Universal 3D Shortcuts Below are the commands and keyboard shortcuts assigned to them. Each line contains the most similar commands between programs. If Not Changed Script 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 Plugin Changed 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. Cinema 4D Maya **Blender COMMON COMMON COMMON** COMMENT Select Q Rectangle Selection Q Select (X-Ray Selection Tools) Q Move Tool W Move W Grab W Ε Rotate Ε Ε **Rotate Tool** Rotate R R R Scale Tool Scale Scale Τ Coordinate System Τ **Transform Orientation** Т **Show Manipulator** Shift-T Universal Manipulator Shift-T Measure & Construction Shift-T Side Panel Υ Spline Pen Υ Υ **Bezier Curve Tool** Curve Pen Repeat Last Command G Toggle Last Two Tools G Repeat Last G F F F Frame Selected Frame Selected Frame Selected Shift-A Shift-A Shift-A Frame All Frame All Frame All Deselect/Object Mode Alt-Q Model Alt-Q Object Mode Alt-Q Vertex Mode **Points** Alt-1 Alt-1 **Mode Vertex** Alt-1 Alt-2 Alt-2 Alt-2 Edge Mode **Edges** Mode Edge Face Mode Alt-3 Alt-3 Mode Face Alt-3 **Polygons UV Shell** Alt-Shift-4 Alt-Shift-4 UV **Texture** Alt-4 **Enable Snap** Shift-X Snap Shift-X Snap Pop-Up Ctrl-Shift-X Ctrl-Shift-X Snapping Shift-F **Transform Origins Edit Mode Enable Axis** Shift-F Shift-F Ctrl-F Ctrl-F Ctrl-F Search Commander Search Shift-C Shift-C Origin To Geometry Shift-C **Center Pivot Axis Center** Assign New Material (Material Assign New Material Alt-A New Default Material Alt-A Alt-A **Utilities**) 3D Cut And Sew UV Tool Ctrl-Alt-Shift-D Make Editable С **Quick Favorites** Tab Shift-Tab Create Menu **SHADING SHADING VIEWPORT SHADING** 1 Wireframe 1 Lines Wireframe 1 Wireframe On Shaded Gouraud Shading (Lines) Shift-1 Wireframe On Solid Shift-1 Shift-1 2 Low Quality Display **Gouraud Shading** 2 Solid 2 **Isolate Select** Shift-2 Viewport Solo Shift-2 **Local View** Shift-2 **Object Xray** Alt-Shift-2 Alt-Shift-2 Alt-Shift-2 X-Ray Toggle X-Ray **High Quality Display** 3 **Render View** 3 Rendered 3 There is no native viewport render view in Maya **Materials Textures** Shift-3 Shift-3 **Material Preview** Shift-3 **WINDOW WINDOW WINDOW** Outliner 0 **Object Manager** 0 Outliner 0 Set Project **Project Settings** Ctrl-1 Viwport3D Ctrl-1 Ctrl-1 **Tool Settings** Ctrl-Shift-1 In Cinema 4D tool settings shown when you select tool Ctrl-2 **Configure Viewport Preferences** Ctrl-3 **Preferences** Ctrl-3 **Preferences** Ctrl-3 Ctrl-Shift-3 Ctrl-Shift-3 In Blender Addons in Preferences PlugIn Manager Plug-In Manager Ctrl-Alt-Shift-3 Ctrl-Alt-Shift-3 **Hotkey Editor Command Manager** In Blender Keymap in Preferences Hypershade 4 Material Manager 4 **Shader Editor** 4 Ctrl-4 **Edit Render Settings** Ctrl-4 Render Settings **Render View** Alt-4 Render To Picture Viewer Alt-4 Alt-4 