

Shortcuts

CGWAY ACADEMY

3DS MAX



Shortcuts 3ds Max

----- SNAPS ACTION TABLE -----

Snap To Bounding Box Toggle	Alt+F10
Snap To Curve Edge Toggle	Alt+F5
Snap To Grid Lines Toggle	Alt+F7
Snap To Perpendicular Toggle	Alt+F9
Snap To Surf Center Toggle	Alt+F6
Snap To Tangent Toggle	Alt+F11

----- 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
Lock 2D Selection	Space
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

----- 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

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Element Level	5
Extrude Mode	Shift+E
Face Level	4
Grow Selection	Ctrl+PageUp
Hide	Alt+H
Hide Unselected	Alt+I
Object Level	6
Quickslice Mode	Shift+Ctrl+Q
Repeat Last Operation	;
Shrink Selection	Ctrl+PageDown
Target Weld Mode	Shift+Ctrl+W
Unhide All	Alt+U
Vertex Level	1

----- 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

----- Poly Select -----

Edit Soft Selection Mode	7
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----- 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+=
Pop Selected	Shift+Ctrl+P

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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+-
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

----- PARTICLE FLOW -----

Clean Up Particle Flow	Alt+Ctrl+P
Open PFlow Preset Manager dialog	Alt+Ctrl+M
Repair PFlow Cache System	Alt+Ctrl+C
Reset Particle View	Alt+Ctrl+R
Synchronize Particle Flow Layers	Alt+Ctrl+L

----- PARTICLE FLOW TOOLS -----

Copy Selected In Data View	Ctrl+C
Cut Selected In Data View	Ctrl+X
Move Selected Down In Data View	S
Move Selected Down x10 In Data View	Shift+S
Move Selected Left In Data View	A
Move Selected Left x10 In Data View	Shift+A
Move Selected Right In Data View	D
Move Selected Right x10 In Data View	Shift+D
Move Selected Up In Data View	W
Move Selected Up x10 In Data View	Shift+W
Paste In Data View	Ctrl+V
Rename Suboperator In Data View	F2
Select All In Data View	Ctrl+A
Select None In Data View	Ctrl+D

----- PARTICLE FLOW -----

Particle Emission Toggle	;
Particle View Toggle	6

----- PARTICLE FLOW -----

Selected Particle Emission Toggle	Shift+;
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----- PARTICLE FLOW -----

Copy Selected In Particle View	Ctrl+C
Paste In Particle View	Ctrl+V
Select All In Particle View	Ctrl+A

----- 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

----- EDIT PATCH -----

Edit Soft Selection	7
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----- EDIT SPLINE -----

Edit Soft Selection	7
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----- EDIT POLY -----

Bevel Mode	Shift+Ctrl+B
Border Level	3
Break	Shift+B
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
Grow Selection	Ctrl+PageUp
Hide	Alt+H
Hide Unselected	Alt+I
Object Level	6
Polygon Level	4
Quickslice Mode	Shift+Ctrl+Q
Repeat Last Operation	;
Shrink Selection	Ctrl+PageDown

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Target Weld Mode	Shift+Ctrl+W
Unhide All	Alt+U
Vertex Level	1

----- HSDS -----

Edit Soft Selection	7
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----- VOL. SELECT -----

Edit Soft Selection	7
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----- MESH SELECT -----

Edit Soft Selection	7
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----- EDIT MESH -----

Edit Soft Selection	7
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----- MESHSMOOTH -----

Edit Soft Selection Mode	7
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----- PATCH SELECT -----

Edit Soft Selection	7
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----- PROJECTION MODIFIER -----

Edit Soft Selection	7
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----- UNWRAP UVW -----

