




Autodesk Maya 2012 Essential Shortcuts & Cheat Sheet


MOUSE: Tumble, Track or Dolly

Hold + drag Function

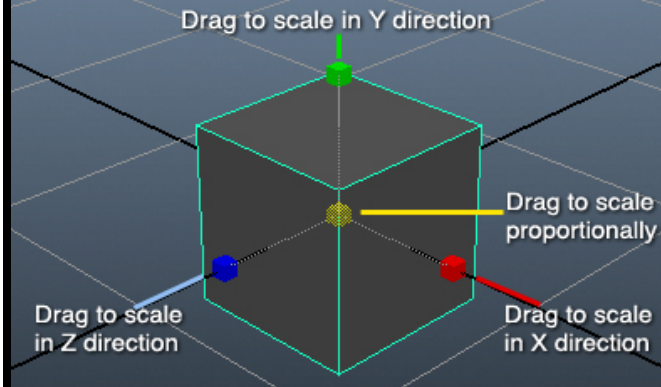
ALT +  Tumble

ALT +  Track

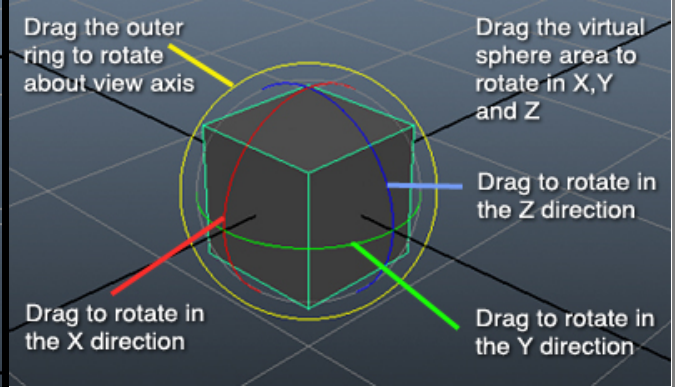
ALT +  or Dolly

ALT +  or Dolly






HOW TO SCALE



HOW TO ROTATE



HOT KEYS

	(q) Select tool
	(w) Move tool
	(e) Rotate tool
	(r) Scale tool
	(t) Show Manipulator

MENUS

Hold Space bar	Show Hot box
F1	Help
F2	Show Animation Menu Set
F3	Show Polygons Menu Set
F4	Show Surfaces Menu Set
F5	Show Dynamics Menu Set
F6	Show Rendering Menu Set
Shift + m	Show/Hide Viewport Panel Menu
Ctrl + Shift	Show/Hide Viewport Panel Toolbar

DISPLAY

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

SNAPPING OPERATIONS

c	Snap to curves
x	Snap to grids
v	Snap to points
j	Move, Rotate, Scale snapping

SELECTING OBJECTS AND COMPONENTS

F8	Switch between object/component editing
F9	Select > Vertex
F10	Select > Edge
F11	Select > Face
F12	Select > UV
Alt + F9	Select > Vertex Face

MODELING

=	Increase Manipulator Size
-	Decrease Manipulator Size
Home Key	Pivot
Ctrl + `	Proxy > Subdiv Proxy
~	Displays both the original proxy & smoothed mesh
,	Toggles display original proxy & smoothed mesh

WINDOW AND VIEW OPERATIONS

Ctrl + a	Switch Attribute Editor to Channel Box
a	Frame All in active panel
Shift + a	Frame All in all views
f	Frame Selected in active panel
Shift + f	Frame Selected in all views

EDIT OPERATIONS

Shift + z	Edit > Redo
g	Edit > Repeat Last
Ctrl + d	Edit > Duplicate
Ctrl + g	Edit > Group
p	Edit > Parent
Shift + p	Edit > Unparent (child)
Ctrl + h	Display > Hide > Hide Selection
Ctrl+Shift + h	Display > Show > Show Last Hidden
[Go To Previous View
]	Go To Next View
Alt + b	Change Background Color
Tap Space bar	Toggles Between Single and Four View