Render Image **Material Attributes** Shift-4 Select Material Shift-4 Ctrl-Shift-4 Ctrl-Shift-4 **Light Editor** Interactive Render Region There Is individual render related window for each program **UV** Editor 5 **Texture UV Editor** 5 **UV** Editor 5 Ctrl-5 Ctrl-5 **Node Editor Node Editor** Shift-5 Shift-5 File Path Editor **Asset Inspector Nonlinear Animation** 6 Namespace Editor 6 Scene Manager 6 Shift-6 Shift-6 **Spread Sheet** Projection Man 7 7 7 **Text Editor** Reference Editor Layer Manager Individual Windows for each program Shift-7 Shift-7 Set Driven Key Structure Manager 8 8 Info 8 **Connection Editor Sculpt Layers** Shift-8 Shift-8 **Component Editor** Task Manager 9 Console 9 9 **Script Editor Python Console** Shift-F1 Shift-F1 Shift-F1 **Content Browser Asset Browser Asset Browser** Shift-F2 Shift-F2 Shift-F2 Dope Sheet Timeline (Dope Sheet) Dope Sheet **Graph Editor** Shift-F3 Timeline (F-Curve) Shift-F3 Shift-F3 **Graph Editor** Shift-F4 Shift-F4 Camera Sequencer Video Sequencer FILE FILE FILE Ctrl-O Ctrl-O Ctrl-O Open Scene Open Project Open Ctrl-N Ctrl-N **New General** Ctrl-N New Scene **New Project** Save Scene Ctrl-S Ctrl-S Ctrl-S Save Project Save Ctrl-Shift-S Ctrl-Shift-S Ctrl-Shift-S Save Scene As Save Project As Save As Increment And Save Ctrl-Alt-S Ctrl-Alt-S Save Incremental Save variations in Blender preferences Ctrl-R Add Xref Ctrl-R Link Ctrl-R Create Reference **EDIT EDIT EDIT** Ζ Ζ Undo Undo Undo Z, Ctrl-Z Shift-Z Shift-Z Shift-Z Redo Redo Redo G G G In Cinema 4D it's "New transform" button in Toggle Last Two Tools Repeat Repeat Last tool settings Cut Ctrl-X Cut Ctrl-X No Cut in Blender 👫 Ctrl-C Ctrl-C Ctrl-C Copy Copy Copy Ctrl-V Ctrl-V Ctrl-V Paste Paste Delete Χ Delete Χ Delete (Auto Delete) Χ Group/Null Ctrl-G Ctrl-G Group Group (MACHIN3tools) Ctrl-G No native Grouping in Blender Shift-G Ungroup Shift-G UnGroup (MACHIN3tools) Shift-G Ungroup Select Group (MACHIN3tools) Shift-Dbl-Click Delete History By Type Alt-Shift-D Connect Objects + Delete Alt-Shift-D Alt-Shift-D Clean Up (MACHIN3tools) No construction history in Blender and Cinema4D. They have modifiers instead Ctrl-D Duplicate Ctrl-D Duplicate Ctrl-D Duplicate Ctrl-Shift-D Ctrl-Shift-D **Duplicate Linked** Ctrl-Shift-D **Duplicate Special** MoInstance **Duplicate With Transform** Shift-D Ctrl-Alt-Shift-I Make Single User Object Ctrl-Alt-Shift-I Instance is a modifier in Cinema 4D Instance To Object Ρ **Set Parent** Ρ Ρ Parent Make Parent Unparent Unparent Shift-P Shift-P Shift-P **Clear Parent CREATE CREATE CREATE** Ctrl-Shift-U Add Cube Ctrl-Shift-U Cube Ctrl-Shift-U Cube Ctrl-Shift-I Ctrl-Shift-I Ctrl-Shift-I Cylinder Cylinder Add Cylinder Plane Ctrl-Shift-P Plane Ctrl-Shift-P Add Plane Ctrl-Shift-P Ctrl-Shift-O Ctrl-Shift-O Ctrl-Shift-O Sphere **Sphere** Add UV