Break Selected Vertices	Ctrl+B
Detach Edge Verts	D, Ctrl+D
Edit UVW's	Ctrl+E
Filter Selected Polygons	Alt+F
Freeze Selected	Ctrl+F
Get Polygon Selection From Stack	Alt+Shift+Ctrl+F
Get Selection From Polygons	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
Show Seams In Viewport	Alt+E
Snap	Ctrl+S
Texture Vertex Contract Selection	NumPad -, -
Texture Vertex Expand Selection	NumPad +, =
Texture Vertex Move Mode	W
Texture Vertex Rotate Mode	E
Texture Vertex Scale Mode	R

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Texture Vertex Weld Selected	Ctrl+W
Texture VertexTarget 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

----- ACTIVESHAD (SCANLINE) -----

Initialize	P
Update	U

----- VIEWCUBE -----

Home	Alt+Ctrl+H
Toggle ViewCube Visibility	Alt+Ctrl+V

----- STEERINGWHEELS -----

Decrease Walk Speed	Shift+Ctrl+,
Increase Walk Speed	Shift+Ctrl+.
Toggle SteeringWheels	Shift+W
Tour Building Wheel	Shift+Ctrl+J

----- SME -----

Assign Material to Selection	A
Auto Update Selected Previews	Alt+U
Delete Selected	.
Enable Global Rendering	Alt+Ctrl+U
Hide Unused Nodeslots	H
Lay Out All	L
Lay Out Children	C
Material/Map Browser	O
Move Children	Alt+C
Navigator	N
Pan to Selected	Alt+P
Pan Tool	Ctrl+P
Parameter Editor	P
Rename	F2
Select All	Ctrl+A
Select Children	Ctrl+C
Select Invert	Ctrl+I
Select None	Ctrl+D
Select Tool	S
Select Tree	Ctrl+T
Show Grid	G
Update Selected Previews	U
Zoom Extents	Alt+Ctrl+Z
Zoom Extents Selected	Z
Zoom Region Tool	Ctrl+W
Zoom Tool	Alt+Z

----- WALKTHROUGH -----

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

----- SCENE EXPLORER -----

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

----- USER INTERFACE -----

Launch Global Search	X
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----- MAIN UI -----

Adaptive Degradation Toggle	O
Align	Alt+A
Angle Snap Toggle	A
Auto Key Mode Toggle	N
Background Lock Toggle	Alt+Ctrl+B
Backup Time One Unit	,
Bottom View	B
Camera View	C
Clone	Ctrl+V
Cycle Active Snap Type	Alt+S
Cycle Selection Method	Ctrl+F
Cycle Snap Hit	Alt+Shift+S
Delete Objects	.
Disable Viewport	D
Display as See-Through Toggle	Alt+X
Enable Axis Constraints in Snaps Toggle	Alt+D, Alt+F3
Environment Dialog Toggle	8
Expert Mode Toggle	Ctrl+X
Fetch	Alt+Ctrl+F
Forward Time One Unit	.
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

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Hide Lights Toggle	Shift+L
Hide Particle Systems Toggle	Shift+P
Hide Shapes Toggle	Shift+S
Hide Space Warps Toggle	Shift+Ctrl+W
Hold	Ctrl+H
Home View	Alt+Home
Isolate Selection	Alt+Q
Left View	L
Lock User Interface Toggle	Alt+O
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	/
Quick Align	Shift+A
Redo Scene Operation	Ctrl+Y
Redo Viewport Operation	Shift+Y
Redraw All Views	`
Render	Shift+Q
Render Last	F9
Render SetUp...	F10
Save File	Ctrl+S
Scale Cycle	Ctrl+E
Select All	Ctrl+A
Select Ancestor	PageUp
Select and Move	W
Select and Rotate	E
Select By Name	H
Select Child	PageDown
Select Children	Ctrl+PageDown
Select Invert	Ctrl+I
Select None	Ctrl+D
Select Similar	Ctrl+Q
Selection Lock Toggle	Space
Set Key Mode	'
Set Keys	K
Show Floating Dialogs	Ctrl+`
Show Main Toolbar Toggle	Alt+6
Show Statistics Toggle	7
Snap To Frozen Objects Toggle	Alt+F2
Snaps Toggle	S
Sound Toggle	\
Spacing Tool	Shift+I

