Shortcut Guide

Autodesk® 3ds Max®

2009

Autodesk® 3ds Max®

Design 2009

Autodesk®

© **2008 Autodesk, Inc. All rights reserved.** Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.
Certain materials included in this publication are reprinted with the permission of the copyright holder.
Portions Copyright © 2005 Microsoft Corporation. All rights reserved.
Portions Copyright Max HTR created 2003-2005 by Motion Analysis.
REALVIZ Copyright © 2006 REALVIZ S.A. All rights reserved.
Portions of this software JSR-184 Exporter Copyright © 2004 Digital Element, Inc.
JPEG software is copyright © 1991-1998, Thomas G. Lane. All Rights Reserved. This software is based in part on the work of the Independent JPEG Group.
Portions Copyright © 2005 Blur Studio, Inc.
Portions Copyright © 1999-2005 Joseph Alter, Inc. Credit to Joe Alter, Gonzalo Rueda, and Dean Edmonds.
Certain patents licensed from Viewpoint Corporation.
This product includes Radiance software (http://radsite.lbl.gov/radiance) developed by the Lawrence Berkeley National Laboratory (http://www.lbl.gov). Copyright © 1990-2005. The Regents of the University of California through Lawrence Berkeley National Laboratory. All rights reserved.
Portions Copyright © 1990-2007 Info-ZIP. All rights reserved.
For the purposes of this copyright and license, "Info-ZIP" is defined as the following set of individuals: Mark Adler, John Bush, Karl Davis, Harald Denker, Jean-Michel Dubois, Jean-loup Gailly, Hunter Goatley, Ed Gordon, Ian Gorman, Chris Herborth, Dirk Haase, Greg Hartwig, Robert Heath, Jonathan Hudson, Paul Kienitz, David Kirschbaum, Johnny Lee, Onno van der Linden, Igor Mandrichenko, Steve P. Miller, Sergio Monesi, Keith Owens, George Petrov, Greg Roelofs, Kai Uwe Rommel, Steve Salisbury, Dave Smith, Steven M. Schweda, Christian Spieler, Cosmin Truta, Antoine Verheijen, Paul von Behren, Rich Wales, Mike White. This software is provided "as is," without warranty of any kind, express or implied. In no event shall Info-ZIP or its contributors be held liable for any direct, indirect, incidental, special or consequential damages arising out of the use of or inability to use this software. Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the above disclaimer and the following restrictions: 1) Redistributions of source code (in whole or in part) must retain the above copyright notice, definition, disclaimer, and this list of conditions. 2) Redistributions in binary form (compiled executables and libraries) must reproduce the above copyright notice, definition, disclaimer, and this list of conditions in documentation and/or other materials provided with the distribution. The sole exception to this condition is redistribution of a standard UnZipSFX binary (including SFXWiz) as part of a self-extracting archive; that is permitted without inclusion of this license, as long as the normal SFX banner has not been removed from the binary or disabled. 3) Altered versions--including, but not limited to, ports to new operating systems, existing ports with new graphical interfaces, versions with modified or added functionality, and dynamic, shared, or static library versions not from Info-ZIP--must be plainly marked as such and must not be misrepresented as being the original source or, if binaries, compiled from the original source. Such altered versions also must not be misrepresented as being Info-ZIP releases--including, but not limited to, labeling of the altered versions with the names "Info-ZIP" (or any variation thereof, including, but not limited to, different capitalizations), "Pocket UnZip," "WiZ" or "MacZip" without the explicit permission of Info-ZIP. Such altered versions are further prohibited from misrepresentative use of the Zip-Bugs or Info-ZIP e-mail addresses or the Info-ZIP URL(s), such as to imply Info-ZIP will provide support for the altered versions. 4) Info-ZIP retains the right to use the names "Info-ZIP," "Zip," "UnZip," "UnZipSFX," "WiZ," "Pocket UnZip," "Pocket Zip," and "MacZip" for its own source and binary releases.
Portions relating toOpenEXR Bitmap I/O Plugin © 2003-2005 SplutterFish, LLC.
Portions relating to OpenEXR © 2003 Industrial Light and Magic a division of Lucas Digital Ltd. LLC.
Portions relating to Zlib © 1995-2004 Jean-loup Gaily and Mark Alder
Portions Copyright © 2000-2005 Size8 Software, Inc.
Portions Copyright © 1988-1997 Sam Leffler.
Portions Copyright © 1991-1997 Silicon Graphics, Inc. Permissions to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that (i) the above copyright notices and this permission notice appear in all copies of the software and related documentation, and (ii) the names of Sam Leffler and Silicon Graphics may not be used in any advertising or publicity relating to the software without the specific, prior written permission of Sam Leffler and Silicon Graphics.
Portions Copyright © 2006 IntegrityWare, Inc.
Portions © Copyright 1999-2005 Havok.com Inc. (or its licensors). All Rights Reserved. See *http://www.havok.com* for details.
Portions Copyright © MAX2Obj and Obj2Max created 1996-2001 by Harald A. Blab.
Portions developed by Digimation, Inc. for the exclusive use of Autodesk, Inc.
Portions Copyright 1998-2003 by Neil Hodgson. All Rights Reserved. Permission to use, copy, modify, and distribute this software and it documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation.
Portions of this software, Point Cache 2 are copyright © 2005-2006 Blizzard Entertainment, Inc.
Portions Copyright © 2003 ATI Technologies, Inc. All Rights Reserved. Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and derivative works and that both the copyright notice and this permission notice appear in support documentation, and that the name of ATI Technologies, Inc. not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.
Portions Copyright © 1994 F. Kenton Musgrave.
Portions of this software are Copyright © 1991-1994 by Arthur D. Applegate. All Rights Reserved. No part of this source code may be copied, modified or reproduced in any form without retaining the above copyright notice. This source code, or source code derived from it, may not be redistributed without express written permission of the author.
Portions Copyright ©1995, 1996 Guy Eric Schalnat, Group 42, Inc.
Portions Copyright ©1996, 1997 Andreas Dilger.
Portions Copyright © 1989, 1991, 1993 Aladdin Enterprises. All rights reserved.

