1	Viewport Visual Style Wireframe	1	Lines	1	Wireframe	1
Wireframe On Shaded	Shift-1	View Edged Faces	Shift-1	Gouraud Shading (Lines)	Shift-1	Wireframe On Solid	Shift-1
Low Quality Display	2			Gouraud Shading	2	Solid	2
Isolate Select	Shift-2	Isolate Select	Shift-2	Viewport Solo	Shift-2	Local View	Shift-2
Object Xray	Alt-Shift-2	Display As See-Through	Alt-Shift-2	X-Ray	Alt-Shift-2	Toggle X-Ray	Alt-Shift-2
High Quality Display	3	Render Frame Window	3	Render View	3	Rendered	3
Textures	Shift-3			Materials	Shift-3	Material Preview	Shift-3
		WINDOW	WINDOW	WINDOW	WINDOW	WINDOW	WINDOW
Outliner	Ø	Layer Explorer	Ø	Object Manager	Ø	Outliner	Ø
Set Project	Ctrl-I	Unit Setup	Ctrl-I	Project Settings	Ctrl-I	Viewport3D	Ctrl-I
Tool Settings	Ctrl-Shift-I	File Properties	Ctrl-Shift-I				
		Properties	Ctrl-2	Configure Viewport	Ctrl-2	Preferences	Ctrl-3
Preferences	Ctrl-3	Preferences	Ctrl-3	Preferences	Ctrl-3		
Plug-In Manager	Ctrl-Shift-3	Plug-in Manager	Ctrl-Shift-3	Plugin Manager	Ctrl-Shift-3		In Blender Addons in Preferences
Hotkey Editor	Ctrl-Alt-Shift-3	Hotkey Editor	Ctrl-Alt-Shift-3	Command Manager	Ctrl-Alt-Shift-3		
Hypershade	4	Compact Material Editor	4	Material Manager	4	Shader Editor	4
Render Settings	Ctrl-4	Render SetUp	Ctrl-4	Edit Render Settings	Ctrl-4	Render To Picture Viewer	Alt-4
Render View	Alt-4			Render To Image	Alt-4		
Material Attributes	Shift-4	Slate Material Editor	Shift-4	Select Material	Shift-4		
Light Editor	Ctrl-Shift-4	Light Lister	Ctrl-Shift-4	Interactive Render Region	Ctrl-Shift-4		
UV Editor	5	Edit UVWs	5	Texture UV Editor	5	UV Editor	5
Node Editor	Ctrl-5	Creation Graph	Ctrl-5	Node Editor	Ctrl-5		
File Path Editor	Shift-5	Asset Tracking	Shift-5	Asset Inspector	Shift-5		
Namespace Editor	6	Particle View	6	Scene Manager	6	Nonlinear Animation	6
Spread Sheet	Shift-6	Parameter Editor	Shift-6	Projection Man	Shift-6		
Reference Editor	7	State Sets	7	Layer Manager	7	Text Editor	7
Set Driven Key	Shift-7	Scene Converter	Shift-7	Structure Manager	Shift-7		
Connection Editor	8	Environment	8	Sculpt Layers	8	Info	8
Component Editor	Shift-8	Customize User Interface	Shift-8	Task Manager	Shift-8		
Script Editor	9	Scripting Listener	9	Console	9	Python Console	9
Content Browser	Shift-F1			Asset Browser	Shift-F1	Asset Browser	Shift-F1
Dope Sheet	Shift-F2	Dope Sheet	Shift-F2	Timeline (Dope Sheet)	Shift-F2	Dope Sheet	Shift-F2
Graph Editor	Shift-F3	Curve Editor	Shift-F3	Timeline (F-Curve)	Shift-F3	Graph Editor	Shift-F3
Camera Sequencer	Shift-F4	Camera Sequencer	Shift-F4			Video Sequencer	Shift-F4
		FILE	FILE	FILE	FILE	FILE	FILE
Open Scene	Ctrl-O	Open File	Ctrl-O	Open Project	Ctrl-O	Open	Ctrl-O
New Scene	Ctrl-N	New Scene	Ctrl-N	New Project	Ctrl-N	New General	Ctrl-N
Save Scene	Ctrl-S	Save File	Ctrl-S	Save Project As	Ctrl-S	Save	Ctrl-S
Save Scene As	Ctrl-Shift-S	Save File As	Ctrl-Shift-S	Save Project As	Ctrl-Shift-S	Save As	Ctrl-Shift-S
Increment And Save	Ctrl-Alt-S	Save Incremental	Ctrl-Alt-S	Save Incremental	Ctrl-Alt-S		
Create Reference	Ctrl-R	Xref Objects	Ctrl-R	Add Xref	Ctrl-R	Link	Ctrl-R
		EDIT	EDIT	EDIT	EDIT	EDIT	EDIT
Undo	Z	Undo	Z, Ctrl-Z	Undo	Z	Undo	Z, Ctrl-Z
Redo	Shift-Z	Redo	Shift-Z	Redo	Shift-Z	Redo	Shift-Z
Repeat	G	Repeat Last Operation	G	Toggle Last Two Tools	G	Repeat Last	G
