

Essential Keyboard Shortcuts to Work More Efficiently in Maya

Work faster on 3D projects with these highly efficient Maya shortcuts

Maya is a rendering, simulation, modeling, and animation software for computers. You can shape and give life to new worlds, characters, and objects using a great number of animation tools and add realistic effects—from massive explosions to amazing texture detail.

It has been used in series, feature films and video-games such as *Stranger Things*, *Lost in Space*, *Overcooked 2*, *Deadpool* and in the Valkyries' sequence in *Thor: Ragnarok*. With a program as complex as Maya, however—with such an extended range of functions—unless you are a highly versatile artist, there will be parts of the program that you'll hardly use. The key is to break the functions down and approach the program according to your day-to-day requirements. To use basic features and tools, you must become familiar with some essential shortcuts that will help you transform your ideas effectively in Maya:



Navigation shortcuts in Maya

Navigation commands are essential for any action in Maya. When modeling in 3D, you must observe the front, the side, and every other possible angle from all different perspectives.

Camera rotating (tumble): Alt + Right Mouse Button + drag

Zoom in and out. The action moves the camera forward or back in space, as a rotating platform:
Alt + Left Mouse
Button + drag (or Scroll wheel)

Track, that is, the camera moves up, down, left, or right: Alt + Middle Mouse Button + drag

Change the layouts from four to single panels: Space Bar

Maya's manipulators

Direct access to manipulation commands is a basic tool for modeling artists. Q, W, E, and R enable toggling between select, move, scale and rotate tools quickly and efficiently.

Select tool: Q

Move tool: W

Rotate: E

Scale: R

Display settings shortcuts in Maya

You can access the majority of display options from the number keyboard in Maya. Numbers 1 to 3 control the smooth quality of objects, whilst 4 to 7 control the display mode:

- 1: Default polygon mesh display (no smoothing)
- 2: Cage + smooth polygon mesh display (previous display subdivision)
- 3: Previous display subdivision (smooth show of mesh)
- 4: Wireframe
- 5: Screen Shaded
- 6: Display of shadow and texture
- 7: Use every light

Other useful Maya shortcuts

The following are a few of the shortcuts and tools required to be an expert Maya user:

Frame selected in active panel. Zooms in to an object to fill the viewing panel: F

Repeat—possibly one of the most important shortcuts for a modeling artist: G

Snap tool. If you hold the X key whilst using the move, scale or rotate tool you'll be able to snap to grids.

Undo. The preset memory for the Undo function in Maya is limited to 50. However, you can change this in Settings / Preference where you can add 100, 200 or even the unlimited option: Ctrl + Z