Portions Copyright © 1999, 2000 NVIDIA Corporation. This file is provided without support, instructions or implied warranty of any kind. NVIDIA makes no guarantee of its fitness for a particular purpose and is not liable under any circumstances for any damages or loss whatsoever arising from the use or inability to use this file or items derived from it.
Portions Copyright © 2006 NVIDIA Corporation.
Portions Copyright 1990-1991 by Thomas Knoll. Copyright 1992-1995 by Adobe Systems, Inc.
Portions Copyright 1993-1996, Adobe Systems, Incorporated. All rights reserved worldwide.
This software contains source code provided by mental images GmbH.
Portions Copyright Guruware OBJio © 2007 *http://www.guruware.at*
Portions Copyright Orbaz Technologies © 2007
Portions Copyright Mathew Kaustinen © 2007

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, ActiveShapes, Actrix, ADI, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Insight, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next> (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design|Studio (design/logo), Design Your World, Design Your World (design/logo), DWF, DWG, DWG (logo), DWG TrueConvert, DWG TrueView, DXF, EditDV, Education by Design, Exposure, Extending the Design Team, FBX, Filmbox, FMDesktop, Freewheel, GDX Driver, Gmax, Heads-up Design, Heidi, HOOPS, HumanIK, i-drop, iMOUT, Incinerator, IntroDV, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), LocationLogic, Lustre, Maya, Mechanical Desktop, MotionBuilder, Mudbox, NavisWorks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, Reactor, RealDWG, Real-time Roto, Recognize, Render Queue, Reveal, Revit, Showcase, ShowMotion, SketchBook, SteeringWheels, StudioTools, Topobase, Toxik, ViewCube, Visual, Visual Bridge, Visual Construction, Visual Drainage, Visual Hydro, Visual Landscape, Visual Roads, Visual Survey, Visual Syllabus, Visual Toolbox, Visual Tugboat, Visual LISP, Voice Reality, Volo, Wiretap, and WiretapCentral.
The following are registered trademarks or trademarks of Autodesk Canada Co. in the USA and/or Canada and other countries: Backburner, Discreet, Fire, Flame, Flint, Frost, Inferno, Multi-Master Editing, River, Smoke, Sparks, Stone, and Wire.
All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Autodesk 3ds Max 2009 and Autodesk 3ds Max Design 2009 Shortcut Guide