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Spot/Directional Light View	Shift+4
Sub-object Level Cycle	Insert
Sub-object Selection Toggle	Ctrl+B
Top View	T
Transform Gizmo Plane Constraint Cycle	F8
Transform Gizmo Size Down	-
Transform Gizmo Size Up	=
Transform Gizmo Toggle	Shift+Ctrl+X
Transform Gizmo X Constraint	F5
Transform Gizmo Y Constraint	F6
Transform Gizmo Z Constraint	F7
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
Viewport Lighting Illuminate with Default / Scene Lights Toggle	Ctrl+L
Viewport Safeframes Toggle	Shift+F
Viewport Selection Shade Selected Faces Toggle	F2
Viewport Selection Show Selection Bracket Toggle	J
Virtual Viewport Pan Down	NumPad 2
Virtual Viewport Pan Left	NumPad 4
Virtual Viewport Pan Right	NumPad 6
Virtual Viewport Pan Up	NumPad 8
Virtual Viewport Toggle	NumPad /
Virtual Viewport Zoom In	NumPad +
Virtual Viewport Zoom Out	NumPad -
Wireframe / Smooth+Highlights Toggle	F3
Zoom Extents	Alt+Ctrl+Z
Zoom Extents All	Shift+Ctrl+Z
Zoom Extents 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	[, Ctrl+=
Zoom Viewport Out	], Ctrl+-

----- 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	O
Expand Track Toggle	Enter, T
Filters	Q

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Frame Horizontal Extents	Alt+Ctrl+Z
Frame Horizontal Extents Keys	Alt+X
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
Retime Move Left	Ctrl+Left Arrow
Retime Move Right	Ctrl+Right Arrow
Scroll Down	Ctrl+Down Arrow
Scroll Up	Ctrl+Up Arrow
Snap Frames	S
Zoom	Alt+Z
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

----- 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

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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

----- 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

---- VIEWPORT LIGHTING AND SHADOWS ----

Viewport Visual Style Realistic	Shift+F3
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----- 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

----- WEIGHTTABLE -----

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

----- PHYSIQUE -----

Copy Envelope	Ctrl+C
Delete	Ctrl+D
Next	PageDown
Paste Envelope	Ctrl+V
Previous	PageUp
Previous Selection Level	Shift+
Reset Envelopes	Ctrl+E

----- CROWD -----

Solve	S
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----- 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
Set Key	O
Trackbar - Toggle Biped Keys	Alt+T
TV Select end of footsteps	Alt+D
TV Select entire foostep	Alt+S
TV Select start of footsteps	Alt+A

----- REACTION MANAGER -----

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

- TONEOPERATORANDRADIOSITYACTIONTABLE -

Advanced Lighting Panel	9
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----- 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
Edge Constraint Toggle (Poly)	Shift+X
Extrude along Spline (Poly)	Alt+E
Extrude Face (Poly)	Shift+E
Geometry Selection Visibility Toggle	Alt+G
Grow Selection (Poly)	Ctrl+PageUp
Hide (Poly)	Alt+H
Hide Unselected (Poly)	Alt+I
Ignore Backfacing Toggle (Poly)	Shift+Ctrl+I
Meshsmooth (Poly)	Ctrl+M
Parameter Collector	Alt+2
Parameter Editor	Alt+1
Parameter Wiring Dialog...	Alt+5
Render to Texture Dialog Toggle	O
Repeat Last (Poly)	;
Select Sub-object Loop	Alt+L

Continued on next page --->

Select Sub-object Ring	Alt+R
Slice (Poly)	Shift+Ctrl+Q
Smart Scale	R
Smart Select	Q
Start Parameter Wiring...	Ctrl+5
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
Unhide All (Poly)	Alt+U
WalkThrough View Mode	Up Arrow
Weld (Poly)	Shift+Ctrl+W

----- **QUAD MENU SETS** -----

Viewports	V
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