



# Maya Hotkeys



## General

Ctrl+N	New
Ctrl+O	Open
Ctrl+S	Save
Ctrl+Q	Exit
Z	Undo
Shift+Z	Redo
G	Repeat
Ctrl+G	Group
P	Parent
Shift+P	Unparent
Ctrl+D	Duplicate
Ctrl+C	Copy
Alt+D	Delete History

## Tools

Q	Selection
Q+LMB	Selection Tool Marking Menu
W	Move
W+LMB	Move Tool Marking Menu
E	Rotate
E+LMB	Rotate Tool Marking Menu
R	Scale
R+LMB	Scale Tool Marking Menu
Ctrl+T	Show Universal Manipulator
T	Manipulator
D	Toggle Pivot/Tool Mode

## Windows

Ctrl+A	Toggle Attribute Editor / Channel Box
A	Frame All
F	Frame Selected
Space (tap)	View Fullscreen
[	Undo View Change
]	Redo View Change

## Modeling

1	Display (no smoothing)
2	Cage+Smooth Poly Mesh
3	Smooth Poly Mesh
Ctrl+F9	Convert Selection to Verticies
Ctrl+F10	Convert Selection to Edges
Ctrl+F11	Convert Selection to Faces
Ctrl+F12	Convert Selection to UV's
L	Lock/Unlock Length of Curve
Shift+RMB	Polygon Marking Menu
Shift+RMB	Edit Polygon Tools Marking Menu

## Display

1	Rough Quality
2	Medium Quality
3	Smooth Quality
4	Wireframe
5	Shaded
6	Shaded+Texture
7	Shaded+Texture+Lights
Shift+H	Hide Selection
Ctrl+H	Show Selection
Ctrl+Shift+H	Show Last Hidden
Alt+H	Hide Unselected Objects
Shift+I	Isolate Active Object

## Animation

S	Set Key
Shift+W	Set Key for Transform
Shift+E	Set Key for Rotation
Shift+R	Set Key for Scale
Alt+V	Toggle Play/Stop
Alt+.	Forward Single Frame
Alt+,	Back Single Frame
.	Next Keyframe
,	Previous Keyframe
K+MMB	Virtual Time Slide Mode