

## Maya Keyboard Shortcuts

### VIEWPORT NAVIGATION:

*(use Option instead of Alt on Macs)*

**Alt + LMB** – tumble (“rotate”)

**Alt + MMB** – track (“side-to-side”)

**Alt + RMB** – dolly (“zoom”)

**a** – frame scene

**f** – frame selected object

### TRANSFORMS:

**w** – move

**e** – rotate

**r** – scale

**q** – drop tool

**'insert/home'** – edit pivot *(or hold down d)*

### VIEWPORT APPEARANCE:

**4** – wireframe

**5** – shaded

**6** – shaded + textures

**7** – lights *(not default Maya light)*

### HIDE / SHOW:

**Ctrl + h** – Hide selection

**Shift + h** – Show selection

**Ctrl + Shift + h** – Show last hidden

**Alt + h** – Hide unselected

### OBJECT SELECTION:

**F8** – toggle object/component mode

**F9** – vertices

**F10** – edges

**F11** – faces

**F12** – UVs

*(for polygons, convert between selection types by using Ctrl + the function keys listed above)*

### SNAPPING

**c** – snap to curves

**x** – snap to grid

**v** – snap to points

### OTHERS:

**z** – undo!

**Ctrl + g** – group

**Alt + v** – start/stop playback

**Alt + . / , -** next/previous frame

**g** – repeat last tool *(not for transforms)*

### GEOMETRY DISPLAY SETTINGS:

**1** – rough

**2** – medium

**3** – smooth