

Maya Cheat Sheet

Common Keyboard and Mouse Shortcuts (Hotkeys)

Tools and Transforms

Select	Q
Translate (<i>position</i>)	W
Rotate	E
Scale	R
Show Manipulator Tool (<i>aim camera or light</i>)	T
Increase Manipulator Size	= (equals) or + (plus)
Decrease Manipulator Size	- (minus)
Move Pivot <i>aka "Enter Edit Mode"</i>	INSERT
Move Pivot <i>aka "Enter Edit Mode" (momentary)</i>	hold D

Viewport Navigation

Tumble (<i>orbit</i>)	ALT + left mouse
Track	ALT + middle mouse
Dolly	ALT + right mouse
.....	or mouse wheel
Toggle Panel Layout	tap SPACEBAR
Frame Selection	F
Frame All in All Views	SHIFT + A
Undo View Move	[
Redo View Move]

Viewport Display

Wireframe	4
Smooth Shade	5
Smooth Shade + Textures	6
Smooth Shade + Textures + Lights	7
NURBS / Bezier Rough, Medium, Fine	1, 2, 3

Panels and Menus

Attribute Editor	CTRL + A
Hotbox Menu	hold SPACEBAR
Marking Menu	hold right mouse button
Menu Sets	F2, F3, F4, F5, F6



Commands

Undo	Z (or CTRL + Z)
Redo	SHIFT + Z
Parent	P
Repeat Last Action (<i>command</i>)	G
Repeat Last Tool <i>aka</i> "Non-Sacred Tool"	Y
Help	F1

Component Modes

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

Smooth Mesh

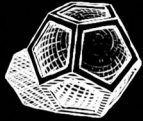
Polygon Smooth Mesh Off	1
Polygon Cage + Smooth Mesh	2
Polygon Smooth Mesh	3

Snapping

Snap to Grid	SHIFT + X
Snap to Grid (<i>momentary</i>)	<i>hold</i> X
Snap to Curve	SHIFT + C
Snap to Curve (<i>momentary</i>)	<i>hold</i> C
Snap to Point	SHIFT + V
Snap to Point (<i>momentary</i>)	<i>hold</i> V
Discrete Transform (<i>momentary snap to increments</i>)	<i>hold</i> J

Painting and Sculpting

Brush Radius	<i>hold</i> B + left mouse
Max Displacement	<i>hold</i> M + left mouse
Smooth	<i>hold</i> SHIFT + left mouse
Reverse Push/Pull	<i>hold</i> CTRL + left mouse



Animation

Set Key	S
Set Translate Key	SHIFT + W
Set Rotate Key	SHIFT + E
Play / Pause.....	ALT + V
Next Frame	ALT + . (<i>period</i>)
Previous Frame	ALT + , (<i>comma</i>)
Next Key (<i>period</i>)
Previous Key	, (<i>comma</i>)

Mac users:

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

The **CTRL** key is labeled **CONTROL**. The **COMMAND** key may also work.

By default in OS X, function keys are reserved for operating system commands. To use the function keys in Maya, you have two options:

1. Hold the **FUNCTION** key, labeled **FN** on the keyboard, sometimes including an icon of a globe. Then press the desired function key such as F1.
2. Enable the option “Use all F1, F2, etc. keys as standard function keys.” In macOS Ventura or later, this is found in **Apple Menu > System Settings > Keyboard > Keyboard Shortcuts**. In earlier versions of macOS, it's in **System Preferences > Keyboard**.

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