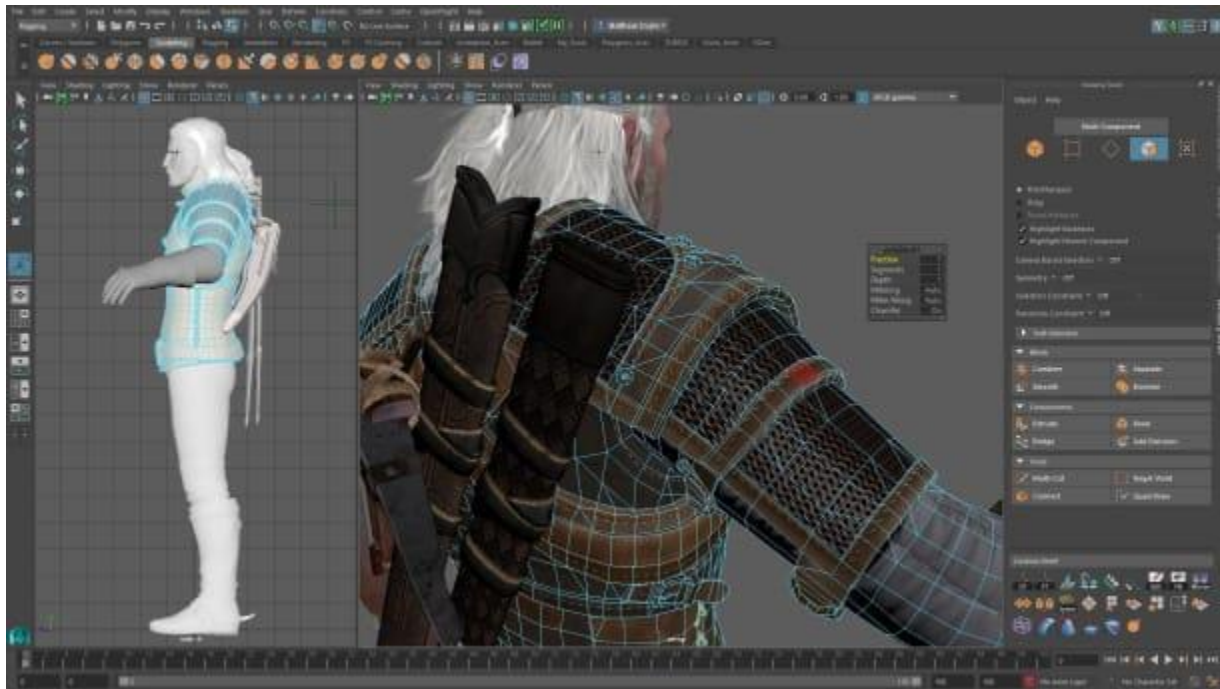
Group objects: Ctrl + G

Duplicate: Ctrl + D

Duplicate special—ideal for creating a specific number of elements with precise translation, rotating or scaling: Shift + Ctrl + D:

Attribute editor: Ctrl + A.

Handling tools for scaling up or down -achieve a higher grade of control with the move, scale, and rotate tools in Maya: + o -.



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	PrtScr 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 TOOL (HOLD)	U	I INSERT KEYS TOOL	O	P PARENT	{	}	[]	\
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 LENGTH	:	"	'	Enter	Delete	Page Down
Shift	Z UNDO	X SNAP TO GRID	C SNAP TO CURVES	V SNAP TO POINTS	B SNAP TO BRUSH	N HIDE/UNHIDE ALL	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)				

Working with Unflattened Images (in Adobe Photoshop):

- Ctrl+Alt+E (Windows) or Command+Option+E (Mac): Merge all visible layers onto a new layer.
- Ctrl+Alt+Shift+E (Windows) or Command+Option+Shift+E (Mac): Stamp visible layers onto a new layer without merging them.
- Ctrl+Shift+N (Windows) or Command+Shift+N (Mac): Create a new layer.
- Ctrl+G (Windows) or Command+G (Mac): Group selected layers into a layer group.

Using Automation Commands (in Adobe Photoshop):

- Ctrl+Shift+Alt+N (Windows) or Command+Shift+Option+N (Mac): Create a new action.
- Ctrl+Alt+Shift+F9 (Windows) or Command+Option+Shift+F9 (Mac): Display the Actions panel.
- Ctrl+F12 (Windows) or Command+F12 (Mac): Run the last-used filter.

Creating Custom Brushes (in Adobe Photoshop):

- B: Select the Brush tool.
- Alt+Right-click and drag (Windows) or Option+Control+drag (Mac): Resize the brush.
- Alt+Right-click (Windows) or Option+Control (Mac): Adjust brush hardness.
-] or [: Increase or decrease brush size.

Using Action Sets (in Adobe Photoshop):

- F9: Display the Actions panel.
- Ctrl+Alt+Z (Windows) or Command+Option+Z (Mac): Step backward through actions.
- Ctrl+Shift+Z (Windows) or Command+Shift+Z (Mac): Step forward through actions.
- Ctrl+Alt+Shift+F12 (Windows) or Command+Option+Shift+F12 (Mac): Toggle the dialog display during playback.

Adding Action to Event Lines (in Adobe Animate):

- F9: Open the Actions panel.
- Ctrl+Alt+Enter (Windows) or Command+Option+Return (Mac): Run the script or action.
- Ctrl+Alt+L (Windows) or Command+Option+L (Mac): Lock/unlock the Actions panel.

MAYA Gaming (Autodesk Maya):

- Spacebar: Switch between selection and transformation modes.
- Ctrl+Z (Windows) or Command+Z (Mac): Undo the last action.
- Ctrl+Y (Windows) or Command+Y (Mac): Redo the last action.
- F: Frame selected objects in the viewport.