Key shortcuts in Maya: 1

These are the most common key shortcuts in Maya and you’ll find it useful to memorize at least a few of 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)

F1 Help
F2 Switch to the Modeling menu set
F3 Switch to the Rigging menu set
F4 Switch to the Animation menu set
F5 Switch to the FX menu set
F6 Switch to the Rendering menu set
F7 Multi-component selection
F8 Toggles between Object and Component selection
B toggle soft selection on and off
B with LMB drag change selection radius of influence size

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