Main UI

Adaptive Degradation Toggle	O
Advanced LIghting Panel (Scanline)	9
Align	Alt + A
Angle Snap Toggle	A
Auto Key Mode Toggle	N
Background Lock Toggle	Alt + Ctrl + B
Backup Time One Unit	, (comma)
Bottom View	B
Camera View	C
Clone	Ctrl + V
Close Last Activated Explorer	Alt + Ctrl + P
Cycle Active Snap Type	Alt + S
Cycle Selection Method	Ctrl + F
Cycle Snap Hit	Alt + Shift + S
Default Lighting Toggle	Ctrl + L
Disable Viewport	D
Display as See-Through Toggle	Alt + X
Environment Dialog Toggle	8
Expert Mode Toggle	Ctrl + X
Fetch	Alt + Ctrl + F
Forward Time One Unit	. (period)
Front View	F
Go to End Frame	End
Go to Start Frame	Home
Hide Cameras Toggle	Shift + C
Hide Geometry Toggle	Shift + G
Hide Grids Toggle	G
Hide Helpers Toggle	Shift + H
Hide Lights Toggle	Shift + L
Hide Particle Systems Toggle	Shift + P
Hide Shapes Toggle	Shift + S
Hide Space Warps Toggle	Shift + W
Hold	Ctrl + H
Left View	L
Lock User Interface Toggle	Alt + 0
Material Editor Toggle	M
Maximize Viewport Toggle	Alt + W
MAXScript Listener	F11
New Scene	Ctrl + N
Normal Align	Alt + N
Open File	Ctrl + O
Orbit View Mode	Ctrl + R
Orthographic User View	U
Pan View	Ctrl + P
Pan Viewport	I
Percent Snap Toggle	Shift + Ctrl + P
Perspective User View	P
Play Animation	/ (slash)
Quick Align	Shift + A
Redo Scene Operation	Ctrl + Y
Redo Viewport Operation	Shift + Y
Redraw All Views	` (grave accent)
Render	Shift + Q
Render Last	F9
Render Setup	F10
Restrict Plane Cycle	F8
Restrict to X	F5
Restrict to Y	F6
Restrict to Z	F7
Save File	Ctrl + S
Scale Cycle	Ctrl + E
Select All	Ctrl + A
Select Ancestor	Page Up
Select and Move	W
Select and Rotate	E
Select By Name	H
Select Child	Page Down
Select Children	Ctrl + Page Down
Select Invert	Ctrl + I
Select None	Ctrl + D
Select Similar	Ctrl + Q
Selection Lock Toggle	Space
Set Key Mode	' (apostrophe)
Set Keys	K
Shade Selected Faces Toggle	F2
Show Floating Dialogs	Ctrl + ` (grave accent)
Show Main Toolbar Toggle	Alt + 6
Show Safeframes Toggle	Shift + F
Show Selection Bracket Toggle	J
Show Statistics Toggle	7
Snap To Frozen Objects Toggle	Alt + F2
Snaps Toggle	S
Snaps Use Axis Constraints Toggle	Alt + D, Alt + F3
Sound Toggle	\ (backslash)
Spacing Tool	Shift + I
Spot/Directional Light View	Shift + 4
Sub-object Level 1	1
Sub-object Level 2	2
Sub-object Level 3	3
Sub-object Level 4	4
Sub-object Level 5	5
Sub-object Level Cycle	Insert
Sub-object Selection Toggle	Ctrl + B
Top View	T
Transform Gizmo Size Down	- (minus)
Transform Gizmo Size Up	= (equals)

Main UI (continued)

