

Maya Hotkeys

The following hotkeys are divided into sections based upon their related operation.

Snapping Operations

	c	Snap to curves (press and release)
	x	Snap to grids (press and release)
	v	Snap to points (press and release)
	j	Move, Rotate, Scale Tool snapping (press and release)
Shift	j	Move, Rotate, Scale Tool relative snapping (press and release)

Painting Operations

Alt	f	Flood with the current value
Alt	a	Turn Show Wireframe on or off
Alt	c	Turn Color Feedback on or off
Alt	r	Toggle Reflection on or off
	u	With left mouse button for Artisan Paint Operation marking menu
	b	Modify upper brush radius (press and release)
Shift	B	Modify lower brush radius (press and release)
Ctrl	b	Edit Paint Effects template brush settings
	m	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)
	n	Modify paint value
	/	Switch to pick color mode (press and release)
	8	Open Paint Effects panel
	o	With left mouse button for the Poly Brush Tool marking menu
	o	With middle mouse button for Poly UV Tool marking menu

Tumble, Track, or Dolly

Alt	Left mouse button	Tumble Tool (press and release)
Alt	Middle mouse button	Track Tool (press and release)
Alt	Right mouse button	Dolly Tool (press and release)

Tool Operations

	Return	Complete current tool
	Insert	Enter tool Edit mode
Shift	Q	Select Tool, or with left mouse button for Component marking menu
Alt	q	Select Tool, or with left mouse button for Polygon marking menu
	q	Select Tool, or with left mouse button for Selection Mask marking menu
	w	Move Tool, or with left mouse button for Move Tool marking menu
	e	Rotate Tool, or with left mouse button for Rotate Tool marking menu
	r	Scale Tool, or with left mouse button for Scale Tool marking menu
Ctrl	t	Show universal manipulator tool
	t	Show manipulator tool
	y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
	j	Move, Rotate, Scale Tool Snapping (press and release)
	=, +	Increase manipulator size
	-	Decrease manipulator size
	d	With left mouse button move pivot (Move Tool)
	Insert	Switches between move pivot and move object (Move Tool)

Displaying Objects (Show, Hide)

Ctrl	h	Display > Hide > Hide Selection
Shift	H	Display > Show > Show Selection
Ctrl+Shift	H	Display > Show > Show Last Hidden
Alt	h	Display > Hide > Hide Unselected Objects
Shift	l	Show > Isolate Select > View Selected (in the panel menus)

Animation Operations

	s	Animate > Set Key
	i	Insert Keys Tool (for Graph Editor) (press and release)
Shift	S	With left mouse button for Keyframe marking menu
Shift	S	With middle mouse button for Tangent marking menu
Shift	E	Set key for Rotate
Shift	R	Set key for Scale

Shift	W	Set key for Translate
Alt	w	Toggle FBIK effector Pin Translate on or off
Alt	e	Toggle FBIK effector Pin Rotate on or off
Alt	s	Toggle FBIK effector Pin Translate and Rotate on or off
Ctrl	f	Set Full Body IK Keys
Alt	j	Toggle Multicolor Feedback
Alt	d	Set FBIK keys on All
Alt	x	Set FBIK keys on Body Part
Alt	4	Set FBIK keys on Selected
Alt	3	Key FBIK Reach to 1
Alt	1	Key FBIK Reach to 0
Alt	2	Key no FBIK Reach

Playback Control

Alt	.	Move forward one frame in time
Alt	,	Move backward one frame in time
	.	Go to Next key
	,	Go to Previous key
Alt	v	Turn Playback on or off
Alt+Shift	V	Go to Min Frame
	k	With middle mouse button for virtual Time Slider mode (press and hold and scrub timeline)

Hotbox Display

	space	(When pressed down) Show the hotbox
Alt	m	Default Hotbox Style (Zones and Menu Rows)

Rendering

Ctrl	Left	Render view next image
Ctrl	Right	Render view previous image

Window and View Operations

Ctrl	a	Switches between Attribute Editor or Channel Box—displays the Attribute Editor if neither is shown
	a	Frame All in active panel, or with left mouse button for History Operations marking menu
Shift	A	Frame All in all views
	f	Frame Selected in active panel

