

Maya Keyboard Shortcuts

VIEWPORT NAVIGATION:

(use Option instead of Alt on Macs)

Alt + LMB - tumble

Alt + MMB - track

Alt + RMB - zoom (dolly)

a - frame all

f - frame selection

TRANSFORMS:

w - move

e - rotate

r - scale

q - drop tool

'home' - edit pivot *(can also 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)*

NURBS DISPLAY SETTINGS:

1 - rough

2 - medium

3 - smooth