

3DS Max 2011 Keyboard Shortcuts

'F' Keys

F1 – Help
F2 – Shade Selected Faces Toggle
F3 - Wireframe / Smooth+Highlights Toggle
F4 – View Edged Faces Toggle
F9 - Render
F10 – Render Setup Dialog
F12 – Transform Type-In Dialog

Viewport Navigation

Middle Mouse Button – Pan
Alt + Middle Mouse Button – Orbit
Ctrl + Alt + Middle Mouse Button – Zoom
F – Switch to Front View
T – Switch to Top View
L – Switch to Left View
P – Switch to Perspective View
B – Switch to Bottom View
C – Switch to Camera View
V – View Shortcut Menu
D – Disable Viewport
Z – Zoom on Currently Selected Object
Shift + Ctrl + Z – Zoom All

Display Options

G – Show / Hide Grid
J – Show / Hide Selection Bracket
X – Gizmo Display Toggle On / Off
Alt + B – Viewport Background Dialog
Alt + Q – Isolation Mode
Alt + X – Display Selected Object as See-Through
Alt + H – Hide Selected Polygons
Alt + I – Hide Unselected Polygons
Alt + U – Unhide Hidden Polygons
Shift + F – Show Safe Frames Toggle

Object Selection and Transformation Tools

Q – Select Tool
W – Select & Move Tool
E – Select & Rotate Tool
R – Select & Scale Tool

Sub Object Selection Modes

(The numbers listed below refer to the top row of number keys above the alpha keys on your keyboard)

1 – Vertex Sub Object Selection Mode
2 – Edge Sub Object Selection Mode
3 – Border Sub Object Selection Mode
4 – Polygon Sub Object Selection Mode
5 – Element Sub Object Selection Mode

Selection Tools

H – Select from Scene Dialog
Alt + L – Select Sub Object Loop
Alt + R – Select Sub Object Ring
Ctrl + A – Select All
Ctrl + D – Deselect All
Ctrl + I – Invert Current Sub Object Selection (Polygons, Vertices, Edges)
Ctrl + Page-Up – Grow Polygon Selection
Ctrl + Page-Down – Shrink Polygon Selection
Hold Ctrl Key and click to add to selection set
Hold Alt Key and click to remove from selection set
Spacebar – Selection Lock Toggle

Object Editing Tools

A – Angle Snap Toggle
S - Snaps Toggle
Alt + A – Align Tool
Alt + P – Cap Polygon for Current Border Selection
Alt + C – Cut Poly Tool
Ctrl + V – Clone Selected Object
Shift + E – Extrude Selected Polygon(s)

Cameras

C – Switch to Camera View
Ctrl + C – Create Camera from Current View
Shift + C – Hide Cameras

Lights

Shift + L – Hide Lights Toggle

Materials

M – Materials Editor

Environment & Rendering

F9 - Render
F10 – Render Setup Dialog
8 (keyboard) – Environment and Effects Dialog
0 (keyboard) – Render to Texture Dialog
Shift + Q – Quick Render

Other Useful Shortcut Keys

Ctrl + N – New File
Ctrl + O – Open File
Ctrl + S – Save File
Ctrl + X – Expert Mode Toggle
+ & - (keyboard) - Increase and Decrease Gizmo Size
7 (keyboard) – Toggle “Show Statistics”