



# Studio MAX shortcut keys

## views

<b>T</b>	top view	<b>ALT W</b>	maximize/minimize viewport
<b>L</b>	left side view	<b>CTRL R</b>	rotate view (perspective or camera)
<b>F</b>	front view	<b>I</b>	pan view (hold down key)
<b>P</b>	perspective view	<b>CTRL P</b>	pan view
<b>C</b>	camera view	<b>F3</b>	toggle wireframe / shaded view
<b>~</b>	(tilde) redraw all views		

## editing

<b>W</b>	<b>move</b> selected object (position)	<b>X</b>	gizmo toggle on/off
<b>E</b>	<b>rotate</b> selected object (rotate)	<b>+</b>	gizmo size up
<b>R</b>	<b>scale</b> selected object (scale)	<b>-</b>	gizmo size down

## rendering

<b>F9</b>	render last viewport	<b>M</b>	open material editor
<b>F10</b>	render scene, current viewport		

## animation

<b>,</b>	(comma) back one frame	<b>'</b>	(apostrophe) toggle auto-key mode
<b>.</b>	(period) advance one frame	<b>K</b>	add a keyframe, at current time, for selected object
<b>HOME</b>	go to beginning of animation (frame 0)		
<b>END</b>	go to end of animation (last frame)		
<b>/</b>	start/stop playing		

## common goofs

- a can't pick stuff** click on one of the selectors
- b can't pick stuff** verify select filters
- c nothing renders** verify render filter
- d gizmo gone** type X to get it back
- e pick is "stuck"** click on Selection Lock  
Toggle lock or click spacebar

