

3DS MAX

Essential keyboard shortcuts for Autodesk's modelling, animation and rendering software for design visualisation, games, film and TV

General user interface

New Scene	Ctrl+N
Help	F1
Shade Selected Faces (toggle on/off)	F2
Wireframe/Smooth & Highlights (toggle view)	F3
View Edged Faces (toggle on/off)	F4
Selection Lock (toggle on/off)	Space
Select (and cycle through Selection Region types)	Q
Add to Selection	Ctrl+LMB
Remove from Selection	Alt+LMB
Move	W
Rotate	E
Scale (and cycle through scale types)	R or Ctrl+E
Top View	T
Bottom View	B
Left View	L
Front View	F
Isometric User View	U
Perspective User View	P
Camera View	C
Spot/Directional Light View	Shift+4
Hide Grids (toggle on/off)	G
Snaps (toggle on/off)	S
Angle Snap (toggle on/off)	A
Percent Snap (toggle on/off)	Ctrl+Shift+P
Create Camera From (Perspective) View	Ctrl+C
Restrict Movement Along Specific Axis	F5 - F7
Restrict Plane Cycle	F8
Render Last	F9
Quick Render	Shift+Q
Render Scene Dialogue (toggle on/off)	F10
Render to Texture Dialogue (toggle on/off)	0
Material Editor (toggle on/off)	M
Particle View (toggle on/off)	6
Environment and Effects Dialogue (toggle on/off)	8
Open Advanced Lighting Panel	9

Open MAXScript Listener	F11
Open Last Used Explorer	Alt+Ctrl+Q
Isolate Selection	Alt+Q
Maximise Viewport (toggle on/off)	Alt+W
Place Highlight	Ctrl+H
Select By Name/Select From Scene	H
Select All	Ctrl+A
Select None	Ctrl+D
Select Invert	Ctrl+I
Select Ancestor	Page Up
Select Child	Page Down
Clone	Ctrl+V
Adaptive Degradation (toggle on/off)	0
Expert Mode (toggle on/off)	Ctrl+X
Zoom Mode	Alt+Z
Zoom Extents (single Viewport)	Ctrl+Alt+Z
Zoom Extents (all Viewports)	Ctrl+Shift+Z
Zoom Selected (all Viewports)	Z
Pan	MMB
Pan Viewport	I
Zoom	Dial MMB (scrolling mouse) or Ctrl+Alt+MMB
Zoom Viewport In	[
Zoom Viewport Out]
Arc Rotate View Mode	Alt+MMB or Ctrl+R
Undo Scene Operation	Ctrl+Z
Redo Scene Operation	Ctrl+Y
Undo Viewport Operation	Shift+Z
Redo Viewport Operation	Shift+Y
Show Safeframes (toggle on/off)	Shift+F
Show Statistics (toggle on/off)	7
Auto Key Mode (toggle on/off)	N
Hide Cameras (toggle on/off)	Shift+C
Hide Geometry (toggle on/off)	Shift+G
Hide Helpers (toggle on/off)	Shift+H
Hide Lights (toggle on/off)	Shift+L

AUTODESK®
3DS MAX® 

In partnership with

3D
WORLD

General user interface (continued)

Hide Particle Systems (toggle on/off)	Shift+P
Hide Shapes (toggle on/off)	Shift+S
Hide Space Warps (toggle on/off)	Shift+W
Hold	Alt+Ctrl+H
Display as See-Through (toggle on/off)	Alt+X
Play Animation	/
Sub-Object Level 1-5	1/2/3/4/5
Sub-Object Level Cycle	Insert
Show Main Toolbar (toggle on/off)	Alt+6

Editable Poly

Vertex Level	1
Edge Level	2
Border Level	3
Poly Level	4
Element Level	5
Cycle Levels	Insert
Extrude Mode	Shift+E
Bevel Mode	Ctrl+Shift+B
Chamfer Mode	Ctrl+Shift+C
Connect	Ctrl+Shift+E
Edge Constraint (toggle on/off)	Shift+X
Target Weld	Ctrl+Shift+W
Cut	Alt+C
Quickslice	Ctrl+Shift+Q
Grow Selection	Ctrl+Page Up
Shrink Selection	Ctrl+Page Down
Hide	Alt+H
Hide Unselected	Alt+I
Unhide All	Alt+U

Particle Flow

Copy Selected in Particle View	Ctrl+C
Paste Selected in Particle View	Ctrl+V
Particle Emission (toggle on/off)	;
Selected Particle Emission (toggle on/off)	Shift+;

Schematic View Function

Add Bookmark	B
Display Floater	D
Preferences (in Schematic View)	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
Rename Object	R
Refresh View	U
Select all Nodes	Ctrl+A
Select children	Ctrl+C
Select none	Ctrl+D
Use Select Tool	S or Q
Show grid	G
Shrink (toggle on/off)	Ctrl+S
Use Connect Tool	C
Zoom Selected Extents	Z

Quad Menus

Animation	Alt+RMB
Lighting/Render	Ctrl+Alt+RMB
Modelling	Ctrl+RMB
Reactor	Alt+Shift+RMB
Snap	Shift+RMB
Viewports	V
(Customisable keys)	Ctrl+Alt+Shift+RMB or Ctrl+Shift+RMB

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