

# MAYA Hotkeys

Category	Command	Modifier	Key	On
<b>File</b>	New Scene	<b>Ctrl</b>	<b>n</b>	Press
	Open Scene	<b>Ctrl</b>	<b>o</b>	Press
	Save Scene	<b>Ctrl</b>	<b>s</b>	Press
	Create Reference	<b>Ctrl</b>	<b>r</b>	Press
	Quit	<b>Ctrl</b>	<b>q</b>	Press

<b>Edit</b>	Undo	<b>(Ctrl)</b>	<b>z</b>	Press
	Redo	<b>Shift</b>	<b>Z</b>	Press
	Go To Previous View		<b>[</b>	Press
	Go To Next View		<b>]</b>	Press
	Repeat Last		<b>g</b>	Press
	Cut Selected	<b>Ctrl</b>	<b>x</b>	Press
	Copy Selected	<b>Ctrl</b>	<b>c</b>	Press
	Paste Selected	<b>Ctrl</b>	<b>v</b>	Press
	Delete History	<b>Alt   Shift</b>	<b>D</b>	Press
	Duplicate	<b>Ctrl</b>	<b>d</b>	Press
	Duplicate Special	<b>Ctrl   Shift</b>	<b>D</b>	Press
	Duplicate With Transform	<b>Shift</b>	<b>D</b>	Press
	Group	<b>Ctrl</b>	<b>g</b>	Press
	Parent		<b>p</b>	Press
Unparent	<b>Shift</b>	<b>P</b>	Press	

<b>Display</b>	Cycle Background Color	<b>Alt</b>	<b>b</b>	Press
	Default Quality Display		<b>0</b>	Press
	Low Quality Display		<b>1</b>	Press
	Medium Quality Display		<b>2</b>	Press
	High Quality Display		<b>3</b>	Press
	SmoothingLevelIncrease		<b>Page_Up</b>	Press
	SmoothingLevelDecrease		<b>Page_Dn</b>	Press
	Display Wireframe		<b>4</b>	Press
	Display Shaded		<b>5</b>	Press
	Display Shaded And Textured		<b>6</b>	Press
	Display Light		<b>7</b>	Press

<b>View</b>	Frame Selected		<b>f</b>	Press
	Frame All In All Views	<b>Shift</b>	<b>A</b>	Press
	Frame Selected In All Views	<b>Shift</b>	<b>F</b>	Press
	Redo View Change		<b>]</b>	Press
	Undo View Change		<b>[</b>	Press
	Isolate Selected	<b>Shift</b>	<b>I</b>	Press
	Hide Selected Objects	<b>Ctrl</b>	<b>h</b>	Press
	Hide Unselected Objects	<b>Alt</b>	<b>h</b>	Press
	Show Selected Objects	<b>Shift</b>	<b>H</b>	Press
	Show Last Hidden	<b>Ctrl   Shift</b>	<b>H</b>	Press

<b>Hotbox</b>	Show Hotbox			<b>Space</b>	Hold
	Full Hotbox Display	<b>Alt</b>		<b>m</b>	Press
<b>Menu Sets/UI</b>	Show Animation UI			<b>F2</b>	Press
	Show Polygons UI			<b>F3</b>	Press
	Show Modeling UI			<b>F4</b>	Press
	Show Dynamics UI			<b>F5</b>	Press
	Show Rendering UI			<b>F6</b>	Press
	UI Mode Marking Menu			<b>h + LMB</b>	Hold
	ToggleUIElements	<b>Ctrl</b>		<b>Space</b>	Press
	Toggle Main Menubar	<b>Ctrl</b>		<b>m</b>	Press
	Toggle Panel Menubar	<b>Shift</b>		<b>M</b>	Press
	Toggle Model Editor Bars	<b>Ctrl</b>	<b>Shift</b>	<b>M</b>	Press
	Show Attribute Editor Or Channel Box	<b>Ctrl</b>		<b>a</b>	Press
	Previous View Arrangement	<b>Shift</b>		<b>{</b>	Press
	Next View Arrangement	<b>Shift</b>		<b>}</b>	Press

