

File Commands

File > New Scene	Ctrl + n
File > Open Scene	Ctrl + o
File > Save Scene	Ctrl + s
File > Exit	Ctrl + q

Edit Operations

Edit > Undo	z, or Ctrl + z
Edit > Redo	Shift + a
Edit > Repeat	g
Repeat command at mouse position	Shift + G
Edit > Duplicate	Ctrl + d
Edit > Duplicate w/ Transform	Shift + D
Edit > Group	Ctrl + g
Edit > Parent	p
Edit > Unparent	Shift + P
Edit > Cut	Ctrl + x
Edit > Copy	Ctrl + c
Edit > Paste	Ctrl + v

Selecting Menus

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



Display

Shading > Wireframe	4
Shaded Display	5
Shaded & Textured Display	6
Lighting > Use All Lights	7
Display Quality Marking Menu	d + LMB
Low Quality Display Setting	1
Medium Quality Display Setting	2
High Quality Display Setting	3

Tumble, Track, Dolly

Tumble, Roll	Alt + LMB
Track	Alt + MMB
Dolly	Alt + RMB

Object Show/Hide

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

Snapping Command

Snap to curves	c
Snap to grids	x
Snap to points	v
Move, Rotate, Scale Tool snapping	j
Move, Rotate, Scale Tool relative snapping	Shift + J

Paint Commands

Flood with the current value	Alt + f
Turn Show Wireframe on/off	Alt + a
Turn Color Feedback on/off	Alt + c
Turn Reflection on/off	Alt + r
Artisan Paint Operation marking menu	u + LMB
Modify upper brush radius	b
Modify lower brush radius	Shift + B
Edit Paint Effects template brush settings	Ctrl + b
Modify Artisan brush Stamp Depth	i
Modify Max Displacement (Sculpt Surfaces & Sculpt Polygons Tool)	m
Modify Value	n
Switch to pick color mode	/
Select cluster mode (Paint Weights Tool)	' [single quote]
Open Paint Effects panel	8
Poly Brush Tool marking menu	o + LMB
Poly UV Tool marking menu	o + MMB

Hotbox Display

Hotbox **Space**

Default Hotbox Style (Zones & Menus Rows) **Alt + m**

Playback Control

Move forward one frame **Alt + . [period]**

Move backward one frame **Alt + , [comma]**

Go to Next key **. [period]**

Go to Previous key **, [comma]**

Turn Playback on/off **Alt + v**

Go to Min Frame **Alt + Shift + v**

Tool Commands

Commit current tool **Return**

Abort current tool **~ [tilde]**

Enter tool Edit mode **Insert**

Select Tool **Shift menu + Q**

Component marking **Shift menu + Q + LMB**

Select Tool **Alt + q**

Polygon marking menu **Alt + q + LMB**

Mask marking menu **q + LMB**

Move tool **w**

Move tool marking menu **w + LMB**

Rotate tool **e**

Rotate tool marking menu **e + LMB**

Scale tool **r**

Scale tool marking menu **r + LMB**

Show manipulator tool **t**

Select last used tool
(Excluding Select, Move, Rotate & Scale) **y**

Snap Move, Rotate & Scale tool **j**

Increase manipulator size **= or +**

Decrease manipulator size **- [minus]**

Animation Commands

Animate > 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 Rotate **Shift + E**

Set key for Scale **Shift + R**

Set key for Translate **Shift + W**

Cycle handle stiky state (for IK handles) **Alt + s**

Modeling Commands

Display coarser Sub-d level **Ctrl + Up arrow**

Select/refine Sub-d component **Ctrl + Down arrow**

Convert poly selection to Vertices **Ctrl + F9**

Convert poly selection to Edges **Ctrl + F10**

Convert poly selection to Faces **Ctrl + F11**

Convert poly selection to UVs **Ctrl + F12**

Selecting Objects & Components

Switch btn Object & Component Editing **F8**

Select Polygon & Subdivision Surface Vertices **F9**

Select Polygon & Subdivision Surface Edges **F10**

Select Polygon & Subdivision Surface Faces **F11**

Select Polygon & Subdivision Surface UVs **F12**

Select next intermediate object **Ctrl + i**

Select Polygon Vertex/Faces **Alt + F9**

Shrink Polygon selection region **<**

Grow polygon selection region **>**

Moving Selected Objects

Move up one pixel **Alt + Up arrow**

Move down one pixel **Alt + Down arrow**

Move left one pixel **Alt + Left arrow**

Move right one pixel **Alt + Right arrow**

Transversing the Hierarchy

Walk UP the current hierarchy **Up arrow**

Walk DOWN the current hierarchy **Down arrow**

Walk LEFT the current hierarchy **Left arrow**

Walk RIGHT the current hierarchy **Right arrow**

Window & View Commands

Toogle Attribute Editor & 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**

Redo view change **]**

Undo view change **[**

Set keyboard focus to command line **` [accent]**

Set keyboard focus to numeric input line **Alt + ` [accent]**

Help > Content & Search **F1**