



Autodesk Maya 2019 cheat sheet

2D Pan/Zoom

\ + Middle click	2D Pan tool
\ + Right click	2D Zoom tool
\	Enable/disable 2D Pan/Zoom

Animation Operations

I	Insert Keys Tool (for Graph Editor) (press and release)
S	Set Key
Shift + E	Set key for Rotate
Shift + R	Set key for Scale
Shift + W	Set key for Translate
Alt + J	Toggle Multicolor Feedback
Shift + S	With left mouse button for Keyframe marking menu

Display Settings

0	Default quality display setting
1	Rough quality display setting
2	Medium quality display setting
3	Smooth quality display setting
4	Wireframe
5	Shaded display
6	Shaded and Textured display
7	Use All Lights

Displaying Objects (Show, Hide)

Ctrl + H	Hide > Hide Selection
Alt + H	Hide > Hide Unselected Objects
Shift + L	Isolate Select > View Selected (in the panel menus)
Ctrl + Shift + H	Show > Show Last Hidden
Shift + H	Show > Show Selection

Edit Operations

Ctrl + C or Cmd + C	Copy
Ctrl + X or Cmd + X	Cut

Ctrl + D	Duplicate
Ctrl + Shift + D	Duplicate Special
Shift + D	Duplicate with Transform
Ctrl + G	Group
P	Parent
Ctrl + V or Cmd + V	Paste
Shift + Z	Redo
G	Repeat
Shift + G	Repeat command at mouse position
Z or Ctrl + Z	Undo
Shift + P	Unparent
Ctrl + R	Create file reference
Ctrl + Q	Exit
Ctrl + N	New Scene
Ctrl + O	Open Scene
Ctrl + S	Save Scene
Ctrl + Shift + S	Save Scene As

Hotbox Display

Space	(When pressed down) Show the hotbox
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Modeling Operations

2 Cage + smooth	polygon mesh display
Ctrl + F10	Convert polygon selection to Edges
Ctrl + F9	Convert polygon selection to Vertices
Ctrl + F11	Covert polygon selection to Faces
Ctrl + F12	Covert polygon selection to UVs
Page Down	Decreases Division Levels for Smooth Mesh Preview or Subdiv Proxy
1	Default polygon mesh display (no smoothing)
~	Displays both the original (proxy) and the smoothed mesh
Page Up	Increases Division Levels for Smooth Mesh Preview or Subdiv

	Proxy
L	Lock/unlock length of curve (press and hold)
3	Smooth polygon mesh display

Moving Selected Objects

Alt + Down arrow	Move down one pixel
Alt + Left arrow	Move left one pixel
Alt + Right arrow	Move right one pixel
Alt + Up arrow	Move up one pixel

Painting Operations

Ctrl + B	Edit Paint Effects template brush settings
Alt + F	Flood with the current value
Shift + B	Modify lower brush radius (press and release)
M	Modify maximum displacement (Sculpt Surfaces and Sculpt Polygons Tool)
N	Modify paint value
B	Modify upper brush radius (press and release)
O + Left click	Poly Brush Tool marking menu
O + Middle click	Poly UV Tool marking menu
/	Switch to pick color mode (press and release)
Alt + R	Toggle Reflection on or off
Alt + C	Turn Color Feedback on or off
Alt + A	Turn Show Wireframe on or off
U	With left mouse button for Artisan Paint Operation marking menu

Pick Walk

Note: Based on selection, the arrow keys let you walk up the hierarchy (object selected) or walk about the object's components (component selected, including vertices, edge loops, edge rings).

Down arrow	Walk down current
Left arrow	Walk left in current
Right arrow	Walk right in current

Up arrow Walk up current

Playback Control

Alt + Shift + V	Go to Min Frame
.	Go to Next key
,	Go to Previous key
Alt + ,	Move backward one frame in time
Alt + .	Move forward one frame in time
Alt + V	Turn Playback on or off
K + Middle click	Virtual Time Slider mode (press and hold and scrub timeline)

Rendering

Ctrl + Left arrow	Render view next image
Ctrl + Right arrow	Render view previous image

Selecting Menus

F2	Show Animation menu set
F5	Show Dynamics menu set
F4	Show Modeling menu set
F3	Show Polygons menu set
F6	Show Rendering menu set
Ctrl + M	Show/hide main menu bar
Shift + M	Show/hide panel menu bar
Ctrl + Shift + M	Show/hide panel toolbar

Selecting Objects and Components

F10	Edge
F11	Face
>	Grow polygon selection region
F8	Object/Component (Switch between object and component editing)
Ctrl + I	Select next intermediate object
<	Shrink polygon selection region
F12	UV
F9	Vertex
Alt + F9	Vertex Face

Snapping Operations

Shift + J	Move, Rotate, Scale Tool relative snapping (press and release)
J	Move, Rotate, Scale Tool snapping (press and release)
C	Snap to curves (press and release)
X	Snap to grids (press and release)
V	Snap to points (press and release)

