

Maya Hot Keys

Help > Contents and Search **F1**

Tumble, Track or Dolly:

Tumble Tool **Alt+LMB**

Track Tool **Alt+MMB**

Dolly Tool **Alt+RMB**

Window and View Operations:

Frame selected in active panel **f**

Frame selected in all views **Shift+F**

Frame all in active panel **a**

Frame All in all views **Shift+A**

Toogle Attribute Editor and Channel Box **Crtl+a**

Redo view change **]**

Undo view change **[**

Set keyboard focus to command line **`**

Set keyboard focus to numeric input line **Alt+`**

History Operations marking menu **a+LMB**

Display:

Shading > Wireframe **4**

Shaded display **5**

Shaded and Textured display **6**

Lighting > Use All Lights **7**

Display Quality marking menu **d+LMB**

Low Quality Mesh Display setting **1**

Medium Quality Display setting **2**

High Quality Display setting **3**

Tool Operations:

Move tool **w**

Move tool marking menu **w+LMB**

Rotate tool **e**

Rotate tool marking menu **e+LMB**

Scale tool **r**

Scale tool marking menu **r+LMB**

Increase manipulator size **= or +**

Decrease manipulator size **-**

Snap Move, Rotate, Scale tool **j**

Show manipulator tool **t**

Abort current tool **~ (or q)**

Tool Operations (cont.):

Complete current tool **Return**
Enter tool Edit mode **Insert**
Select Tool **Shift menu+Q**
Component marking **Shift menu+Q+LMB**
Select tool **Alt+q**
Polygon marking menu **Alt+q+LMB**
Mask marking menu **q+LMB**
Select last used tool **y** (*Excluding Select, Move, Rotate and Scale*)

Displaying Objects (show, hide):

Display > Hide > Hide Selection **Ctrl+h**
Display > Show > Show Last Hidden **Ctrl+Shift+H**
Display > Hide > Hide Unselected Objects **Alt+h**
Show > Isolate Select > View Selected **Shift+I**

Selected Objects:

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

Modeling Operations:

Display coarser Sub-d level **Crtl+Up arrow**
Select/refine Sub-d component **Crtl+Down arrow**
Convert poly selection to Vertices **Crtl+F9**
Convert poly selection to Edges **Crtl+F10**
Convert poly selection to Faces **Crtl+F11**
Convert poly selection to UVs **Crtl+F12**

Snapping Operations:

Snap to curves **c**
Snap to grids **x**
Snap to points **v**
Move, Rotate, Scale Tool snapping **j**
Move, Rotate, Scale Tool relative snapping **Shift+J**

File Operations:

File > New Scene **Ctrl+n**
File > Open Scene **Ctrl+o**
File > Save Scene **Ctrl+s**
File > Exit **Ctrl+q**

Hotbox Display:

Hotbox **Space**

Default Hotbox Style **Alt+m** (*Zones and Menus Rows*)

Selecting Menus:

Show/Hide main menu bar **Ctrl+m**

Show/Hide panel menu bar **Shift+m**

Menu Set marking menu **h+LMB**

Show Animation menu set **F2**

Show Modeling menu set **F3**

Show Dynamics menu set **F4**

Show Rendering menu set **F5**

Edit Operations:

Edit > Undo **z** or **Ctrl+z**

Edit > Redo **Shift+z**

Edit > Repeat **g**

Repeat command at mouse position **Shift+G**

Edit > Duplicate **Ctrl+d**

Edit > Duplicate with Transform **Shift+D**

Edit > Group **Ctrl+g**

Edit > Parent **p**

Edit > Unparent **Shift+P**

Edit > Cut **Ctrl+x**

Edit > Copy **Ctrl+c**

Edit > Paste **Ctrl+v**

Selecting Objects & Components:

Switching between Object and Component Editing **F8**

Select Polygon and Subdivision Surface Vertices **F9**

Select Polygon and Subdivision Surface Edges **F10**

Select Polygon and Subdivision Surface Faces **F11**

Select Polygon and Subdivision Surface UVs **F12**

Select next intermediate object **Ctrl+i**

Select Polygon Vertex/Faces **Alt+F9**

Shrink polygon selection region **<**

Grow polygon selection region **>**

Animation Operations:

Animate > Set key **s**
Insert Keys tool **I** (For Graph Editor only)
Keyframe marking menu **Shift+S+LMB**
Tangent marking menu **Shift+S+MMB** Set
key for Rotate **Shift+E**
Set key for Scale **Shift+R**
Set key for Translate **Shift+W**
Go to next Keyframe **>**
Go to previous Keyframe **<**

Traversing the Hierarchy:

Walk up the current hierarchy **Up arrow**
Walk down current hierarchy **Down arrow**
Walk left current hierarchy **Left arrow**
Walk right current hierarchy **Right arrow** Moving

Playback Control:

Move forward one frame **Alt+.**
Move backward one frame **Alt+,**
Go to Next key **.**
Go to previous key **,**
Turn Playback on/off **Alt+v**
Go to Min Frame **Alt+Shift+v**

Painting Operations:

Flood with the current value **Alt+f**
Turn Show Wireframe on/off **Alt+a**
Turn Color Feedback on/off **Alt+c**
Toggle Reflection on/off **Alt+r**
Artisan Paint Operation marking menu **u+LMB**
Modify upper brush radius **b**
Modify lower brush radius **Shift+B**
Edit Paint Effects template brush settings **Ctrl+b**
Modify Artisan brush Stamp Depth **i**
Modify Max Displacement **m** (*of Sculpt Surfaces and Sculpt Polygons Tool*)
Modify Value **n**
Switch to pick colour mode **/**
Select cluster mode **'** (*of Paint Weights Tool*)
Open Paint Effects panel **8**
Poly Brush Tool marking menu **o+LMB**
Poly UV Tool marking menu **o+MMB**