Transform Gizmo Toggle	X
Transform Type-In Dialog Toggle	F12
Undo Scene Operation	Ctrl + Z
Undo Viewport Operation	Shift + Z
Update Background Image	Alt + Shift + Ctrl + B
View Edged Faces Toggle	F4
Viewport Background	Alt + B
Virtual Viewport Pan Down	Number pad 2
Virtual Viewport Pan Left	Number pad 4
Virtual Viewport Pan Right	Number pad 6
Virtual Viewport Pan Up	Number pad 8
Virtual Viewport Toggle	Number pad / (slash)
Virtual Viewport Zoom In	Number pad + (plus)
Virtual Viewport Zoom Out	Number pad - (hyphen)
Wireframe / Smooth + Highlights	F3
Zoom Extents	Alt + Ctrl + Z
Zoom Extents All	Shift + Ctrl + Z
Zoom Extents All Selected	Z
Zoom In 2X	Alt + Shift + Ctrl + Z
Zoom Mode	Alt + Z
Zoom Out 2X	Alt + Shift + Z
Zoom Region Mode	Ctrl + W
Zoom Viewport In	[(open bracket), Ctrl + = (equals)
Zoom Viewport Out	] (close bracket), Ctrl + - (hyphen)

Snaps Action Table

Snap To Edge/Segment Toggle	Alt + F10
Snap To Endpoint Toggle	Alt + F8
Snap To Face Toggle	Alt + F11
Snap To Grid Points Toggle	Alt + F5
Snap To Midpoint Toggle	Alt + F9
Snap To Pivot Toggle	Alt + F6
Snap To Vertex Toggle	Alt + F7

Scene Explorer

Close Last Activated Explorer	Alt + Ctrl + P
Open Explorer: [Last Used]	Alt + Ctrl + O

Track View

Add Keys	A
Apply Ease Curve	Ctrl + E
Apply Multiplier Curve	Ctrl + M
Assign Controller	C
Copy Controller	Ctrl + C
Expand Object Toggle	C
Expand Track Toggle	Enter, T
Filters	Q
Lock Selection	Space
Lock Tangents Toggle	L
Make Controller Unique	U
Move Highlight Down	Down Arrow
Move Highlight Up	Up Arrow
Move Keys	M
Nudge Keys Left	Left Arrow
Nudge Keys Right	Right Arrow
Pan	Ctrl + P
Paste Controller	Ctrl + V
Scroll Down	Ctrl + Down Arrow
Scroll Up	Ctrl + Up Arrow
Snap Frames	S
Zoom	Alt + Z
Zoom Horizontal Extents	Alt + Ctrl + Z
Zoom Horizontal Extents Keys	Alt + X
Zoom Region	Ctrl + W

Material Editor

Background	B
Backlight	L
Cycle 3X2, 5X3, 6X4 Sample Slots	X
Get Material	G
Go Backward to Sibling	Left Arrow
Go Forward to Sibling	Right Arrow
Go to Parent	Up Arrow
Make Preview	P
Options	O

Edit Poly

Affect Backfacing	Ctrl + F
Align To Grid	G
Align To View	V
Attach	Shift + A
Attach List	Shift + Ctrl + A
Auto Smooth	A
Bevel Mode	Shift + Ctrl + B
Bevel Settings	Ctrl + B
Border Level	3
Break	Shift + B
Cap	Alt + P
Chamfer Mode	Shift + Ctrl + C
Chamfer Settings	Alt + Ctrl + C
Collapse	Shift + L