Sphere **NURBS Circle** Ctrl-Alt-Shift-O Ctrl-Alt-Shift-O Ctrl-Alt-Shift-O Spline Circle **Add Circle** Shift-L Null L Add Plain Axes Alt-L Locator Ctrl-K Shift-K Camera Shift-K Camera Add Camera Alt-K Alt-K Align Camera To View Alt-K Camera From View Selected Object As Camera Υ Υ Υ **Bezier Curve Tool** Spline Pen Curve Pen **MOGRAPH OBJECTS** Cloner Alt-D Plain Ctrl-P Ctrl-Alt-D Fracture **Subdivision Surface** Alt-S Ctrl-Shift-D Moinstance **SELECT SELECT SELECT** Ctrl-A Ctrl-A Ctrl-A Αll Αll Αll Show Attribute Editor Or Ctrl-Shift-A Ctrl-Shift-A Deselect All Deselect All Ctrl-Shift-A **Channel Box** Alt-Shift-A Alt-Shift-A Inverse Invert Invert Alt-Shift-A Select Similar Ctrl-Shift-2 Ctrl-Shift-2 Select Similar No Select similar In Cinema 4D. In Blender only in edit mode Ctrl-Shift-E **Hard Edges** Ctrl-Shift-E Phong Break Selection Ctrl-Shift-E Select Sharp Edges Shift-> More Shift-> Grow Shift-> Grow **Shrink** Shift-< **Shrink** Shift-< Less Shift-< С **Grow Along Loop** Ctrl-Shift-> **Box Select** Ctrl-Shift-< Shrink Along Loop **SOFT SELECT/BRUSH SOFT SELECT/BRUSH PROPORTIONAL EDITING/BRUSH** Soft Select Toggle В **Soft Selection** В **Proportional Edit** В F **Brush Size** B-MMB Sculpt Brush Size MMB Sculpt Brush Size **COMPONENT TYPE MODES MODES** Deselect/Object Mode Alt-Q Model Alt-Q Object Mode Alt-Q Vertex Mode Alt-1 **Points** Alt-1 **Mode Vertex** Alt-1 Edge Mode Alt-2 Edges Alt-2 Mode Edge Alt-2 Face Mode Alt-3 **Polygons** Alt-3 Mode Face Alt-3 **UV Shell** Alt-Shift-4 Alt-Shift-4 UV Alt-4 **Texture** In Blender only in UV Editor Alt-F1 To Vertices In Cinema 4D conversion by Ctrl-Click component icon. In Blender by changing mode Alt-F2 To Edges Alt-F3 To Faces UV Ctrl-Alt-Shift-4 **MODIFY MODIFY MODIFY** All Transforms To Deltas **Freeze Transformations** Alt-F Alt-F Alt-F Freeze Transform Alt-Shift-F **Unfreeze Transform** Ctrl-Shift-R Ctrl-Shift-R Ctrl-Shift-R **Reset Transformations** Reset Transform **Clear Location Match Translation** Ctrl-T Transfer Ctrl-T Selection To Active Ctrl-T Ctrl-Alt-Shift-Z Drop2Floor Ctrl-Alt-Shift-Z Ctrl-Alt-Shift-Z **Drop To Floor** DropIt **ALIGN ALIGN ALIGN** Ctrl-Alt-Shift-Q Place Ctrl-Alt-Shift-Q **Snap Together Tool** Alt-Shift-T Align Tool Alt-Shift-T Center Alt-Shift-T Align Objects Point To Point Ctrl-Shift-T Ctrl-Shift-T Dynamic Place Match All Transforms Ctrl-Alt-Shift-T Match All Transforms (Align Ctrl-Alt-Shift-T Tools) Make Live Alt-L SHOW/HIDE SHOW/HIDE HIDE/UNHIDE Toggle Show/Hide Н Н Н Toggle Show/Hide Toggle Hide (Toggle Hide) Show All Shift-H Show All Shift-H **Show Hidden Objects** Shift-H **Hide Unselected** Hide Unselected Alt-H Alt-H Hide Unselected Alt-H Show Last Hidden Ctrl-Shift-H HUD HUD **VIEWPORT OVERLAYS** Ctrl-Alt-Shift-P Ctrl-Alt-Shift-P Ctrl-Alt-Shift-P **Poly Count** Viewport