

Autodesk Maya Shortcut Key

Snapping Operations

| Sr.No | Shortcut Key | Description |
|-------|--------------|--|
| 01 | C | Snap to curves |
| 02 | X | Snap to grids |
| 03 | V | Snap to points |
| 04 | J | Move, Rotate, Scale Tool snapping |
| 05 | Shift + J | Move, Rotate, Scale Tool relative snapping |

Painting Operations

| Sr.No | Shortcut Key | Description |
|-------|--------------|---|
| 01 | Alt+f | Flood with the current value |
| 02 | Alt+a | Turn Show Wireframe on/off |
| 03 | Alt+c | Turn Color Feedback on/off |
| 04 | Alt+r | Toggle Reflection on/off |
| 05 | u+LMB | Artisan Paint Operation marking menu |
| 06 | b | Modify upper brush radius |
| 07 | Shft+B | Modify lower brush radius |
| 08 | Ctrl+b | Edit Paint Effects template brush settings |
| 09 | i | Modify Artisan brush Stamp Depth |
| 10 | m | Modify Max Displacement (Of Sculpt Surfaces and Sculpt Polygons Tool) |
| 11 | n | Modify Value |
| 12 | / | Switch to pick colour mode |
| 13 | ' | Select cluster mode (Of Paint Weights Tool) |
| 14 | 8 | Open Paint Effects panel |
| 15 | o+LMB | Poly Brush Tool marking menu |
| 16 | o+MMB | Poly UV Tool marking menu |

Tumble, Track or Dolly

| Sr.No | Shortcut Key | Description |
|-------|--------------|-------------|
| 01 | Alt+LMB | Tumble Tool |
| 02 | Alt+MMB | Track Tool |
| 03 | Alt+RMB | Dolly Tool |

Display

| Sr.No | Shortcut Key | Description |
|-------|--------------|-----------------------------|
| 01 | 1 | Low Quality Display setting |

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--------------------------------|
| 02 | 2 | Medium Quality Display setting |
| 03 | 3 | High Quality Display setting |
| 04 | 4 | Shading > Wireframe |
| 05 | 5 | Shaded display |
| 06 | 6 | Shaded and Textured display |
| 07 | 7 | Lighting > Use All Lights |
| 08 | d+LMB | Display Quality marking menu |

Displaying Objects

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--|
| 01 | Ctrl+h | Display > Hide > Hide Selection |
| 02 | Ctrl+Shft+H | Display > Show > Show Last Hidden |
| 03 | Alt+h | Display > Hide > Hide Unselected Objects |
| 04 | Shft+I | Show > Isolate Select > View Selected |

Tool Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--|
| 01 | Return | Complete current tool |
| 02 | ~ | Abort current tool |
| 03 | Insert | Enter tool Edit mode |
| 04 | Shft menu+Q | Select Tool |
| 05 | Shft menu+Q+LMB | Component marking |
| 06 | Alt+q | Select tool |
| 07 | Alt+q+LMB | Polygon marking menu |
| 08 | q+LMB | Mask marking menu |
| 09 | w | Move tool |
| 10 | w+LMB | Move tool marking menu |
| 11 | e | Rotate tool |
| 12 | e+LMB | Rotate tool marking menu |
| 13 | r | Scale tool |
| 14 | r+LMB | Scale tool marking menu |
| 15 | t | Show manipulator tool |
| 16 | y | Select last used tool (Excluding Select, Move, Rotate and Scale) |
| 17 | j | Snap Move, Rotate, Scale tool |
| 18 | = or + | Increase manipulator size |

Animation Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|-------------------------------------|
| 01 | S | Animate > Set key |
| 02 | I | Insert Keys tool (for graph editor) |

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|---|
| 03 | Shft+S+LMB | Keyframe marking menu |
| 04 | Shft+S+MMB | Tangent marking menu |
| 05 | Shft+E | Set key for Rotate |
| 06 | Shft+R | Ser key for Scale |
| 07 | Shft+W | Set key for Translate |
| 08 | Alt+s | Cycle handle stiky state (for IK handles) |

