**Maya Shortcut Keys**

**Tumble, Track or Dolly (Move around in Camera views):**  
  
 Windows MAC

Tumble Tool (Rotate Camera) **Alt+LMB Option+LMB**  
Track Tool (Pan Camera) **Alt+MMB Option+MMB**  
Dolly Tool (Zoom Camera) **Alt+RMB Option+RMB**

**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**

Complete current tool **Return**  
Abort current tool **~**  
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**  
  
Show manipulator tool **t**  
Select last used tool [3] **y**  
Snap Move, Rotate, Scale tool **j**  
Increase manipulator size **= or +**  
Decrease manipulator size **-**  
  
[3] Excluding Select, Move, Rotate and Scale

**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 **Crtl+g**  
Edit > Parent **p**  
Edit > Unparent **Shift+P**  
Edit > Cut **Crtl+x**  
Edit > Copy **Crtl+c**  
Edit > Paste **Ctrl+v**

**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**

**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 [1] **m**  
Modify Value **n**  
Switch to pick colour mode **/**  
Select cluster mode [2] **'**  
Open Paint Effects panel **8**  
Poly Brush Tool marking menu **o+LMB**  
Poly UV Tool marking menu **o+MMB**   
  
[1] Of Sculpt Surfaces and Sculpt Polygons Tool  
[2] Of Paint Weights Tool

**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 Display setting **1**  
Medium Quality Display setting **2**  
High Quality Display setting **3  
  
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**

**Animation Operations:**  
  
Animate > Set key **s**  
Insert Keys tool [4] **i**  
Keyframe marking menu **Shift+S+LMB**  
Tangent marking menu **Shift+S+MMB**  
Set key for Rotate **Shift+E**  
Ser key for Scale **Shift+R**  
Set key for Translate **Shift+W**  
Cycle handle stiky state (for IK handles) **Alt+s**  
  
[4] For Graph Editor  
  
**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**  
 **Hotbox Display:**Hotbox Menu **Spacebar (Hold)**  
Default Hotbox Style [5] **Alt+m**  
  
[5] Zones and Menus Rows  
  
**Window and View Operations:**  
  
Toogle Attribute Editor and Channel Box **Crtl+a**  
Frame all in active panel **a**  
History Operations marking menu **a+LMB**  
Frame All in all views **Shift+A**  
Frame selected in active panel **f**  
Frame selected in all views **Shift+F**  
Redo view change **]**  
Undo view change **[**  
Set keyboard focus to command line **`**  
Set keyboard focus to numeric input line **Alt+`**  
Help > Contents and Search **F1**  
  
**Moving 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**  
  
**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**

**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 selction to Edges **Crtl+F10**  
Covert poly selection to Faces **Crtl+F11**  
Convert poly selction to UVs **Crtl+F12**  
  
**File Operations**:  
  
File > New Scene **Ctrl+n**  
File > Open Scene **Ctrl+o**  
File > Save Scene **Ctrl+s**  
File > Exit **Ctrl+q**  
 **Selecting Menus:**  
  
Show/Hide main menu bar **Ctrl+m**  
Show/Hide panel menu bar **Shift+m**  
Menu Set marking menu **h+LMB**  
Show Animationmenu set **F2**  
Show Modeling menu set **F3**  
Show Dynamics menu set **F4**  
Show Rendering menu set **F5**  
  
  
**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 onject **Ctrl+i**  
Select Polygon Vertex/Faces **Alt+F9**  
Shrink polygon selection region **<**  
Grow polygon selection region **>**