

Maya Keyboard Shortcuts

At the bottom of this document, there is a table for the hotkeys in Maya 2022. However, these are the ones you will use the most:

UI

- Alt+LMB Tumble Tool
- Alt+MMB Track Tool
- Alt+RMB Dolly Tool

Transforms

- w Move
- e Rotate
- r Scale

Miscellaneous

- ctrl + a Toggle between Channel Box and Attribute Editor
- f Frame selected in UI
- a Frame all in UI
- f8 Toggle between Object & Component mode
- Ctrl + z Undo
- Pivot mode Insert (windows) d (Mac)

A larger list can be found on the [Autodesk Knowledge](#) page.

Sometimes, on a Mac:

- Option = Alt
- Control = Ctrl
- Command = Windows key

MAYA ONE KEY SHORTCUTS

	Maya Help	Show Modeling menu set	Show Rigging menu set	Show Animation menu set	Show Dynamics (FX) menu set	Show Rendering menu set		Object/Component	Vertex	Edge	Face	UV			
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	PrtScn SysRq	ScrLK	Pause Break
-	1 ROUGH QUAL DISPLAY	2 MED. QUAL DISPLAY	3 SMOOTH QUAL DISPLAY	4 WIREFRAME	5 SHADE DISPLAY	6 SHADE & TEXTURE DISPLAY	7 USE ALL LIGHTS	8	9	0 DEFAULT QUAL DISPLAY	-	+ =	Backspace	Home	End
Tab	Q SELECT TOOL	W MOVE TOOL	E ROTATE TOOL	R SCALE TOOL	T SHOW MANIPULATOR	Y SELECT LAST TOOL USED	U	I INSERT KEYS TOOL	O	P PARENT	{ [}]	 \	Insert	Page Up
Caps Lock	A FRAME ALL	S SET KEY	D	F FRAME SELECTED	G REPEAT	H HIDE/UNHIDE SELECTION	J MOVE, ROTATE, SCALE TOOL	K	L LOCK/UNLOCK CURVE LENGTH	:	"	'	Enter	Delete	Page Down
Shift	Z UNDO	X SNAP TO GRIDS	C SNAP TO CURVES	V SNAP TO POINTS	B MODIFY UPPER BRUSH RADIUS	N MODIFY PAINT VALUE	M MODIFY MAXIMUM DISPLACEMENT	< ,	> .	? /			Shift		
Ctrl	Start	Alt						Alt			Ctrl			◀	▶

0	Default Quality Display	W	Move Tool, or with left mouse button for Move Tool marking menu	B	Modify upper brush radius (press and release)
1	Rough Quality Display	S	Set Key	Y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
2	Medium Quality Display	X	Snap to grids (press and release)	H	Hide/Unhide Current Selection
3	Smooth Quality Display	E	Rotate Tool, or with left mouse button for Rotate Tool marking menu	N	Modify paint value
4	Wireframe	C	Snap to curves (press and release)	J	Move, Rotate, Scale Tool snapping (press and release)
5	Shaded Display	R	Scale Tool, or with left mouse button for Scale Tool marking menu	M	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)
6	Shaded and Textured Display	F	Frame Selected in active panel	I	Insert Keys Tool (for Graph Editor) (press and release)
7	Use All Lights	V	Snap to points (press and release)	L	Lock/unlock length of curve (press and hold)
Q	Select Tool, or with left mouse button for Selection Mask marking menu	T	Show manipulator tool	P	Parent
A	Frame All in active panel, or with left mouse button for History Operations marking menu	G	Repeat		
Z	Undo (also Ctrl+z/+z)				