Statistics Toggle Statistics Ctrl-Alt-Shift-V Ctrl-Alt-Shift-V **Current Frame** Ctrl-Alt-Shift-V **Current Frame Toggle Face Orientation** Ctrl-Alt-Shift-F **FPS Toggle** Ctrl-Alt-Shift-F Frame Rate Shown while playing in Blender **DISPLAY DISPLAY DISPLAY Backface Culling** Ctrl-Shift-B **Backface Culling** Ctrl-Shift-B **Backface Culling** Ctrl-Shift-B Assign Default Material (Material Ctrl-Alt-Shift-L Ctrl-Alt-Shift-L Assign Lambert Tools) **SNAP SNAP SNAP** Grid Snap Shift-X **Enable Snap** Shift-X Snap Shift-X Maya has 3 main snap types: grid, edge, vertex Snap Pop-Up Ctrl-Shift-X Snapping Ctrl-Shift-X С С С **Box Select Curve Snap** Make Editable ٧ ٧ Vert/Point Snap Vert/Point Snap Step Snap J(Hold) J Quantize In Snapping in Blender **PIVOT AXIS ORIGIN** Shift-F **Enable Axis** Shift-F **Transform Origins** Shift-F **Edit Mode** Shift-C Shift-C **Center Pivot** Shift-C **Axis Center** Origin To Geometry Ctrl-Shift-C Set Pivot To Bottom (Align In Cinema4D Axis Center used for this purpose Set Pivot To Bottom Ctrl-Shift-C Tools) **MESH OBJECT MESH** Ctrl-Alt-Shift-C Join Ctrl-Alt-Shift-C Combine Ctrl-Alt-Shift-S Polygon Islands To Objects Ctrl-Alt-Shift-S Ctrl-Alt-Shift-S Separate Separate (Separate Objects) Alt-S Smooth Alt-S Subdivision Surface Alt-S Subdivide **MESH SYMMETRY MIRROR SYMMETRY** Shift-M Shift-M **Enable Mirror Y** Shift-M Symmetry Toggle **Enable Symmetry** Mirror Across X Alt-M Symmetry Alt-M Mirror Modifier Alt-M Alt-Shift-M Symmetrize Alt-Shift-M Mirror (MACHIN3tools) Alt-Shift-M Mirror **MESH DELETE MESH DELETE MESH DELETE** Χ Dissolve Ctrl-Del Χ Delete Edge/Vertex Delete (Auto Delete) Alt-Del Del Delete Del Melt Delete Pop-Up Delete Χ Only in Cinema4D **REMOVE MERGE MERGE Target Weld** Ctrl-2 Stitch And Sew Ctrl-W Target Weld (Merge Tool) Ctrl-W For unknown reasons you can't assign Ctrl-W hotkey in Maya Ctrl-Shift-W Ctrl-Shift-W Weld Ctrl-Shift-W Merge To Center Merge To Center Collapse Alt-Shift-W Collapse Alt-Shift-W Collapse Alt-Shift-W Ctrl-Alt-Shift-W Ctrl-Alt-Shift-W Ctrl-Alt-Shift-W **Optimize** Merge By Distance Merge **MESH TOOLS MESH TOOLS MESH TOOLS** Ctrl-E Ctrl-E Ctrl-E Extrude Extrude Extrude Alt-E Disconnect Alt-E Split Alt-E **Extract** Bevel Ctrl-B Bevel Ctrl-B Bevel Ctrl-B Bridge Edge Loops Shift-B Shift-B Bridge Shift-B Bridge Multi Cut Ctrl-Q Polygon Pen Ctrl-Q Knife Ctrl-Q Slide Ctrl-Shift-Drag Slide Shift-Q Edge Slide Shift-Q Ctrl-Shift-F Fill Hole Ctrl-Shift-F Close Polygon Hole Ctrl-Shift-F **New Face From Edges** Ctrl-Shift-Q Ctrl-Shift-Q Ctrl-Shift-Q **Quad Draw Loop Selection** Poly Build Insert Edge Loop Alt-Shift-Q Loop/Path Cut Alt-Shift-Q **Loop Cut** Alt-Shift-Q Alt-Shift-F Alt-Shift-F Offset Edge Loop Offset Edge Loop Slide Ctrl-Alt-Shift-E Ctrl-Alt-Shift-E Ctrl-Alt-Shift-E **Duplicate Face** Split **Insert Faces** In Blender and Cinema 4D you can duplicate sleeted faces Spin Edge Backward Ctrl-Alt-→ Ctrl-Alt-→ Rotate Edge CW $Ctrl-Alt-\rightarrow$ Spin Edge In Maya names do not match commands $Ctrl-Alt-\leftarrow$ $\mathsf{Ctrl}\text{-}\mathsf{Alt}\text{-}\!