Playback Control

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|-------------------------|
| 01 | Alt+[.] | Move forward one frame |
| 02 | Alt+[.,] | Move backward one frame |
| 03 | [.] | Go to Next key |
| 04 | [,] | Go to previous key |
| 05 | Alt+v | Turn Playback on/off |
| 06 | Alt+Shft+v | Go to Min Frame |

Hotbox Display

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|---|
| 01 | Space | Hotbox |
| 02 | Alt+m | Default Hotbox Style (Zones and Menus Rows) |

Window and View Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--|
| 01 | Crtl+a | Toogle Attribute Editor and Channel Box |
| 02 | a | Frame all in active panel |
| 03 | a+LMB | History Operations marking menu |
| 04 | Shft+A | Frame All in all views |
| 05 | f | Frame selected in active panel |
| 06 | Shft+F | Frame selected in all views |
| 07 | [] | Redo view change |
| 08 | [[] | Undo view change |
| 09 | [`] | Set keyboard focus to command line |
| 10 | Alt+[`] | Set keyboard focus to numeric input line |
| 11 | F1 | Help > Contents and Search |

Moving Selected Objects

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|---------------------|
| 01 | Alt+Up arrow | Move up one pixel |
| 02 | Alt+Down arrow | Move down one pixel |

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|----------------------|
| 03 | Alt+Left arrow | Move left one pixel |
| 04 | Alt+Right arrow | Move right one pixel |

Traversing the Hierarchy

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|-------------------------------|
| 01 | Up arrow | Walk up the current hierarchy |
| 02 | Down arrow | Walk down current hierarchy |
| 03 | Left arrow | Walk left current hierarchy |
| 04 | Right arrow | Walk right current hierarchy |

Modeling Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|------------------------------------|
| 01 | Ctrl+Up arrow | Display coarser Sub-d level |
| 02 | Ctrl+Down arrow | Select/refine Sub-d component |
| 03 | Ctrl+F9 | Convert poly selection to Vertices |
| 04 | Ctrl+F10 | Convert poly selection to Edges |
| 05 | Ctrl+F11 | Covert poly selection to Faces |
| 06 | Ctrl+F12 | Convert poly selection to UVs |

File Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--------------------|
| 01 | Ctrl+n | File > New Scene |
| 02 | Ctrl+o | File > Open Scene |
| 03 | Ctrl+s | File > Save Scene |
| 04 | Ctrl+q | File > Exit |

Selecting Menus

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--------------------------|
| 01 | Ctrl+m | Show/Hide main menu bar |
| 02 | Shft+m | Show/Hide panel menu bar |
| 03 | h+LMB | Menu Set marking menu |
| 04 | F2 | Show Animationmenu set |
| 05 | F3 | Show Modeling menu set |
| 06 | F4 | Show Dynamics menu set |
| 07 | F5 | Show Rendering menu set |

Edit Operations

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|--------------------|
|--------------|---------------------|--------------------|

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|----------------------------------|
| 01 | z or Ctrl+z | Edit > Undo |
| 02 | Shft+z | Edit > Redo |
| 03 | g | Edit > Repeat |
| 04 | Shft+G | Repeat command at mouse position |
| 05 | Ctrl+d | Edit > Duplicate |
| 06 | Shft+D | Edit > Duplicate with Transform |
| 07 | Ctrl+g | Edit > Group |
| 08 | p | Edit > Parent |
| 09 | Shft+P | Edit > Unparent |
| 10 | Ctrl+x | Edit > Cut |
| 11 | Ctrl+c | Edit > Copy |
| 12 | Ctrl+v | Edit > Paste |

Selecting Objects and Components

| Sr.No | Shortcut Key | Description |
|--------------|---------------------|---|
| 01 | F8 | Switching between Objevt and Component Editing |
| 02 | F9 | Select Polygon and Subdivision Surface Vertices |
| 03 | F10 | Select Polygon and Subdivision Surface Edges |
| 04 | F11 | Select Polygon and Subdivision Surface Faces |
| 05 | F12 | Select Polygon and Subdivision Surface UVs |
| 06 | Ctrl+i | Select next intermediate onject |
| 07 | Alt+F9 | Select Polygon Vertex/Faces |
| 08 | < | Shrink polygon selection region |
| 09 | > | Grow polygon selection region |