These are the most common key shortcuts in Maya and should be memorized first. 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 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 to toggle Quad/Selected View mode
- hold Spacebar to enable Marking Menu for selected items
- Alt+LMB to Tumble view
- Alt+MMB to Track view
- Alt+RMB to Dolly view
- Scroll mouse to Zoom view
- Ctrl+H to hide selection
- Ctrl+Shift+H to show last hidden
- W to Move tool
- E to Rotate tool
- R to Scale tool
- Q to Select tool (also used to end current tool operation)
- F8 to switch between object and component (subobject) editing; defaults to vertex selection
- B to toggle soft selection on and off
- B with LMB drag to change selection brush size

Chris Yonge – 20180714