Shift	F	Frame Selected in all views
	space	(When tapped) Switch between the active window in multi-pane display and single pane display
Ctrl	space	Switch between the standard view and full-screen view of the current panels
]	Redo view change
	[Undo view change
Alt	b	Changes the background color to light gray (standard), dark gray, or black
Shift	{	View previous layout
Shift	}	View next layout
	F1	Help > Maya Help

Moving Selected Objects

Alt	h	Move up one pixel
Alt	i	Move down one pixel
Alt	f	Move left one pixel
Alt	g	Move right one pixel

Pick Walk

h	Walk up current
i	Walk down current
f	Walk left in current
g	Walk right in current

*Based on selection, the arrow keys let you walk up the hierarchy (object selected) or walk about the object's components (component selected, including vertices, edge loops, edge rings).

Modeling Operations

	1	Default polygon mesh display (no smoothing)
	2	Cage + smooth polygon mesh display
	3	Smooth polygon mesh display
Ctrl	h	Display coarser subdivision surface level
Ctrl	i	Select/refine subdivision surface component
Ctrl	F9	Convert polygon selection to Vertices
Ctrl	F10	Convert polygon selection to Edges

Ctrl	F11	Covert polygon selection to Faces
Ctrl	F12	Covert polygon selection to UVs Proxy > Subdiv Proxy
Ctrl	`	Displays original mesh (proxy) and a smoothed version of the original. Proxy > Subdiv Proxy > <input type="checkbox"/>
Ctrl+Shift	`	Displays Subdiv Proxy options window
	`	Toggles the display between the original (proxy) and the smoothed mesh.
	~	Displays both the original (proxy) and the smoothed mesh.
Alt	`	Modify > Convert > NURBS to Subdiv, Polygons to Subdiv Displays option window for Modify > Convert > NURBS to Subdiv > <input type="checkbox"/> or Polygons to Subdiv > <input 111="" 248="" 481="" 500"="" data-label="Section-Header" type="checkbox/>(depending on whether NURBS or Polygons are
selected).</td> </tr> <tr> <td>Alt+Shift</td> <td>~</td> <td></td> </tr> <tr> <td></td> <td>Page Up</td> <td>Increases Division Levels for Smooth Mesh Preview or Subdiv Proxy.</td> </tr> <tr> <td></td> <td>Page Down</td> <td>Decreases Division Levels for Smooth Mesh Preview or Subdiv Proxy.</td> </tr> <tr> <td></td> <td>l</td> <td>Lock/unlock length of curve (press and hold)</td> </tr> </table> </div> <div data-bbox="/> <h2>Display Settings</h2>

4	Shading > Wireframe
5	Shaded display
6	Shaded and Textured display
7	Lighting > Use All Lights
0	Default quality display setting
1	Rough quality display setting
2	Medium quality display setting
3	Smooth quality display setting

File Operations

Ctrl (or )	n	File > New Scene
Ctrl (or )	o	File > Open Scene
Ctrl (or )	s	File > Save Scene
Ctrl (or )	q	File > Exit
Ctrl	r	Create file reference

Selecting Menus

Ctrl	m	Show/hide main menu bar
Shift	M	Show/hide panel menu bar
Ctrl+Shift	M	Show/hide panel toolbar
	h	With left mouse button for Menu Set marking menu
	F2	Show Animation menu set
	F3	Show Polygons menu set
	F4	Show Modeling menu set
	F5	Show Dynamics menu set
	F6	Show Rendering menu set

Edit Operations

	z	Edit > Undo (also Ctrl+z/  +z)
Shift	Z	Edit > Redo
	g	Edit > Repeat
Shift	G	Repeat command at mouse position
Ctrl	d	Edit > Duplicate
Ctrl+Shift	D	Edit > Duplicate Special
Shift	D	Edit > Duplicate with Transform
Ctrl	g	Edit > Group
	p	Edit > Parent
Shift	P	Edit > Unparent
Ctrl (or )	x	Edit > Cut
Ctrl (or )	c	Edit > Copy
Ctrl (or )	v	Edit > Paste

Selecting Objects and Components

	F8	Select > Object/Component (Switch between object and component editing)
	F9	Select > Vertex
	F10	Select > Edge
	F11	Select > Face

	F12	Select > UV
Ctrl	i	Select next intermediate object
Alt	F9	Select > Vertex Face
	<	Shrink polygon selection region
	>	Grow polygon selection region