Cut	Ctrl-X			Cut	Ctrl-X		
Copy	Ctrl-C	Copy Objects To File	Ctrl-C	Copy	Ctrl-C	Copy	Ctrl-C
Paste	Ctrl-V	Paste Objects From File	Ctrl-V	Paste	Ctrl-V	Paste	Ctrl-V
Delete	X	Delete	X	Delete	X	Delete (Auto Delete)	X
Group/Null	Ctrl-G	Group	Ctrl-G	Group	Ctrl-G	Group (MACHIN3tools)	Ctrl-G
Ungroup	Shift-G	Ungroup	Shift-G	Ungroup	Shift-G	UnGroup (MACHIN3tools)	Shift-G
Delete History By Type	Alt-Shift-D	Convert To Editable Polygon	Alt-Shift-D	Connect Objects + Delete	Alt-Shift-D	Clean Up (MACHIN3tools)	Alt-Shift-D
Duplicate	Ctrl-D	Quick Clone	Ctrl-D	Duplicate	Ctrl-D	Duplicate	Ctrl-D
Duplicate Special	Ctrl-Shift-D	Clone And Align Tool	Ctrl-Shift-D	MolInstance	Ctrl-Shift-D	Duplicate Linked	Ctrl-Shift-D
Duplicate With Transform	Shift-D	Clone	Shift-D				
Instance To Object	Ctrl-Alt-Shift-1	Make Unique	Ctrl-Alt-Shift-1			Make Single User Object	Ctrl-Alt-Shift-1
Parent	P	Select And Link	P	Set Parent	P	Make Parent	P
Unparent	Shift-P	Unlink Selected	Shift-P	Unparent	Shift-P	Clear Parent	Shift-P
		CREATE	CREATE	CREATE	CREATE	ADD	ADD
Cube	Ctrl-Shift-U	Create Box	Ctrl-Shift-U	Cube	Ctrl-Shift-U	Add Cube	Ctrl-Shift-U
Cylinder	Ctrl-Shift-I	Create Cylinder	Ctrl-Shift-I	Cylinder	Ctrl-Shift-I	Add Cylinder	Ctrl-Shift-I
Plane	Ctrl-Shift-P	Create Plane	Ctrl-Shift-P	Plane	Ctrl-Shift-P	Add Plane	Ctrl-Shift-P
Sphere	Ctrl-Shift-O	Create Sphere	Ctrl-Shift-O	Sphere	Ctrl-Shift-O	Add UVSphere	Ctrl-Shift-O
NURBS Circle	Ctrl-Alt-Shift-O			Spline Circle	Ctrl-Alt-Shift-O	Add Circle	Ctrl-Alt-Shift-O
Locator	Shift-L			Null	L	Add Plain Axes	Alt-L
Point	Shift-L			Null	L		
Camera	Shift-K	Physical Camera	Shift-K	Camera	Shift-K	Add Camera	Shift-K
Camera From View	Alt-K	Physical Camera From View	Alt-K	Selected Object As Camera	Alt-K	Align Camera To View	Alt-K
Bezier Curve Tool	Y	CV Curve	Y	Spline Pen	Y	Curve Pen	Y
		SNAP	SNAP	SNAP	SNAP	SNAP	SNAP
Grid Snap	Shift-X	Snap Toggle	Shift-X	Enable Snap	Shift-X	Snap	Shift-X
		Snap Menu	Ctrl-Shift-X	Snap Pop-Up	Ctrl-Shift-X	Snapping	Ctrl-Shift-X
Curve Snap	C	Angle Snap	C	Make Editable	C	Box Select	C
Vert/Point Snap	V	Percent Snap	V	Vert/Point Snap	V		
Step Snap	J(Held)	Spinner Snap	J	Quantize	J		
		SOFT SELECT/BRUSH	SOFT SELECT/BRUSH	SOFT SELECT/BRUSH	SOFT SELECT/BRUSH	PROPORTIONAL EDITING/BRUSH	PROPORTIONAL EDITING/BRUSH
Soft Select Toggle	B	Soft Selection	Shift-B	Soft Selection	B	Proportional Edit	B
Brush Size	B-Shift-B	Edit Soft Selection	B	Sculpt Brush Size	MMB	Sculpt Brush Size	F
		COMPONENT TYPE	MODES	MODES	MODES	MODES	MODES
Deselect/Object Mode	Alt-Q	Sub-Object Selection	Alt-Q	Model	Alt-Q	Object Mode	Alt-Q
Vertex Mode	Alt-1	Sub-Object Level 1	Alt-1	Points	Alt-1	Mode Vertex	Alt-1
Edge Mode	Alt-2	Sub-Object Level 2	Alt-2	Edges	Alt-2	Mode Edge	Alt-2
Face Mode	Alt-3	Sub-Object Level 3	Alt-3	Polygons	Alt-3	Mode Face	Alt-3
UV Shell	Alt-Shift-4	Sub-Object Level 4	Alt-4	Texture	Alt-Shift-4	UV	Alt-4
To Vertices	Alt-F1	Edit Poly Modifier	Alt-Shift-1				
To Edges	Alt-F2						
To Faces	Alt-F3						
UV	Ctrl-Alt-Shift-4						
		MODIFY	MODIFY	MODIFY	MODIFY	MODIFY	MODIFY
Freeze Transformations	Alt-F	Freeze Transform	Alt-F	Freeze Transform	Alt-F	All Transforms To Deltas	Alt-F
Reset Transformations	Ctrl-Shift-R	Transform To Zero	Ctrl-Shift-R	Reset Transform	Ctrl-Shift-R	Clear Location	Ctrl-Shift-R