Connect	Shift + Ctrl + E
Connect Edge Settings	Ctrl + N
Constrain to Edges	Shift + X
Constrain to Faces	X
Create	C
Create Shape From Edges	Shift + M
Cut	Alt + C
Detach	Ctrl + D
Edge Level	2
Edit Triangulation Mode	Shift + T
Element Level	5
Extrude along Spline Mode	Alt + E
Extrude Mode	E
Extrude Settings	Ctrl + E
Flip Normals	F
Grow Selection	Ctrl + Page Up
Hide	H
Hide Unselected	Alt + I
Hinge from Edge Mode	L
Hinge from Edge Settings	Ctrl + L
Ignore Backfacing in Selections	Shift + Ctrl + I
Insert Vertex Mode	Shift + I
Inset Mode	I
Inset Settings	Ctrl + I
Make Planar	P
MeshSmooth	M
MeshSmooth Settings	Ctrl + M
Object Level	6
Outline Mode	O
Outline Settings	Ctrl + O
Polygon Level	4
Quickslice Mode	Shift + Ctrl + Q
Remove	Shift + R
Remove Isolated Vertices	Shift + Ctrl + R
Remove Unused Map Vertices	Alt+Shift+Ctrl+R
Repeat Last Operation	; (semicolon)
Reset Slice Plane	Alt + S
Retriangulate	Shift + Ctrl + T
Select By Vertex	Alt + V
Select Edge Loop	Alt + L
Select Edge Ring	Alt + R
Shaded Face Toggle	Alt + F
Shrink Selection Down	Ctrl + Page
Slice	Shift + S
Slice Plane Mode	S
Split Edges	Shift + P
Target Weld Mode	Shift + Ctrl + W
Tessellate	T
Tessellate Settings	Ctrl + T
Unhide All	Alt + U
Use Soft Selection	Ctrl + S
Vertex Level	1
Weld Settings	Ctrl + W

Schematic View

Add Bookmark	B
Display Floater	D
Filters	P
Free All	Alt + F
Free Selected	Alt + S
Invert Selected Nodes	Ctrl + I
Move Children	Alt + C
Next Bookmark	Right Arrow
Previous Bookmark	Left Arrow
Refresh View	Ctrl + U
Rename Object	R
Select All Nodes	Ctrl + A
Select Children	Ctrl + C
Select None	Ctrl + D
Show Grid	G
Toggle Shrink	Ctrl + S
Use Connect Tool	C
Use Pan Tool	Ctrl + P
Use Select Tool	S, Q
Use Zoom Region Tool	Ctrl + W
Use Zoom Tool	Alt + Z
Zoom Extents	Alt + Ctrl + Z
Zoom Selected Extents	Z

ActiveShade

Close	Q
Draw Region	D
Render	R
Select Object	S
Toggle Toolbar (Docked)	Space

Editable Poly

Bevel Mode	Shift + Ctrl + B
Border Level	3
Chamfer Mode	Shift + Ctrl + C
Connect	Shift + Ctrl + E
Constrain to Edges	Shift + X
Cut	Alt + C
Edge Level	2
Element Level	5
Extrude Mode	Shift + E
Face Level	4

Grow Selection	Ctrl + Page Up
Hide	Alt + H
Hide Unselected	Alt + I
Object Level	6
Quickslice Mode	Shift + Ctrl + Q
Repeat Last Operation	; (semicolon)
Select Edge Loop	Alt + L
Select Edge Ring	Alt + R
Shrink Selection	Ctrl + Page Down
Target Weld Mode	Shift + Ctrl + W
Unhide All	Alt + U
Vertex Level	1

Edit/Editable Mesh

Bevel Mode	Ctrl + V, Ctrl + B
Chamfer Mode	Ctrl + C
Cut Mode	Alt + C
Detach	Ctrl + D
Edge Invisible	Ctrl + I
Edge Level	2
Edge Turn	Ctrl + T
Element Level	5
Extrude Mode	Ctrl + E
Face Level	3
Polygon Level	4
Vertex Level	1
Weld Selected	Ctrl + W
Weld Target Mode	Alt + W

Mesh Select

Mesh Edit Soft Selection	7

Macro Scripts

Add/Edit Parameters... (TV)	Ctrl + 1
Asset Tracking...	Shift + T
Bevel (Poly)	Shift + Ctrl + B
Cap (Poly)	Alt + P
Chamfer (Poly)	Shift + Ctrl + C
Collapse (Poly)	Alt + Ctrl + C
Collect Parameters SV	Alt + 3
Collect Parameters TV	Alt + 4
Connect (no dialog) (Poly)	Shift + Ctrl + E
Create Camera From View	Ctrl + C
Cut (Poly)	Alt + C
Extrude along Spline (Poly)	Alt + E
Geometry Selection Visibility Toggle	Alt + G
Grow Selection (Poly)	Ctrl + Page Up
Hide (Poly)	Alt + H
Hide Unselected (Poly)	Alt + I
Isolate Selection	Alt + Q
Meshsmooth (Poly)	Ctrl + M
Parameter Collector	Alt + 2
Parameter Editor	Alt + 1
Parameter Wiring Dialog...	Alt + 5
Render Preset Slot A	(Shift + click to save)
Render Preset Slot B	(Shift + click to save)
Render Preset Slot C	(Shift + click to save)
Render to Texture Dialog Toggle	O
Repeat Last (Poly)	; (semicolon)
Slice (Poly)	Shift + Ctrl + Q
Smart Scale	R
Smart Select	Q
Start Parameter Wiring...	Ctrl + 5
Unhide All (Poly)	Alt + U
WalkThrough View Mode	Up Arrow
Weld (Poly)	Shift + Ctrl + W

