

Maya Hotkeys

Maya is case sensitive. Hotkeys will not work the same way if **SHIFT** or **CAPS LOCK** are on.

For Mac Users:

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

The **CTRL** key is labeled **CONTROL**.

By default in OS X, Function keys are reserved for operating system commands. If these hotkeys do not work on your computer, go to **System Preferences > Keyboard and Mouse > Keyboard**. Enable the option to "Use all F1, F2, etc. keys as standard function keys." Now these hotkeys should work in Maya.

Viewport Tools

Tumble (<i>orbit</i>).....	hold ALT and drag left mouse button
Track (<i>move left-right and up-down</i>).....	hold ALT and drag middle mouse button
Dolly (<i>move forward-back</i>).....	hold ALT and drag right mouse button or spin the mouse wheel
Toggle Panel Layout.....	tap the SPACEBAR
Frame Selection.....	f
Frame Entire Scene.....	a
Frame All in All Views.....	SHIFT-A
Undo View Move.....	[
Redo View Move.....]

Commands

Help.....	F1
Undo.....	z (or CTRL-z)
Redo.....	SHIFT-Z
Attribute Editor.....	CTRL-a
Hotbox.....	hold SPACEBAR
Marking Menu.....	hold right mouse button
Menu Sets.....	F2, F3, F4, F5, F6
Move Pivot Point aka "Enter Edit Mode".....	INSERT
Move Pivot Point aka "Enter Edit Mode" (<i>momentary</i>)	hold d
Parent.....	p
Edit > Repeat Last (<i>repeat last Action, not repeat last Tool</i>).....	g

Transforms (Toolbox)

Select.....	q
Translate (<i>position</i>).....	w
Rotate.....	e
Scale.....	r
Show Manipulator.....	t
Increase Manipulator size.....	= (<i>equals sign</i>) or + (<i>plus sign</i>)
Decrease Manipulator Size.....	- (<i>minus sign</i>)
Repeat Last Tool (<i>aka "Non-Sacred Tool," not repeat last Action</i>).....	y

Animation

Set Key.....	s
Set Translate Key.....	SHIFT-W
Set Rotate Key.....	SHIFT-E
Set Scale Key.....	SHIFT-R

Animation Playback

Play-Pause.....	ALT-v
Move forward one frame.....	ALT-.
Move backward one frame.....	ALT-,
Go to next key.....	.
Go to previous key.....	,
Go to first frame.....	ALT-SHIFT-v

Object Display

Wireframe.....	4
Shaded.....	5
Shaded and Textured.....	6
NURBS Rough.....	1
NURBS Medium.....	2
NURBS Fine.....	3
Polygon Smooth Mesh Off.....	1
Polygon Cage + Smooth Mesh.....	2
Polygon Smooth Mesh.....	3

Component Editing

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

Snapping

Snap to Grid.....	SHIFT-X
Snap to Grid (<i>momentary</i>).....	<i>hold x</i>
Snap to Curve.....	SHIFT-C
Snap to Curve (<i>momentary</i>).....	<i>hold c</i>
Snap to Point.....	SHIFT-V
Snap to Point (<i>momentary</i>).....	<i>hold v</i>
Discrete Move, Rotate, Scale (<i>momentary</i>).....	<i>hold j</i>

I created this cheat sheet for LCC 2730 based on this original document:

http://digitalartsguild.com/index.php?option=com_content&view=article&id=68&Itemid=88