

## Maya Cheat Sheet

### Most Commonly Needed Keyboard Shortcuts (Hotkeys)

*Important:* Maya is case sensitive. Hotkeys will not work the same way if **SHIFT** or **CAPS LOCK** are on.

#### Viewport Tools

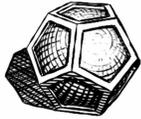
Tumble ( <i>orbit</i> ).....	hold <b>ALT</b> and drag <b>left mouse button</b>
Track ( <i>move left-right and up-down</i> ).....	hold <b>ALT</b> and drag <b>middle mouse button</b>
Dolly ( <i>move forward-back</i> ).....	hold <b>ALT</b> and drag <b>right mouse button</b> .....or spin the <b>mouse wheel</b>
Toggle Panel Layout.....	tap the <b>SPACEBAR</b>
Frame Selection.....	<b>f</b>
Frame All in All Views.....	<b>SHIFT-A</b>
Undo View Move.....	<b>[</b>
Redo View Move.....	<b>]</b>

#### Viewport Display

Wireframe.....	<b>4</b>
Smooth Shade All.....	<b>5</b>
Smooth Shade All + Hardware Texturing.....	<b>6</b>
Smooth Shade All + Hardware Texturing + Use All Lights.....	<b>7</b>

#### Commands

Help.....	<b>F1</b>
Undo.....	<b>z</b> (or <b>CTRL-z</b> )
Redo.....	<b>SHIFT-Z</b>
Attribute Editor.....	<b>CTRL-a</b>
Hotbox.....	hold <b>SPACEBAR</b>
Marking Menu.....	hold <b>right mouse button</b>
Menu Sets.....	<b>F2, F3, F4, F5, F6</b>
Move Pivot Point <i>aka "Enter Edit Mode"</i> .....	<b>INSERT</b>
Move Pivot Point <i>aka "Enter Edit Mode" (momentary)</i> .....	hold <b>d</b>
Parent.....	<b>p</b>
Edit > Repeat Last ( <i>repeat last Action, not repeat last Tool</i> ).....	<b>g</b>



### Toolbox

Select.....	q
Translate ( <i>position</i> ).....	w
Rotate.....	e
Scale.....	r
Show Manipulator.....	t
Increase Manipulator size.....	= ( <i>equals sign</i> ) or + ( <i>plus sign</i> )
Decrease Manipulator Size.....	- ( <i>minus sign</i> )
Repeat Last Tool ( <i>aka "Non-Sacred Tool," not repeat last Action</i> ).....	y

### Object Smoothness

NURBS Rough.....	1
NURBS Medium.....	2
NURBS Fine.....	3
Polygon Smooth Mesh Off.....	1
Polygon Cage + Smooth Mesh.....	2
Polygon Smooth Mesh.....	3

### Component Editing

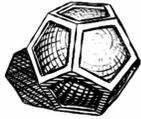
Object / Component Mode.....	F8
Polygon Vertex.....	F9
Polygon Edge.....	F10
Polygon Face.....	F11

### Snapping

Snap to Grid.....	SHIFT-X
Snap to Grid ( <i>momentary</i> ).....	.hold x
Snap to Curve.....	SHIFT-C
Snap to Curve ( <i>momentary</i> ).....	.hold c
Snap to Point.....	SHIFT-V
Snap to Point ( <i>momentary</i> ).....	.hold v
Discrete Move, Rotate, Scale ( <i>momentary</i> ).....	.hold j

### Artisan and Paint Effects

Brush Radius.....	.hold b and drag left mouse button
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**Sculpt Geometry**

Max Displacement.....*hold m and drag left mouse button*  
Smooth.....*hold SHIFT*  
Reverse Push/Pull.....*hold CTRL*

**Animation**

Set Key.....**S**  
Set Translate Key.....**SHIFT-W**  
Set Rotate Key.....**SHIFT-E**  
Set Scale Key.....**SHIFT-R**  
Play-Pause.....**ALT-v**

**Macintosh users:**

The **ALT** key is also labeled **OPTION** on the keyboard.

The **CTRL** key is labeled **CONTROL**.

By default in OS X, Function keys are reserved for operating system commands. To use the function keys in Maya, go to **System Preferences > Keyboard and Mouse > Keyboard**. Enable the option to “Use all F1, F2, etc. keys as standard function keys.”

If running Windows on an Apple computer using Boot Camp, then the Function keys are enabled in **Control Panel > Boot Camp**.

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