Physique

Copy Envelope	Ctrl + C
Delete	Ctrl + D
Next	Page Down
Paste Envelope	Ctrl + V
Previous	Page Up
Reset Envelopes	Ctrl + E

Unwrap UVW

Break Selected Vertices	Ctrl + B
Detach Edge Verts	D, Ctrl + D
Edit UVW's	Ctrl + E
Filter Selected Faces	Alt + F
Freeze Selected	Ctrl + F
Get Face Selection From Stack	Alt + Shift + Ctrl + F
Get Selection From Faces	Alt + Shift + Ctrl + P
Hide Selected	Ctrl + H
Load UVW	Alt + Shift + Ctrl + L
Lock selected vertices	Space
Mirror Horizontal	Alt + Shift + Ctrl + N
Mirror Vertical	Alt + Shift + Ctrl + M
Move Horizontal	Alt + Shift + Ctrl + J
Move Vertical	Alt + Shift + Ctrl + K
Pan	Ctrl + P
Planar map faces/patches	Enter
Snap	Ctrl + S
Texture Vertex Contract Selection	NumPad -, - (minus)
Texture Vertex Expand Selection	NumPad +, = (plus, equals)
Texture Vertex Move Mode	W

Texture Vertex Rotate Mode	E
Texture Vertex Scale Mode	R
Texture Vertex Weld Selected	Ctrl + W
Texture Vertex Target Weld	Ctrl + T
Unwrap Options	Ctrl + O
Update Map	Ctrl + U
Zoom	Alt + Z
Zoom Extents	Alt + Ctrl + Z
Zoom Extents Selected	Z
Zoom Region	Ctrl + X
Zoom To Gizmo	Shift + Space

Video Post

Add Image Filter Event	Ctrl + F
Add Image Input Event	Ctrl + I
Add Image Layer Event	Ctrl + L
Add Image Output Event	Ctrl + O
Add New Event	Ctrl + A
Add Scene Event	Ctrl + S
Edit Current Event	Ctrl + E
Execute Sequence	Ctrl + R
New Sequence	Ctrl + N

FFD

Switch To Control Point Level	Alt + Shift + C
Switch To Lattice Level	Alt + Shift + L
Switch To Set Volume Level	Alt + Shift + S
Switch To Top Level	Alt + Shift + T

NURBS

CV Constrained Normal Move	Alt + N
CV Constrained U Move	Alt + U
CV Constrained V Move	Alt + V
Display Curves	Shift + Ctrl + C
Display Dependents	Ctrl + D
Display Lattices	Ctrl + L
Display Shaded Lattice	Alt + L
Display Surfaces	Shift + Ctrl + S
Display Toolbox	Ctrl + T
Display Trims	Shift + Ctrl + T
Local Select Sub-Object By Name	Ctrl + H
Select Next in U	Ctrl + Right Arrow
Select Next in V	Ctrl + Up Arrow
Select Previous in U	Ctrl + Left Arrow
Select Previous in V	Ctrl + Down Arrow
Select Sub-Object By Name	H
Set Tessellation Preset 1	Alt + 1
Set Tessellation Preset 2	Alt + 2
Set Tessellation Preset 3	Alt + 3
Soft Selection	Ctrl + S
Switch To Curve CV Level	Alt + Shift + Z
Switch To Curve Level	Alt + Shift + C
Switch To Imports Level	Alt + Shift + I
Switch To Point Level	Alt + Shift + P
Switch To Surface CV Level	Alt + Shift + V
Switch To Surface Level	Alt + Shift+ S
Switch To Top Level	Alt + Shift + T
Transform Degrade	Ctrl + X

