Maya Basic Tools and Interface Reference

**I. Camera Navigation**

Alt + Left Mouse Button – Tumble the camera (rotate around a center of interest)   
Alt + Right Mouse Button – Dolly the camera (move toward or away from a center of interest)  
Alt + Middle Mouse Button – Pan the camera horizontally and vertically

**II. Hotkeys**

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| Note – Unless otherwise noted, all of the following hotkeys are **lowercase** letters. **Maya is a case-sensitive application.** If you hit the ‘w’ key and the move tool does not appear, mashing the ‘w’ key 15 times really, really hard will not make it work. Check your CAPS lock and try again. |

**Transformation Tools**

q – Select Tool (this is the default, “No Tool” tool)  
w – Move Tool  
e – Rotate Tool  
r – Scale Tool

+/- Increase the size of a tool’s manipulator (Move Tool’s arrows, Rotate Tool’s rings, etc)

**Render Modes**

1 – Standard view – If your object(s) ever look rounded and smooth, press 1 to activate the default render setting.  
2 – Medium quality display  
3 – High quality display  
4 – Wireframe mode  
5 – Shaded mode  
6 – Textured mode

2 and 3 are smooth previews of what a hi-res version of the object would look like. 1 is the default view.

8 – Paint effects. Not so much a render mode, but a tool that has a wide range of uses—none of which are useful to you in this class. If the viewport menus change to say things like “Paint” and “Camera,” and your cursor changes to a pencil, you’ve accidently hit this key. Press 8 again to switch to the previous rendering mode, and hit ‘**q**’ to deselect the Paint Effects too.

**Component Selection**

F8 – Object selection mode  
F9 – Vertex selection mode  
F10 – Edge selection mode  
F11 – Face selection mode  
F12 – UV coordinate selection mode

**Cameras**

f – Frame selected object/component. This will change the camera’s center of interest (i.e. what the camera is looking at).  
a – Frame all objects

Spacebar – Tap the spacebar with the **mouse cursor over a viewport** to toggle between single or multiple viewports.

Ctrl + a – Toggle between the Channel Box and Attribute Editor

**Undo and Redo**  
z – Undo (Ctrl + z also works, as it says next to the Undo entry in the Edit menu)  
Z aka **Capital Z** aka **Shift + z** – Redo

**Other**

g – Repeat the last command. For example, if you have just used the Extrude tool, this will repeat the extrude command with the selected geometry. This is very useful to speed through a series of repeated operations.

**III. Common Windows and UI Elements**

**Channel Box**

The Channel Box is useful for viewing and changing transformation values by specific amounts. For example, if you want to rotate an object by exactly 90 degrees, you can type in that value via the Channel Box.

To open the Channel Box you can use the hotkey listed above (Ctrl + a), or click a button which is located in the top right corner of Maya’s window, just above the icon of a trash can.

C:\Documents and Settings\jfox\My Documents\My Pictures\3DCC Doc Images\ChannelBox1.jpg