Tool Operations

Enter	Complete current tool
-	Decrease manipulator size
Insert	Enter tool Edit mode
+ or =	Increase manipulator size
W	Move Tool, or with left mouse button for Move Tool marking menu
J	Move, Rotate, Scale Tool snapping (press and release)
E	Rotate Tool, or with left mouse button for Rotate Tool marking menu
R	Scale Tool, or with left mouse button for Scale Tool marking menu
Shift + Q	Select Tool, or with left mouse button for Component marking menu
Alt + Q	Select Tool, or with left mouse button for Polygon marking menu
Q	Select Tool, or with left mouse button for Selection Mask marking menu
Y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
T	Show manipulator tool
Ctrl + T	Show universal manipulator tool

Insert	Switches between move pivot and move object (Move Tool)
D	With left mouse button move pivot (Move Tool)

Tumble, Track or Dolly

Alt + Right click	Dolly Tool (press and release)
Alt + Middle click	Track Tool (press and release)
Alt + Left click	Tumble Tool (press and release)

Window and View Operations

Space	(When tapped) Switch between the active window in multi-pane display and single pane display
Alt + Ctrl + Middle click	Fast pan in the Outliner
A	Frame All in active panel, or with left mouse button for History Operations marking menu
Shift + A	Frame All in all views
F	Frame Selected in active panel
Shift + F	Frame Selected in all views
F1	Maya Help
Alt + Middle click	Pan in the Attribute Editor
Alt + Middle click	Pan in the Outliner
]	Redo view change
Alt + B	Switch between a gradient, black, dark gray, or light gray background color
Ctrl + Space	Switch between the standard view and full-screen view of the current panels
Ctrl + A	Switches between Attribute Editor or Channel Box—displays the Attribute Editor if neither is shown
[	Undo view change
Shift + }	View next layout
Shift + {	View previous layout

Pane specific commands

The following commands change based on specific editor pane you are actively using.

Graph Editor

1	Absolute View
A	Frame All
T	Frame Center View
G	Frame Playback Range
F	Frame Selected
H	Lock Channel
3	Normalized View
2	Stacked View
D	Tangents Auto
M	Toggle Curve Selection
J	Unlock Channel

HyperGraph Panel

Alt + T	Decrease Depth
Alt + G	Increase Depth

Hypershade

>	Graph Downstream
Ctrl + .	Graph Remove Downstream
Ctrl + L	Graph Remove Selected
Ctrl + /	Graph Remove Unselected
Ctrl + ,	Graph Remove Upstream
?	Graph Up Downstream
<	Graph Upstream
1	Hypershade Hide Attributes
Down arrow	Arrow Pick Walk Down
Left arrow	Arrow Pick Walk Left
Right arrow	Arrow Pick Walk Right
Up arrow	Arrow Pick Walk Up
P	Pin Selected
#	Remove Material Soloing
/	Select Connected
.	Select Down Stream
,	Select Up Stream
3	Show All Attrs
2	Show Connected Attrs
4	Show Custom Attrs
!	Solo Last Output

@	Solo Material
5	Toggle Node Title Mode
=	Toggle Zoom In
-	Toggle Zoom Out

Node Editor

Up arrow	Back to Parent
Enter	Dive Into Compound
>	Graph Downstream
Ctrl + .	Graph Remove Downstream
Ctrl + L	Graph Remove Selected
Ctrl + ,	Graph Remove Upstream
?	Graph Up Downstream
<	Graph Upstream
X	Grid Toggle Snap
1	Hide Attributes
Down arrow	Pick Walk Down
Left arrow	Pick Walk Left
Right arrow	Pick Walk Right
Up arrow	Pick Walk Up
Ctrl + /	Remove Unselected
/	Select Connected
.	Select Down Stream
3	Show All Attrs
2	Show Connected Attrs
4	Show Custom Attrs
S	Toggle Attr Filter
P	Toggle Node Selected Pins
V	Toggle Node Swatch Size
5	Toggle Node Title Mode
C	Toggle Synced Selection
=	Toggle Zoom In
+	Toggle Zoom Out
,	Up Stream

Outliner

Enter	Rename Selected Item
F	Reveal Selected

Pose Editor

Ctrl + G	Pose Interpolator New Group
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Profiler

1	Category View
2	CPU View
3	Thread View
Ctrl + R	Toggle Recording

Shape Editor

Ctrl + D	Duplicate Target
Ctrl + G	New Group
Alt + D	Select None

Time Editor

L	Additive Layer
Y	Clip Hold Toggle
T	Clip Loop Toggle
W	Clip Razor
Shift + H	Clip Scale End
Shift + G	Clip Scale Start
R	Clip Scale Toggle
H	Clip Trim End
G	Clip Trim Start
E	Clip Trim Toggle
Shift + I	Create Audio Clip
O	Create Clip
Ctrl + G	Create Group From Selection
Shift + L	Create Override Layer
P	Create Pose Clip
Ctrl + X	Cut Clips
Ctrl + Shift + G	Explode Group
Ctrl + E	Export Selection
A	Frame All
F	Frame Selected
B	Ghost Track Toggle
I	Import Animation
U	Ripple Edit Toggle Press

U Ripple Edit Toggle Release

Q Scene Authoring Toggle

S Set Key

D Set Zero Key

M Toggle Mute Selected Tracks

X Toggle Snap to Clip Press

X Toggle Snap to Clip Release

N Toggle Solo Selected Tracks

K Toggle Time Cursor Press

K Toggle Time Cursor Release

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More information: defkey.com/autodesk-maya-shortcuts

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