Tool Operations

	Return	Complete current tool
	Insert	Enter tool edit mode to move the object pivot
	d	Switch between tool edit mode and move/rotate/scale mode (press/release)
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 Mask marking menu
	w	Move Tool, or with left mouse button for Move Tool marking menu
	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
	t	Show Manipulator Tool
	y	Selects the last used tool that is not one of Select, Move, Rotate, or Scale
	j	Move, Rotate, Scale Tool Snapping (press/release)
	=, +	Increase manipulator size
	-	Decrease manipulator size

Animation Operations

	s	Animate > Set Key
	i	Insert Keys Tool (for Graph Editor) (press/release)
Shift	s	With left mouse button for Keyframe marking menu
Shift	s	With middle mouse button for Tangent marking menu
Shift	e	Set key for Rotate channels
Shift	r	Set key for Scale channels
Shift	w	Set key for Translate channels
Alt	s	IK handle stickiness on/off

Playback Control

Alt	.	Move forward one frame in time
Alt	,	Move backward one frame in time
	.	Go to Next Key
	,	Go to Previous key
Alt	v	Turn Playback on/off
Alt + Shift	v	Go to first frame in current playback range
	k	With middle mouse button, drag in the scene view to scrub animation (press/release)

Hotbox Display

	space	Hotbox (press/release)

Window and View Operations

Ctrl	a	Switch between Attribute Editor or Channel Box – displays the Attribute Editor if neither is shown
	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

Window and View Operations *continued*

Shift	f	Frame Selected in all views
	space (tap)	Switch between active window in multi-pane display and single pane display
Ctrl	space	Switch between the standard view and full-screen view of the current panels
	]	Redo view change
	[	Undo view change
Alt	b	Changes the background color to light gray (standard), dark gray or black
	F1	Help > Maya Help

Moving Selected Objects

Alt	↑	Move up one pixel
Alt	↓	Move down one pixel
Alt	←	Move left one pixel
Alt	→	Move right one pixel