<b>Window</b>	Render View Prev Image	<b>Ctrl</b>		<b>Right</b>	Press
	Render View Next Image	<b>Ctrl</b>		<b>Left</b>	Press
	Hypergraph Increase Depth	<b>Alt</b>		<b>g</b>	Press
	Hypergraph Decrease Depth	<b>Alt</b>		<b>t</b>	Press

<b>Manipulator</b>	Universal Manipulator	<b>Ctrl</b>		<b>t</b>	Press
	Increase Manipulator Size			<b>= or +</b>	Press
	Decrease Manipulator Size			<b>-</b>	Press

<b>Snapping</b>	Move/Rotate/Scale Tool Toggle Snap Relative Mode	<b>Shift</b>		<b>J</b>	Press
	Move/Rotate/Scale Tool Toggle Snap Mode			<b>j</b>	Press
	Snap To Curve			<b>c</b>	Hold
	Snap To Grid			<b>x</b>	Hold
	Snap To Point			<b>v</b>	Hold

<b>Selection</b>	Pick Walk Up			<b>Up</b>	Press
	Pick Walk Down			<b>Down</b>	Press
	Pick Walk Left			<b>Left</b>	Press
	Pick Walk Right			<b>Right</b>	Press

<b>Transform Tools</b>	Select tool			<b>q</b>	Press
	Select All Marking Menu			<b>a + LMB</b>	Hold
	Move tool			<b>w</b>	Press
	Rotate Tool			<b>e</b>	Press
	Scale tool			<b>r</b>	Press
	Move Up one pixel	<b>Alt</b>		<b>Up</b>	Press
	Move Down one pixel	<b>Alt</b>		<b>Down</b>	Press
	Move Left one pixel	<b>Alt</b>		<b>Left</b>	Press
	Move Right one pixel	<b>Alt</b>		<b>Right</b>	Press
	Select/Move/Rotate/Scale Tweak Mode On			<b>`</b>	Hold
	Translate Tool With Snap Marking Menu			<b>w + LMB</b>	Hold
	Rotate Tool With Snap Marking Menu			<b>e + LMB</b>	Hold
	Scale Tool With Snap Marking Menu			<b>r + LMB</b>	Hold
	Enter Pivot Edit Mode			<b>Insert, d + LMB</b>	Press

<b>Tools</b>	Tool settings	Ctrl	Shift	RMB	Hold
	Show Manipulators			t	Press
	Select Component Tool Marking Menu		Shift	Q	Hold
	Select Polygon Tool Marking Menu		Alt	q + LMB	Hold
	Select Tool Options Marking Menu			q + LMB	Hold
	Time Dragger Tool Activate			k	Press
	Complete Current Tool			Enter	Press
	Select Last Tool Used			y	Press
	Repeat Last Action At Mouse Position		Shift	G	Press

<b>Poly Select</b>					
	Select Toggle Mode			F8	Press
	Select Vertex Mask			F9	Press
	Select Edge Mask			F10	Press
	Select Face Mask			F11	Press
	Select UV Mask			F12	Press
	Select Vertex Face Mask		Alt	F9	Press
	Grow Polygon Selection Region			>	Press
	Shrink Polygon Selection Region			<	Press
	Convert Selection To Vertices		Ctrl	F9	Press
	Convert Selection To Edges		Ctrl	F10	Press
	Convert Selection To Faces		Ctrl	F11	Press
	Convert Selection To UVs		Ctrl	F12	Press
	Select Vertex Loop			Shift Double Click Adjacent Vert	
	Select Vertex Loop Portion			Shift Double Click Vert in Same Loop	
	Select Edge Loop			Left/Right/Double Click Edge	
	Select Edge Loop Portion			Shift Double Click Edge in Same Loop	
	Select Edge Ring			Up/Down	
	Select Face Loop			Shift Double Click Adjacent Face	
	Select Face Loop Portion			Shift Double Click Face in Same Loop	
	Select All Faces			Double Click Face	
	Select Border Edges			Double Click Border Edge	

<b>Polygons</b>		Ctrl	Shift		
	Smooth Proxy			~	Press
	Create Poly Primitives Marking Menu		Shift	RMB	Hold

<b>Edit Curves</b>					
	Lock Curve Length			l	Press
	Unlock Curve Length			l	Release

