

# MAYA HOTKEYS

## VIEWPORT DISPLAY

- 3** - toggle smooth preview
- 4** - wireframe mode
- 5** - shaded display
- 6** - shaded & textured display

## OBJECT MANIPULATION

- W** - move
- E** - rotate
- R** - scale
- T** - show manipulator
- D** - unlock manipulator (click to snap to faces or edges)
- J** - move rotate scale tool (super manipulator)
- B** - soft select toggle
- hold B + middle Mouse Button + Drag** - change area of effect

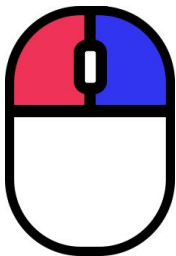
## HIERARCHY & VIEW

- P** - parent
- A** - frame all in viewport
- F** - frame selected in viewport
- H** - hide/unhide selection
- S** - keyframe

## UNDO + UTILITY

- Ctrl z** - undo
- G** - repeat action
- hold X** - snap to grid
- hold C** - snap to curve
- hold V** - snap to point

# MOUSE NAVIGATION + MENUS



**Alt + left Mouse Button** - rotate camera around point

**Alt + middle Mouse Button** - pan camera

**Alt + right Mouse Button** - smooth zoom

**Scroll wheel** - stepped zoom

**right Mouse Button** - Object mode / property select

**Shift + right Mouse Button** - mesh functions menu

**Ctrl + right Mouse Button** - switch to property menu