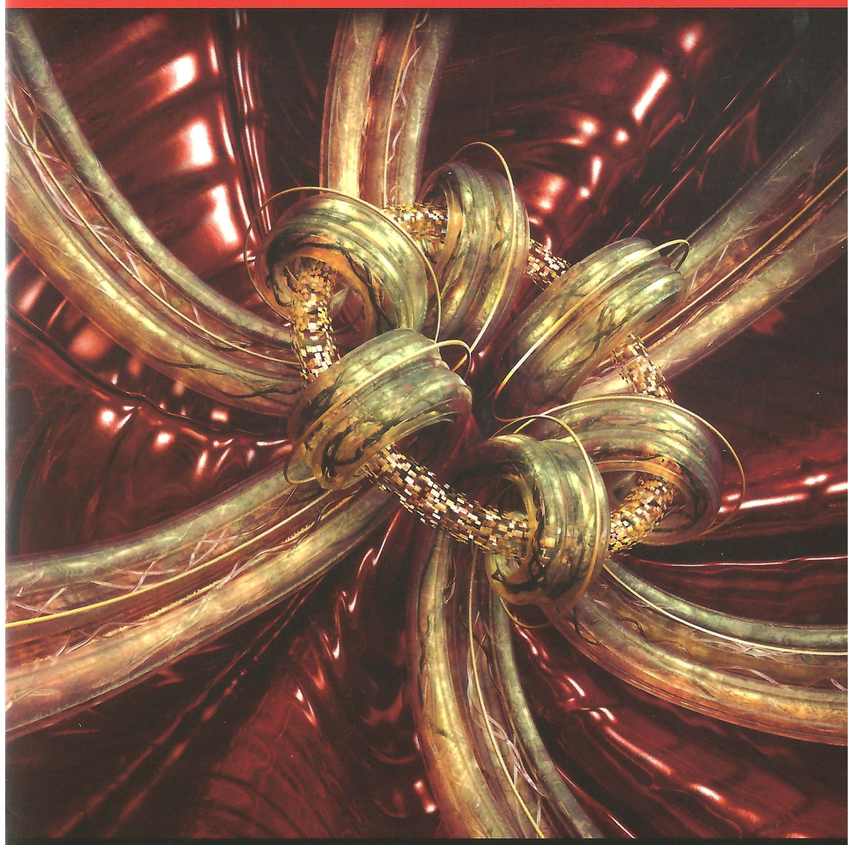
Traversing the Hierarchy

	↑	Walk up the current hierarchy
	↓	Walk down the current hierarchy
	←	Walk left in the current hierarchy
	→	Walk right in the current hierarchy

Modeling Operations

Ctrl	↑	Coarsen subdivision surface component
Ctrl	↓	Refine subdivision surface component
Ctrl	F9	Convert poly selection to Vertices
Ctrl	F10	Convert poly selection to Edges
Ctrl	F11	Convert poly selection to Faces
Ctrl	F12	Convert poly selection to UVs
	`	Display proxy mesh or smooth mesh (Polygons>Smooth Proxy) Display original surface or converted surface (Modify > Convert > NURBS to Subdiv, Polygons to subdiv)
Shift	~	Display proxy mesh and smooth mesh (Polygons > Smooth Proxy) Display the original surface and the converted surface (Modify>Convert>NURBS to Subdiv, Polygons to subdiv)
Ctrl	`	Polygons > Smooth Proxy
Ctrl+ Shift	`	Polygons > Smooth Proxy > ❐
Alt	`	Modify > Convert > NURBS to Subdiv, Polygons to Subdiv
Alt+ Shift	`	Modify > Convert > NURBS to Subdiv > ❐, Polygons to Subdiv > ❐
	Page Up	Increase smooth mesh denseness (Polygons > Smooth Proxy) Increase the Display Level of the subdiv surface (Modify > Convert > NURBS to Subdiv, Polygons to Subdiv)
	Page Down	Decrease smooth mesh denseness (Polygon s > Smooth Proxy) Decrease the Display Level of the subdiv surface (Modify > Convert > NURBS to Subdiv, Polygons to Subdiv)
	l	Lock length of curve (press/release)

Maya® 6.5 Quick Reference



Maya™ 6

CAN YOU IMAGINE®

Snapping Operations

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

Painting Operations

Alt	f	Flood with the current value
Alt	a	Turn Show Wireframe on/off
Alt	c	Turn Color Feedback on/off
Alt	r	Toggle Reflection on/off
	u	With left mouse button for Artisan Paint Operation marking menu
	b	Drag to modify upper brush radius (press/release)
Shift	b	Drag to modify lower brush radius (press/release)
Ctrl	b	Edit Paint Effects template brush settings
	m	Drag to modify Max Displacement (Sculpt Surfaces and Sculpt Polygons Tool)
	n	Modify Value
	/	Switch to pick color mode (press/release)
	8	Open/Close Paint Effects panel
	o	With left mouse button for the Poly Brush Tool marking menu
	o	With middle mouse button for Poly UV Tool marking menu

Display Settings

	4	Shading > Wireframe
	5	Shaded display
	6	Shaded and Textured display
	7	Lighting > Use All Lights
	1	NURBS Low Quality Display setting
	2	NURBS Medium Quality Display setting
	3	NURBS High Quality Display setting

Displaying Objects (Show, Hide)

Ctrl	h	Display > Hide > Hide Selection
Ctrl+ Shift	h	Display > Show > Show Last Hidden
Alt	h	Display > Hide > Hide Unselected Objects
Shift	i	Show > Isolate Select > View Selected

Tumble, Track, or Dolly

Alt	Left mouse button	Tumble View (press/release)
Alt	Middle mouse button	Track View (press/release)
Alt	Right mouse button	Dolly View (press/release)

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