
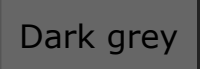

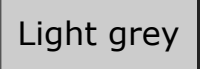





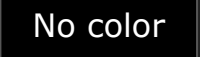


logickeyboard™

# Autodesk Maya 2018

## Categories

 Turkis	View Operations	 Dark grey	Node Editor
 Light blue	Timeline & Animation	 Light grey	UV Editor
 Orange	Move & Navigation	 Dark blue	Painting Operations
 Bluegreen	Objects & Components	 White	Menus & Actions
 Green	Tool & Snap Operations	 No color	Mixed

## Shortcut list Tips














Press Ctrl/Cmd + F to activate Search field
















Press Ctrl/Cmd + (+) or (-) to maximize or minimize content

Symbol	Command	Windows	Mac
	Low Quality Display	<b>1</b>	<b>1</b>
	Medium Quality Display	<b>2</b>	<b>2</b>
	High Quality Display	<b>3</b>	<b>3</b>
	Display Wireframe	<b>4</b>	<b>4</b>
	Display Shaded	<b>5</b>	<b>5</b>
	Display Shaded and Textured	<b>6</b>	<b>6</b>
	Display Light	<b>7</b>	<b>7</b>
	Default Quality display	<b>0</b>	<b>0</b>
	Undo View Change	<b>[</b>	<b>[</b>
	Redo View Change	<b>]</b>	<b>]</b>
	Toggle Pan / Zoom	<b>\</b>	<b>\</b>
	View All	<b>A</b>	<b>A</b>
<b>MM</b>	Select All Marking Menu	<b>A</b>	<b>A</b>
	View Selected	<b>F</b>	<b>F</b>
	Toggle Show / Hide	<b>H</b>	<b>H</b>

	Increase Smoothing Level	<b>PgUp</b>	<b>PgUp</b>
	Decrease Smoothing Level	<b>PgDn</b>	<b>PgDn</b>
	Stop Playback	<b>Esc</b>	<b>Esc</b>
	Toggle Ripple Edit	<b>U</b>	<b>U</b>
<b>MM</b>	Paint Operation Marking Menu	<b>U</b>	<b>U</b>
	Insert Key Tool	<b>I</b>	<b>I</b>
<b>CREATE CLIP</b>	Create Clip	<b>O</b>	<b>O</b>
<b>MM</b>	Poly Brush Marking Menu	<b>O</b>	<b>O</b>
	Set Key	<b>S</b>	<b>S</b>
	Activate Time Dragger Tool	<b>K</b>	<b>K</b>
	Previous Key	<b>,</b> on main keyboard	<b>,</b> on main keyboard
	Next Key	<b>.</b> on main keyboard	<b>.</b> on main keyboard
<b>ABSOLUTE VIEW</b>	Absolute View in Graph Editor	<b>1</b> on numeric	<b>1</b> on numeric
<b>STACKED VIEW</b>	Stacked View in Graph Editor	<b>2</b> on numeric	<b>2</b> on numeric
<b>NORMALIZED VIEW</b>	Normalized View in Graph Editor	<b>3</b> on numeric	<b>3</b> on numeric

	Pick Walk	Arrow key	Arrow key
	Select Multi Component Mask	F7	F7
	Select Toggle Mode	F8	F8
	Select Vertex Mask	F9	F9
	Select Edge Mask	F10	F10
	Select Faces Mask	F11	F11
	Select UV Mask	F12	F12
	Select Tool	Q	Q
MM	Select Tool Options Marking Menu	Q	Q
	Move Tool	W	W
MM	Translate Tool With Snap Marking Menu	W	W
	Rotate Tool	E	E
MM	Rotate Tool With Snap Marking Menu	E	E
	Scale Tool	R	R
MM	Scale Tool With Snap Marking Menu	R	R

	Universal Manipulator	<b>T</b>	<b>T</b>
	Decrease Manipulator Size	<b>-</b> on numeric	<b>-</b> on numeric
	Increase Manipulator Size	<b>+</b> on numeric	<b>+</b> on numeric
	Toggle Snap Mode	<b>J</b>	<b>J</b>
	Lock / Unlock Curve Length	<b>L</b>	<b>L</b>
	Grid Snap	<b>X</b>	<b>X</b>
	Curve Snap	<b>C</b>	<b>C</b>
	Point Snap	<b>V</b>	<b>V</b>
	Zoom Out in Node Editor	<b>-</b>	<b>-</b>
	Zoom In in Node Editor	<b>=</b>	<b>=</b>
<b>CREATE NODE</b>	Create Node in Node Editor	<b>Tab</b>	<b>Tab</b>
<b>COMP SEL</b>	Select Components	<b>Tab</b>	<b>Tab</b>
	Display UV Wireframe	<b>4</b> on numeric	<b>4</b> on numeric
	Display UV Shaded	<b>5</b> on numeric	<b>5</b> on numeric
	Toggle UV Texture Image	<b>6</b> on numeric	<b>6</b> on numeric