\leftarrow$ Spin Edge Forward Rotate Edge CCW Spin only in one direction in Cinema4D **Transform Component** Alt-T Normal Move Alt-T Alt-T Shrink/Flatten **MESH DISPLAY MESH NORMALS MESH NORMALS** Conform Ctrl-Alt-R Ctrl-Alt-R Ctrl-Alt-R Align Normals Recalculate Outside Ctrl-Alt-Shift-R Ctrl-Alt-Shift-R Ctrl-Alt-Shift-R Reverse **Reverse Normals** Flip Alt-Shift-E Alt-Shift-E Shade Smooth Alt-Shift-E Soften Edge Unbreak Phong Shading Ctrl-Alt-E Ctrl-Alt-E Shade Flat Ctrl-Alt-E Harden Edge **Break Phong Shading KEY KEY KEY** Auto Keyframe Α Α Α Auto Keying Auto Keying S S Insert Keyframes Available S Set Key On Animated **Record Animated** Shift-S Shift-S Set Key Record Active Object Keyframe Location Rotation Scale Shift-S Set Key On Translate Shift-W **Toggle Position Record** Shift-W Shift-W Insert Keyframe On Location Shift-E Shift-E Set Key On Rotate Toggle Rotation Record Shift-E Insert Keyframe On Rotation Shift-R Shift-R Shift-R Set Key On Scale Toggle Scale Record Insert Keyframe On Scale Ctrl-Shift-Alt-X Ctrl-Shift-Alt-X Ctrl-Shift-Alt-X **Delete Current Frame** Delete Keys At Current Frame Delete Keyframe **PLAYBACK PLAYBACK PLAYBACK** Play Shift-Space Shift-Space, Space Shift-Space Play Forwards Play Animation Forward Backward Ctrl -Space Play Backwards Ctrl -Space Play Animation Backwards Ctrl -Space Alt-C Go To Next Frame Alt-C Alt-C **Next Frame** Frame Offset +1 Alt-X Alt-X Frame Offset -1 Alt-X **Prev Frame** Go To Previous Frame Ctrl-Alt-C Ctrl-Alt-C Ctrl-Alt-C Next Key Go To Next Key Jump To Next Keyframe Ctrl-Alt-XCtrl-Alt-X Jump To Previous Keyframe Ctrl-Alt-X **Previous Key** Go To Previous Key Alt-Shift-X Alt-Shift-X Alt-Shift-X Play Range Start Go To Previous Marker Jump To Start Alt+Shift+C Alt+Shift+C Alt+Shift+C Play Range End Go To Next Marker Jump To Endpoint Ctrl-Shift-Z Time Dragger **GRAPH EDITOR TIMELINE GRAPH EDITOR** Ctrl-C Ctrl-C Ctrl-C **Graph Copy** Copy Copy **Graph Paste** Ctrl-V Paste Ctrl-V Paste Ctrl-V Paste Flipped Shift-Ctrl-V Ctrl-X Cut Ctrl-X **Graph Cut** No Cut in Blender 🐝 **Graph Delete** Χ Delete Χ Delete Χ Frame All Shift-A Frame All Shift-A Shift-A Frame All Frame Selected F F F Frame Selected Frame Selected **TIMELINE RANGE TIMELINE RANGE TIMELINE RANGE** Ρ Playback Animation Start Set Min Preview Range Ctrl-Alt-< Ctrl-Alt-< Set Preview Range Ctrl-Alt-> Ctrl-Alt-> Alt-P Playback Animation End Set Max Preview Range Clear Preview Range Playback Range Start Ctrl-Alt-Shift-< Ctrl-Alt-Shift-< Go To Previous Range Set Start Frame