**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 **>**