



MAYA 2011 HOTKEYS

Tools

	Complete current tool	Return
	Enter tool Edit mode	Insert
	Select Tool or with LMB Polygon marking menu	q
	Select Tool, or with LMB for Component marking menu	Shift + Q
	Select Tool, or with LMB for Polygon marking menu	Alt + q
	Move Tool, or with LMB for Move Tool marking menu	W
	Rotate Tool, or with LMB for Rotate Tool marking menu	e
	Scale Tool, or with LMB for Scale Tool marking menu	r
	Show manipulator tool	t
	Show universal manipulator tool	Ctrl + t
	Selects the last used tool	y
	Increase manipulator size	- or =
	With LMB move pivot (Move Tool)	d
	Switches between move pivot / move object (Move Tool)	insert or ↵

Snapping

	Snap to curves (press and release)	c
	Snap to grid (press and release)	x
	Snap to points (press and release)	v
	Move, Rotate, Scale Tool snapping (press and release)	j
	Move, Rotate, Scale Tool relative snapping (press and release)	Shift + j

Painting

	Flood with the current value	Alt + f
	Turn Show Wireframe on or off	Alt + a
	Turn Color Feedback on or off	Alt + c
	Toggle Reflection on or off	Alt + r
	With LMB for Artisan Paint Operation marking menu	u
	Modify upper brush radius (press and release)	b
	Modify lower brush radius (press and release)	Shift + b
	Edit Paint Effects template brush settings	Ctrl + b
	Modify maximum displacement	m
	Modify paint value	n
	Switch to pick color mode (press and release)	/
	Open Paint Effects panel	8
	With LMB for the Poly Brush Tool marking menu	o
	With MMB for Poly UV Tool marking menu	o

Tumble, Track & Dolly

	Tumble Tool (press and release)	Alt + LMB
	Track Tool (press and release)	Alt + MMB
	Dolly Tool (press and release)	Alt + RMB

2D Pan & Zoom

	2D Pan tool	\ + MMB
	2D Zoom tool	\ + RMB
	Enable/disable 2D Pan/Zoom	\

Displaying Objects

	Hide Selection	Ctrl + h
	Show Selection	Shift + h
	Show Last Hidden	Ctrl + Shift + h
	Hide Unselected Objects	Alt + h
	Isolate and select active object	Shift + l



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Animation

	Set Key	s
	Insert Keys Tool (for Graph Editor)	i
	Keyframe marking menu	Shift + s + LMB
	Tangent marking menu	Shift + s + MMB
	Set key for Translate	Shift + w
	Set key for Rotate	Shift + e
	Set key for Scale	Shift + r
	Toggle FBIK effector Pin Translate on or off	Alt + w
	Toggle FBIK effector Pin Rotate on or off	Alt + e
	Toggle FBIK effector Pin Translate and Rotate on or off	Alt + s
	Set Full Body IK Keys	Ctrl + f
	Toggle Multicolor Feedback	Alt + j
	Set FBIK keys on All	Alt + d
	Set FBIK keys on Body Part	Alt + x
	Set FBIK keys on Selected	Alt + 4
	Key FBIK Reach to 1	Alt + 3
	Key FBIK Reach to 0	Alt + 1
	Key no FBIK Reach	Alt + 2

Playback

	Move forward one frame in time	Alt + .
	Move backward one frame in time	Alt + ,
	Go to Next key	.
	Go to Previous key	,
	Turn Playback on or off	Alt + v
	Go to first frame	Alt + Shift + v
	Virtual Time Slider mode	k + MMB

Hotbox

	(When pressed down) Show the hotbox	Spacebar
	Default Hotbox Style (Zones and Menu Rows)	Alt + m

Windows & Views

	Switches between Attribute Editor or Channel Box	Ctrl + a
	Frame All in active panel	a
	History Operations marking menu	a + LMB
	Frame All in all views	Shift + a
	Frame Selected in active panel	f
	Frame Selected in all views	Shift + f
	(When tapped) Switch multi-pane display and single pane	Spacebar
	Switch between the standard view and full-screen view	Ctrl + Spacebar
	Redo view change]
	Undo view change	[
	Switch between view background colors.	Alt + b
	View previous layout	Shift + [
	View next layout	Shift +]

Moving Selected Objects

	Move up one pixel	Alt + h
	Move down one pixel	Alt + i
	Move left one pixel	Alt + f
	Move right one pixel	Alt + g



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Pick Walk

Move up current	h
Move down current	i
Move left current	f
Move right current	g

Modeling Operations

Default polygon mesh display (no smoothing)	1
Cage + smooth polygon mesh display	2
Smooth polygon mesh display	3
Display coarser subdivision surface level	Ctrl + h
Select/refine subdivision surface component	Ctrl + i
Convert polygon selection to Vertices	Ctrl + F9
Convert polygon selection to Edges	Ctrl + F10
Covert polygon selection to Faces	Ctrl + F11
Covert polygon selection to UVs	Ctrl + F12
Displays Subdiv Proxy options window	Ctrl + `
Toggles between the proxy and the smoothed mesh	`
both the proxy and the smoothed mesh	~
NURBS to Subdiv, Polygons to Subdiv	Alt + `
NURBS to Subdiv, Polygons to Subdiv Option Box	Alt + Shift + ~
Increases Division Levels for Smooth Mesh or Subdiv.	Page Up
Decreases Division Levels for Smooth Mesh or Subdiv.	Page Down
Lock/unlock length of curve (press and hold)	L

Display Settings

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

File Operations

New Scene	Ctrl / cmd + n
Open Scene	Ctrl / cmd + o
Save Scene	Ctrl / cmd + s
Exit	Ctrl / cmd + q
Create file reference	Ctrl + r

Selecting Menu

Show/hide main menu bar	Ctrl + m
Show/hide panel menu bar	Shift + m
Show/hide panel toolbar	Ctrl + Shift + m
Menu Set marking menu	LMB + h
Show Animation menu set	F2
Show Polygons menu set	F3
Show Modeling menu set	F4
Show Dynamics menu set	F5
Show Rendering menu set	F6



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Editing Operations

Undo	z
Redo	Shift + z
Repeat	g
Repeat command at mouse position	Ctrl + d
Duplicate	Ctrl + d
Duplicate Special	Ctrl + Shift + d
Duplicate with Transform	Shift + d
Group	Ctrl + g
Parent	P
Unparent	Shift + p
Cut	Ctrl / cmd + x
Copy	Ctrl / cmd + c
Paste	Ctrl / cmd + v

Selecting Objects and Components

Switch between object and component editing	F8
Vertex	F9
Edges	F10
Faces	F11
UV	F12
Select next intermediate object	Ctrl + i
Vertex Face	Alt + F9
Shrink polygon selection region	<
Grow polygon selection region	>

Maya 2011 Hotkey Chart put together by Sphere VFX Ltd.

Training and Consultancy in 3D, Compositing and Visual Effects
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