Ctrl-Alt-< Ctrl-Alt-Shift-> Playback Range End Ctrl-Alt-Shift-> Set End Frame Ctrl-Alt-> Go To Next Range ٧ Create Marker Add Marker М Alt-V Set Range To Markers **KEYFRAMES (GRAPH EDITOR) KEYFRAMES (TIMELINE) KEYFRAMES (GRAPH EDITOR)** S S S Insert Key Insert Key **Insert Keyframes** Shift-X Shift-X Shift-X **Graph Snap Enable Frame Snapping** Snap **Break Tangents** Shift-W Break/Unbreak Tangents Shift-W Handle Type Free Shift-W **Unify Tangents** Shift-Q Keep Visual Angle Shift-Q Handle Type Align Shift-Q Zero Angle Ctrl-Q Shift-S Spline Shift-S Bezier Shift-S Tangent Spline Shift-C Shift-C **Tangent Clamped** Shift-C Remove Overshooting **Auto Clamped** Shift-D Linear Shift-D Shift-D **Tangent Linear** Linear Ctrl-S Step Ctrl-S Ctrl-S Step Constant Shift-F Soft Shift-E Shift-E **Tangent Flat Automatic Easing** Shift-P Shift-R Shift-R Tangent Plateau **Ease Ease** Ease In And Out С Ease In Shift-T Ease In Shift-T Frame Center Shift-Y Shift-Y Ease Out Ease Out Ctrl-Alt-Shift-X Ctrl-Alt-Shift-X Clean Tracks Clean Keyframes In maya you can do it by Edit > Delete By Type > Static Cannels Region Keys Tool R **Region Tool** R **CAMERA CAMERA CAMERA** Frame Selected F Frame Selected F Frame Selected F Frame All Shift-A Shift-A Shift-A Frame All Frame All Undo Camera Move [Undo Camera Move [Can't Undo Camera move in Blender Redo Camera Move Redo Camera Move]] Select Camera From Current Κ View Shift-K Ctrl-K Shift-K Create Camera Create Camera Create Camera Alt-K Align Active Camera To View Alt-K Create Camera From View Pan And Zoom Camera \ (Hold) Zoom \ Alt-\ Set Default View Home Set Zoom To 100% **MENU'S PIE MENUS MARKING MENUS** Ctrl-F Ctrl-F Ctrl-F Search Commander Search Sculpt Alt-W Sculpt Alt-W Sculpting (Sculpt Mode) W D Switch View Space-RMB View Project D **Snap To View** Ctrl-Shift-X **Snapping** Ctrl-Shift-X Snap Pop-Up Constraint Ctrl-Alt-D **Modeling Settings** Shift-D **Quick Favorites** Tab Deformer D М Τ Modeling **Transform Orientation** Shift-V Cut Κ Shift-D Tangent Snap Shift-Q Mesh U **Pivot Point** Select Component Q Ν Proportional Editing Falloff Pie Select Tool Shading Shift-O Individual for each program Menu W Time (Timeline) Τ Interpolation Mode (Timeline) Τ Move Tool Scale Tool R ٧ Handle Type (Timeline) Rotate Tool Easing Mode (Timeline) Ctrl-E Keyframe Type (Timeline) R **UV EDITOR UV EDITOR** Unfold Shift-Q Unwrap Shift-Q Shift-W Layout Shift-E Orient С С Cut Split S Stitch S Sew Straighten Shift-S Straighten Shift-S Straighten Shell Alt-S Align Auto Alt-S Pin Selection Ρ Pin Ρ **Unpin Selection** Shift-P Shift-P Unpin Lattice L Grab G Relax Shift-R Т **Pinch HYPERSHADE** Show Upstream Q Show Up And Downstream W Ε **Show Downstream** R Rearrange Add Selected Α С Clear Graph Remove Unselected Shift-W Remove Upstream Shift-Q Remove Downstream Shift-E