WeightTable

Select All	Ctrl + A
Select Invert	Ctrl + I
Select None	Ctrl + D

Particle Flow

Copy Selected In Particle View	Ctrl + C
Particle Emission Toggle	; (semicolon)
Particle View Toggle	6
Paste In Particle View	Ctrl + V
Select All In Particle View	Ctrl + A
Selected Particle Emission	Shift + ; (semicolon)

ActiveShade (Scanline)

Initialize	P
Update	U

Biped

Copy/Paste – Copy	Alt + C
Copy/Paste - Paste	Alt + V
Copy/Paste - Paste Opposite	Alt + B
Fix Graphs	Alt + Ctrl + F
Move All - Collapse	Alt + M
Play Biped	V
Reset All Limb Keys	Alt + K
Scale In Transform	Alt + Ctrl + E
Set Animation Range	Alt + R
Trackbar - Toggle Biped Keys	Alt + T

TV Select end of footsteps	Alt + D
TV Select entire footstep	Alt + S
TV Select start of footsteps	Alt + A

Reaction Manager

Set Max Influence	Ctrl + I
Set Min Influence	Alt + I

WalkThrough

Accelerate Toggle	Q
Back	S, Down Arrow
Decelerate Toggle	Z
Down	C, Shift + Down Arrow
Forward	W, Up Arrow
Left	A, Left Arrow
Level	Shift + Space
Lock Vertical Rotation	Space
Reset Step Size	Alt + [
Right	D, Right Arrow
Up	E, Shift + Up Arrow

Edit Normals

Break Normals	B
Copy Normal	Ctrl + C
Edge Level	Ctrl + 3
Face Level	Ctrl + 4
Make Explicit	E
Normal Level	Ctrl + 1
Object Level	Ctrl + 0
Paste Normal	Ctrl + V
Reset Normals	R
Specify Normals	S
Unify Normals	U
Vertex Level	Ctrl + 2

Crowd

Solve	S

Hair Styling

Attenuate	Shift + Ctrl + A
Brush	Ctrl + B
Brush Clump	Shift + Ctrl + 4
Brush Puff	Shift + Ctrl + 3
Brush Rotate	Shift + Ctrl + 5
Brush Scale	Shift + Ctrl + 6
Brush Stand	Shift + Ctrl + 2
Brush Translate	Shift + Ctrl + 1
Clump	Ctrl + M
Cut	Ctrl + C
Expand Selection	Shift + Ctrl + E
Guide	Ctrl + 2
Hide Selected	Shift + Ctrl + H
Ignore Back	Shift + Ctrl + B
Invert Selection	Shift + Ctrl + N
Lock	Shift + Ctrl + L
Merge Hairgroups	Shift + Ctrl + = (equals)
Pop Selected	Shift + Ctrl + P
Pop Zerosized	Shift + Ctrl + Z
Puff	Ctrl + P
Recomb	Shift + Ctrl + M
Reset Rest	Shift + Ctrl + T
Root	Ctrl + 4
Rotate	Ctrl + R
Rotate Selection	Shift + Ctrl + R
Scale	Ctrl + E
Select	Ctrl + S
Show Hidden	Shift + Ctrl + W
Soft Falloff	Shift + Ctrl + F
Split Hairgroups	Shift + Ctrl + - (minus)
Stand	Ctrl + N
Tip	Ctrl + 1
Toggle Collisions	Shift + Ctrl + C
Toggle Hairs	Shift + Ctrl + I
Translate	Ctrl + T
Undo	Ctrl + Z
Unlock	Shift + Ctrl + U
Verts	Ctrl + 3

Quad Menu Sets

Animation	Alt + Right-click
Custom	Shift + Ctrl + Alt + Right-click
Custom	Shift + Ctrl + Right-click
Lighting | Render	Ctrl + Alt + Right-click
Modeling	Ctrl + Right-click
reactor	Shift + Alt + Right-click
Snap	Shift + Right-click
Viewports	V