

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 |
|-------|-------------------------------------|

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 |
|----------|-----------------------------|

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/fa/autodesk-maya-shortcuts

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