Maya Hotkeys + Workflow Tricks

Keep the pointer over the intended viewport. Custom hotkeys, active tools and editor focus can change behavior. Letters below do not imply Shift unless shown.

LMB = left mouse button MMB = middle mouse button RMB = right mouse button

Navigate the viewport

Alt + LMB drag	Orbit / tumble
Alt + MMB drag	Pan / track
Alt + RMB drag	Dolly in or out
F	Frame selection
A	Frame everything
Shift + F	Frame selection in all views
Tap Space	One pane / multi-pane
Hold Space	Open the hotbox

Display and inspect

4 / 5 / 6	Wire / shaded / textured
1 / 2 / 3	Base / cage + smooth / smooth mesh preview
[/]	Undo / redo view change
Ctrl + 1	Isolate selected in panel

Select and transform

Q / W / E / R	Select / move / rotate / scale
F8	Object / component mode
F9 / F10 / F11	Vertex / edge / face mode
F12	UV selection mode
Ctrl + A	Attribute Editor / Channel Box

Model and edit

Ctrl + D	Duplicate
Shift + D	Duplicate with Transform
Ctrl + G	Group selection
G	Repeat last action
Ctrl + Z / Ctrl + Y	Undo / redo
Ctrl + S	Save scene

Two easy mix-ups
A frames all objects in the active view. Shift + F frames the selection in all views.
6 enables textured display; it does not repair missing texture files. The 1 / 2 / 3 row describes polygon mesh preview, not an instruction to add geometry.

Do more without hunting through menus

Marking menus | Open deliberately first; learn gestures after the menu is familiar.

RMB on a mesh	Switch object or component mode. Use it when moving between faces, edges and vertices.
Ctrl + RMB	Convert a selection. Example: turn a face selection into its associated edges.
Shift + RMB	With a polygon selected: polygon tools. With nothing selected: primitive creation. Use the selection context to find the right menu.
Hold W + LMB	Open Move Tool settings at the cursor. Use it when checking transform options without leaving the viewport.

Five workflow tricks worth keeping

01 Recover the view, not the model

Press [to step back through view changes;] steps forward. Example: after losing a useful camera angle, return to it without undoing your modeling work.

02 Bookmark an isolated work area

Select the parts, then Ctrl + 1. In the panel, use Show > Isolate Select > Bookmarks > Bookmark Current Objects. Example: keep a chair seat and legs easy to revisit. Isolation affects this panel, not the render.

03 Save selections you keep rebuilding

Select the objects, then Create > Sets > Quick Select Set. Name it and use Add to Shelf for one-click recall. Example: save all chair feet as chairFeet_SEL. Review component sets after topology changes.

04 Repeat spacing without guessing

On a simple test object, Ctrl + D, move the copy by a known amount, then Shift + D to repeat that offset. Example: build a row of evenly spaced slats. Keep the last duplicate selected; inspect the result.

05 Use two kinds of recovery

Enable Incremental Save for backups on manual saves; enable Autosave for timed copies. Example: save a new named version before a risky modeling pass. Check backup retention and destination; keep a separate backup too.

Keep editable masters. Do not use blanket history deletion or frozen transforms as a universal cleanup step.

Official Autodesk references - click a title below

All Maya Hotkeys
Create and edit sets
Autosave preferences
Marking Menus
Duplicate
Isolate display
Save Scene Options