

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 in the column will be a gap 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.

Maya

COMMON

Tumble	Alt-LMB
Dolly	Alt-MMB
Track	Alt-RMB
Select	Q
Move Tool	W
Rotate Tool	E
Scale Tool	R
Show Manipulator	T
Universal Manipulator	Shift-T
Bezier Curve Tool	Y
Repeat Last Command	G
Frame Selected	F
Frame All	Shift-A
Deselect/Object Mode	Alt-Q
Vertex Mode	Alt-1
Edge Mode	Alt-2
Face Mode	Alt-3
UV Shell	Alt-Shift-4

Cinema 4D

COMMON

Orbit Camera	Alt-LMB
Move Camera	Alt-MMB
Scale Camera	Alt-RMB
Rectangle Selection	Q
Move	W
Rotate	E
Scale	R
Coordinate System	T
Measure & Construction	Shift-T
Spline Pen	Y
Toggle Last Two Tools	G
Frame Selected	F
Frame All	Shift-A
Model	Alt-Q
Points	Alt-1
Edges	Alt-2
Polygons	Alt-3
Texture	Alt-Shift-4
Enable Snap	Shift-X
Snap Pop-Up	Ctrl-Shift-X
Edit Mode	Shift-F
Search	Ctrl-F
Center Pivot	Shift-C
Assign New Material	Alt-A
3D Cut And Sew UV Tool	Ctrl-Alt-Shift-D

Blender

COMMON

Rotate View	Alt-LMB
Pan View	Alt-MMB
Zoom View	Alt-RMB
Q	Select (X-Ray Selection Tools)
W	Grab
E	Rotate
R	Scale
T	Transform Orientation
Shift-T	Side Panel
Y	Curve Pen
G	Repeat Last
F	Frame Selected
Shift-A	Frame All
Object Mode	Alt-Q
Mode Vertex	Alt-1
Mode Edge	Alt-2
Mode Face	Alt-3
UV	Alt-4
Snap	Shift-X
Snapping	Ctrl-Shift-X
Transform Origins	Shift-F
Search	Ctrl-F
Origin To Geometry	Shift-C
Assign New Material (Material Utilities)	Alt-A
Quick Favorites	Tab
Create Menu	Shift-Tab

COMMENT

SHADING

SHADING

Wireframe	1
Wireframe On Shaded	Shift-1
Low Quality Display	2
Isolate Select	Shift-2
Object Xray	Alt-Shift-2
High Quality Display	3
Textures	Shift-3

SHADING

Lines	1
Gouraud Shading (Lines)	Shift-1
Gouraud Shading	2
Viewport Solo	Shift-2
X-Ray	Alt-Shift-2
Render View	Shift-3
Materials	Shift-3

VIEWPORT SHADING

Wireframe	1
Wireframe On Solid	Shift-1
Solid	2
Local View	Shift-2
Toggle X-Ray	Alt-Shift-2
Rendered	3
Material Preview	Shift-3

WINDOW

WINDOW

Outliner	0
Project	Ctrl-1
Tool Settings	Ctrl-Shift-1
Configure Viewport	Ctrl-2
Preferences	Ctrl-3
Plug-in Manager	Ctrl-Shift-3
Hotkey Editor	Ctrl-Alt-Shift-3
Hypershade	4
Render Settings	Ctrl-4
Render View	Alt-4
Material Attributes	Shift-4
Light Editor	Ctrl-Shift-4
UV Editor	5
Node Editor	Ctrl-5
File Path Editor	Shift-5
Namespace Editor	6
Spread Sheet	Shift-6
Reference Editor	7
Set Driven Key	Shift-7
Connection Editor	8
Component Editor	Shift-8
Script Editor	9
Content Browser	Shift-F1
Dope Sheet	Shift-F2
Graph Editor	Shift-F3
Camera Sequencer	Shift-F4

WINDOW

Object Manager	0
Project Settings	Ctrl-1
Viewport3D	Ctrl-1
Configure Viewport	Ctrl-2
Preferences	Ctrl-3
Plugin Manager	Ctrl-Shift-3
Command Manager	Ctrl-Alt-Shift-3
Material Manager	4
Record Active Object	Ctrl-4
Render To Picture Viewer	Alt-4
Selected Material	Shift-4
Interactive Render Region	Ctrl-Shift-4
Texture UV Editor	5
Node Editor	Ctrl-5
Asset Inspector	Shift-5
Scene Manager	6
Projection Man	Shift-6
Layer Manager	7
Structure Manager	Shift-7
Sculpt Layers	8
Task Manager	Shift-8
Console	9
Asset Browser	Shift-F1
Timeline (Dope Sheet)	Shift-F2
Timeline (F-Curve)	Shift-F3
Video Sequencer	Shift-F4

WINDOW

Outliner	0
Viewports	Ctrl-1
In Cinema 4D tool settings shown when you select tool	
Configure Viewport	Ctrl-2
Preferences	Ctrl-3
Plugin Manager	Ctrl-Shift-3
Command Manager	Ctrl-Alt-Shift-3
Material Manager	4
Record Active Object	Ctrl-4
Render To Picture Viewer	Alt-4
Selected Material	Shift-4
Interactive Render Region	Ctrl-Shift-4
UV Editor	5
Node Editor	Ctrl-5
Asset Inspector	Shift-5
Scene Manager	6
Projection Man	Shift-6
Layer Manager	7
Structure Manager	Shift-7
Sculpt Layers	8
Task Manager	Shift-8
Console	9
Asset Browser	Shift-F1
Dope Sheet	Shift-F2
Graph Editor	Shift-F3
Video Sequencer	Shift-F4

FILE

FILE

Open Scene	Ctrl-O
New Scene	Ctrl-N
Save Scene	Ctrl-S
Save Scene As	Ctrl-Shift-S
Increment And Save	Ctrl-Alt-S
Create Reference	Ctrl-R

FILE

Open Project	Ctrl-O
New General	Ctrl-N
Save	Ctrl-S
Save As	Ctrl-Shift-S
Link	Ctrl-R

FILE

Open	Ctrl-O
New General	Ctrl-N
Save	Ctrl-S
Save As	Ctrl-Shift-S
Link	Ctrl-R

EDIT

EDIT

Undo	Z
Redo	Shift-Z
Repeat	G
Cut	Ctrl-X
Copy	Ctrl-C
Paste	Ctrl-V
Delete	X
Group/Null	Ctrl-G
Ungroup	Shift-G
Delete History By Type	Alt-Shift-D
Duplicate	Ctrl-D
Duplicate Special	Ctrl-Shift-D
Duplicate With Transform	Shift-D
Instance To Object	Ctrl-Alt-Shift-I
Parent	