# CHEATHERO SHEETSHERO

# Maya Digital Illustration & 3D Design Cheatsheet

A comprehensive cheat sheet covering essential Maya commands, tools, and workflows for digital illustration and 3D design, helping artists and designers streamline their creative process.



## **Interface & Navigation**

Basic Navigation		Hotkeys		Panels	
Rotate View	Alt + Left Mouse Button	Move Tool	W Key	Outliner	Window > Outliner
Pan View	Alt + Middle Mouse Button	Rotate Tool	Е Кеу	Attribute	Ctrl + A or Window > Attribute
Zoom View	Alt + Right Mouse Button (Drag) or Mouse Wheel	Scale Tool	R Key	Editor	Editor
		Show/Hide Manipulators	Т Кеу	Tool Settings	Double-click tool icon or Window > Tool Settings
Frame F Key	F Кеу				Window > Tool Settings
Selected	Selected	Toggle4 (WireframeWireframe/Shaded(Shaded)	4 (Wireframe) / 5	Hypershade	Window > Rendering Editors >
Frame All	АКеу		(Shaded)		Typersnade
Perspective View	Press the Spacebar (Tap)	Show UVs	6	UV Editor	Window > UV Editor
		Show Textures	7		

## **Modeling Essentials**

### **Creating Primitives**

#### Polygon Create > Polygon Primitives Primitives (Sphere, Cube, Cylinder, etc.) NURBS Create > NURBS Primitives Primitives (Sphere, Cube, Cylinder, etc.) Create > Curves (EP Curve Tool, Curves Bezier Curve Tool, etc.) Bevel Edit Mesh > Bevel Extrude Edit Mesh > Extrude Mesh > Booleans (Union, Boolean Operations Difference, Intersection)

## Mesh Editing

Selecting Components	Right-click > Vertex/Edge/Face
Move Components	W Key (Move Tool) + Drag
Insert Edge Loop	Mesh Tools > Insert Edge Loop Tool
Multi-Cut Tool	Mesh Tools > Multi-Cut Tool (Ctrl to create edge loop)
Merge Vertices	Edit Mesh > Merge
Fill Hole	Mesh > Fill Hole

#### Modifiers

Smooth Mesh	Mesh > Smooth
Sculpting Tools	Mesh Tools > Sculpting Tools (Grab, Smooth, Push, Pull, etc.)
Duplicate Special	Edit > Duplicate Special
Mirror Geometry	Mesh > Mirror

## UV Mapping & Texturing

**UV Mapping Basics** 

Automatic Mapping	UV > Automatic
Planar Mapping	UV > Planar
Cylindrical Mapping	UV > Cylindrical
Spherical Mapping	UV > Spherical
Unfold	UV > Unfold
UV Editor	Window > UV Editor

## **Creating Materials**

#### **Assign New Material** Right-click object > **File Texture** In Attribute Editor, click Assign New Material checkerbox icon next to color attribute > File Lambert Common Surface Materials > Lambert Layered Create > Textures > Layered Texture Texture Blinn Common Surface Materials > Blinn Projection Create > Textures > Projection Phong Common Surface Bump Add file texture to Bump Mapping attribute in material Materials > Phong Mapping AiStandardSurface Arnold > Surface > Normal Add file texture to Normal (Arnold) aiStandardSurface Mapping Camera attribute in material

**Applying Textures** 

## **Animation Basics**

#### Keyframing

Set Key	S Key (Sets keyframe on selected attributes)
Graph Editor	Window > Animation Editors > Graph Editor
Timeline Navigation	Use timeline controls to move between frames
Auto Key	Toggle on the timeline to automatically set keyframes
Playblast	Window > Playblast (Creates a quick preview of your animation)

#### Deformers

Lights & Rendering

Bend	Create Deformers > Nonlinear >
Deformer	Bend
Twist	Create Deformers > Nonlinear >
Deformer	Twist
Wave	Create Deformers > Nonlinear >
Deformer	Wave
Lattice Deformer	Create Deformers > Lattice
Cluster Deformer	Create Deformers > Cluster
Skinning	Skin > Bind Skin (Attaching meshes to skeletons)

Create Lights	Create > Lights (Ambient Light, Directional Light, Point Light, etc.)
Arnold	Arnold > Open Arnold
Render View	RenderView
Render	Window > Rendering Editors >
Settings	Render Settings
Batch Render	Rendering > Render > Batch Render
Render	Rendering > Render > Render
Sequence	Sequence