	Toggle UV Distortion	7 on numeric	7 on numeric
	Toggle UV Shell Border	8 on numeric	8 on numeric
	Toggle Texture Border Display	9 on numeric	9 on numeric
	Activate Brush Size in Brush Tools	B	B
	Modify Paint Value	N	N
	Modify Displacement	M	M
	Show Modeling UI Menu Set	F2	F2
	Show Rigging UI Menu Set	F3	F3
	Show Animation UI Menu Set	F4	F4
	Show Dynamics UI Menu Set	F5	F5
	Show Rendering UI Menu Set	F6	F6
	Last Used Tool	Y	Y
	Parent	P	P
	Enter Edit Mode	D	D
	Repeat Last Action	G	G

	Undo		
	Enter Tool Edit Mode		
	Help		
	Cancel Render		
	Select Vertex Face Mask		
	Select Mesh UV Shell		
	Set Mesh Sculpt Tool		
	Set Mesh Smooth Tool		
	Set Mesh Relax Tool		
	Set Mesh Grab Tool		
	Set Mesh Pinch Tool		
	Set Mesh Flatten Tool		
	Set Mesh Foamy Tool		
	Set Mesh Spray Tool		
	Set Mesh Repeat Tool		

Set Mesh Freeze Tool	Ctrl O	Ctrl O
Quit / Exit	Ctrl Q	Ctrl Q
Quad Draw Tool	Ctrl Shift Q	Ctrl Shift Q
HumanIK Pin Translate	Alt W	Opt W
Set Key on Translate	Shift W	Shift W
HumanIK Pin Rotate	Alt E	Opt E
Set Key on Rotate	Shift E	Shift E
Toggle Reflection	Alt R	Opt R
Set Key on Scale	Shift R	Shift R
Universal Manipulator	Ctrl T	Ctrl T
Hypergraph Decrease Depth	Alt T	Opt T
Assign Material	Shift T	Shift T
Redo	Ctrl Y	Ctrl Y
Redo View Change	Alt Y	Opt Y
Unfold UV in UV Editor	Ctrl U	Ctrl U



Select Isolate in Viewport	Shift I	Shift I
Invert Selection	Ctrl Shift I	Ctrl Shift I
Open Scene	Ctrl O	Ctrl O
Camera Mode Toggle	Alt P	Opt P
Unparent	Shift P	Shift P
Previous View Arrangement	Shift [	Shift [
Next View Arrangement	Shift ]	Shift ]
Frame All in All Views	Shift A	Shift A
Show Attribute Editor or Channel Box	Ctrl A	Ctrl A
Save Scene	Ctrl S	Ctrl S
Sew UVs in UV Editor	Shift S	Shift S
Save Scene As	Ctrl Shift S	Ctrl Shift S
Duplicate	Ctrl D	Ctrl D
Deselect All	Alt D	Opt D
Delete History	Alt Shift D	Opt Shift D

Frame Selection in All Views	Shift F	Shift F
Flood Surfaces	Alt F	Opt F
Group	Ctrl G	Ctrl G
Repeat Last Action at Mouse Position	Shift G	Shift G
Hide Unselected Objects	Alt H	Opt H
Show Last Hidden	Ctrl Shift H	Ctrl Shift H
Show All Poly Components	Ctrl Alt H	Ctrl Opt H
Move Rotate Scale Tool Toggle Snap Relative Mode	Shift J	Shift J
Layout UV in UV Editor	Ctrl L	Ctrl L
Create Override Layer in Time Editor	Shift L	Shift L
Undo	Ctrl Z	Ctrl Z
Redo	Shift Z	Shift Z
Undo View Change	Alt Z	Opt Z
Cut Selected	Ctrl X	Ctrl X
Multi-Cut Tool	Ctrl Shift X	Ctrl Shift X

Copy Selected	Ctrl C	Ctrl C
Create Camera from View	Ctrl Shift C	Ctrl Shift C
Paste	Ctrl V	Ctrl V
Play / Pause	Alt V	Opt V
Play Range Start	Alt Shift V	Opt Shift V
Edit Mesh Bevel Polygon	Ctrl B	Ctrl B
Cycle Background Color	Alt B	Opt B
New Scene	Ctrl N	Ctrl N
Toggle Main Menubar	Ctrl M	Ctrl M
Toggle Panel Menubar	Shift M	Shift M
Toggle Model Editor Bars	Ctrl Shift M	Ctrl Shift M
Previous Frame	Alt ,	Opt ,
Shrink Polygon Selection Region (<)	Shift ,	Shift ,
Next Frame	Alt .	Opt .
Grow Polygon Selection Region (>)	Shift .	Shift .

	Toggle Viewports	Space	Space
	Toggle Full Screen Mode	Ctrl Space	Ctrl Space
<b>HOT BOX</b>	Show Hotbox	Space (hold)	Space (hold)
	Go To Default View	Alt Home	Opt Home
	Increase Checker Density	Ctrl Up Arrow	Ctrl Up Arrow
	Decrease Checker Density	Ctrl Down Arrow	Ctrl Down Arrow
	Render View Next Image	Ctrl Left Arrow	Ctrl Left Arrow
	Render View Prev Image	Ctrl Right Arrow	Ctrl Right Arrow
	Move 1 Pixel	Alt Arrow Key	Opt Arrow Key
	Spin Edge Backward	Ctrl Alt Left Arrow	Ctrl Opt Left Arrow
	Spin Edge Forward	Ctrl Alt Right Arrow	Ctrl Opt Right Arrow