<b>Subdiv</b>		Alt			
	Create Subdiv Surface			`	Press
	Create Subdiv Surface Options	Alt	Shift	~	Press
	Coarser Subdiv Level	Ctrl		Up	Press
	Create Subdiv Region	Ctrl		Down	Press
	Smoothing Display Toggle	Ctrl		`	Press
	Smoothing Display Show Both	Shift		~	Press

<b>Misc</b>		Ctrl			
	Select Next Intermediate Object			i	Press
	Set Keyboard Focus to Command Line			`	Press
	Set Keyboard Focus to Numeric Input Line	Alt		`	Press

<b>Artisan Brush Tools</b>	Paint Operation Marking Menu			<b>u + LMB</b>	Hold
	Modify Paint Value Press			<b>n</b>	Press
	Modify Upper Radius Press			<b>b</b>	Hold
	Modify Lower Radius Press		<b>Shift</b>	<b>B</b>	Hold
	Modify Displacement Press			<b>m</b>	Hold
	Toggle Reflection	<b>Alt</b>		<b>r</b>	Press
	Flood Surfaces	<b>Alt</b>		<b>f</b>	Press
	Toggle Wireframe In Artisan	<b>Alt</b>		<b>a</b>	Press
	Toggle Color Feedback	<b>Alt</b>		<b>c</b>	Press
	Toggle MultiColor Feedback	<b>Alt</b>		<b>j</b>	Press
	Pick Color Activate			<b>/</b>	Press
	Poly Brush Marking Menu			<b>o + LMB</b>	Hold
	Poly UV Tool Marking Menu			<b>o + MMB</b>	Hold
	Paint Weights Select Cluster Mode			<b>'</b>	Press
	Modify UVVector Press	<b>Shift</b>		<b>U</b>	Press
<b>Fur</b>	Paint Fur Attributes Marking Menu			<b>0</b>	Hold
<b>PaintFX</b>	Paint Effects Panel			<b>8</b>	Press
	Template Brush Settings	<b>Ctrl</b>		<b>b</b>	Press

<b>Animate</b>	Set Key			<b>s</b>	Press
	Set Key Translate	<b>Shift</b>		<b>W</b>	Press
	Set Key Rotate	<b>Shift</b>		<b>E</b>	Press
	Set Key Scale	<b>Shift</b>		<b>R</b>	Press
	Set Full Body IK Keys	<b>Ctrl</b>		<b>f</b>	Press
	Set Full Body IK Keys All	<b>Alt</b>		<b>d</b>	Press
	Set Full Body IK Keys Body Part	<b>Alt</b>		<b>x</b>	Press
	Set Full Body IK Keys Selected	<b>Alt</b>		<b>4</b>	Press
	FB IK Reach Keying Option IK	<b>Alt</b>		<b>3</b>	Press
	FB IK Reach Keying Option FK	<b>Alt</b>		<b>1</b>	Press
	FB IK Reach Keying Option Simple	<b>Alt</b>		<b>2</b>	Press
	Keyframe Marking Menu	<b>Shift</b>		<b>S + LMB</b>	Hold
	Tangent Marking Menu	<b>Shift</b>		<b>S + MMB</b>	Hold
	Insert Key Tool Activate (Graph Editor)			<b>i</b>	Press

<b>Playback</b>	Next Key			<b>.</b>	Press
	Previous Key			<b>,</b>	Press
	Next Frame	<b>Alt</b>		<b>.</b>	Press
	Previous Frame	<b>Alt</b>		<b>,</b>	Press
	Playback Toggle	<b>Alt</b>		<b>v</b>	Press
	Go To Min Frame	<b>Alt</b>	<b>Shift</b>	<b>V</b>	Press

<b>Skeleton</b>	Toggle FK Skeleton Visibility	<b>Alt</b>		<b>5</b>	Press
	Toggle FBlK Effectors Translate Pin State	<b>Alt</b>		<b>w</b>	Press
	Toggle FBlK Effectors Rotate Pin State	<b>Alt</b>		<b>e</b>	Press
	Toggle FBlK Effectors PinState	<b>Alt</b>		<b>s</b>	Press

<b>Fluids</b>	Decrease Fluid Center	<b>Alt</b>	<b>Shift</b>	<b>A</b>	Press
	Increase Fluid Center	<b>Alt</b>	<b>Shift</b>	<b>S</b>	Press

<b>Help</b>	Help			<b>F1</b>	Press
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