These are the most common key shortcuts in Maya and you'll find it useful to memorize them. Options 1, 2, and 3 are independent of 4 through 7. Note that key shortcuts can be upper or lower case. Also note that you must have a 3-button mouse, preferably with a scroll wheel, to use Maya efficiently.

1. view and render polygonal object as base poly
2. view poly object as wireframe with solid subdivision surface
3. view and render poly object only as subdivision surface

4. show all objects as wireframe
5. show all objects shaded
6. show all objects shaded and textured
7. show all objects shaded and textured using scene lights

tap Spacebar         toggle Quad/Selected View mode
hold Spacebar        enable Hot Box
Right Click          enable Marking Menu for selected items
Shift+Right Click    enable Context Menu for selected subobject level

Alt+LMB            Tumble view
Alt+MMB            Track view
Alt+RMB            Dolly view
Scroll mouse       Zoom view

Ctrl+H             hide selection
Ctrl+Shift+H       show last hidden

W                  Move tool
E                  Rotate tool
R                  Scale tool
Q                  Select tool (also used to end current tool operation)

F8                 switch between object and component (subobject) editing; defaults to vertex selection

B                  toggle soft selection on and off
B with LMB drag    change selection brush size

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