

Quick reference
glossary of common terms
& keyboard shortcuts for
3ds max users

3ds max > Maya

3ds max® >> Maya®

Transition guide



CAN YOU IMAGINE®

P/N 480-010-7101

Alias | www.alias.com

GLOBAL HEADQUARTERS

210 King Street East
Toronto, Ontario Canada M5A 1J7
www.alias.com/contact
North America | toll free 800.447.2542

EUROPE, MIDDLE EAST & AFRICA

Northern Europe, Middle East & Africa | tel +44 (0)1494 441273
Germany, East & Southeast Europe | tel +49 89 3170 20
France, Spain and Portugal | tel +33 1 44 92 81 60
Italy | tel +39 039 6340011

ASIA-PACIFIC

Japan | tel 0120 765 088
Korea | tel +82 2 6001 3131
Singapore | tel +65 6236 2546
Other Countries | tel +81 3 5797 3500



Viewport Commands

Viewport Options	Right Click on Label	Hotbox or Panel Menu
Min/Max Toggle	< alt + w >	Tap < spacebar >
Arc Rotate	< alt > + MMB	< alt > + LMB
Pan	MMB	< alt > + MMB
Zoom	< alt + z >	< alt > + LMB + MMB
Zoom Region	< ctrl + w >	< alt + ctrl > + LMB
Zoom Extends Selected	< z >	< f >
Zoom Extends	< alt + ctrl + z >	< a >
Zoom Extends All	< shift + ctrl + z >	< shift + a >
View Undo	< shift + z >	< [>
View Redo	< shift + y >	<] >
Change Views	< l >, < r >, < t >, < b >, < k >, < p >, < u >	Hotbox or Panel Menu

Object Selection and Display

Select Object	< q >	< q >
Select By Name	< h >	Windows/Outliner
Select and Move	< w >	< w >
Select and Rotate	< e >	< e >
Select and Scale	< r >	< r >
Select and Manipulate	Main Toolbar	< t >
Smooth and Highlights	< F3 > (Toggle)	< 5 >
Wireframe	< F3 > (Toggle)	< 4 >
NURBS Tessellation Preset 1	< alt + 1 >	< 1 >
NURBS Tessellation Preset 2	< alt + 2 >	< 2 >
NURBS Tessellation Preset 3	< alt + 3 >	< 3 >
View Edged Faces Toggle	< F4 >	Shading > Shading Options > Wireframe on Shaded

Transforms

Restrict to X	< F5 >	Transform Gizmo (R)
Restrict to Y	< F6 >	Transform Gizmo (G)
Restrict to Z	< F7 >	Transform Gizmo (B)
Transform Type-In	< F12 >	Channel Box or Numeric Input Field
3D Snap Toggle	< s >	< x > (grid), < c > (curve), < v > (point)

Playback Controls

Play Animation	< / >	< alt + v >
Next Frame	< . >	< alt + . >
Previous Frame	< , >	< alt + , >

Tools and Windows

Material Editor	< m >	Window > Rendering Editors > Hypershade
-----------------	-------	---

File and Scene

New Scene	< ctrl + n >	< ctrl + n >
Open File	< ctrl + o >	< ctrl + o >
Save Scene	< ctrl + s >	< ctrl + s >

General UI and Menu Sets

Reset	File > Reset	Window > Settings/Preferences > Preferences Edit > Restore Default Settings
Undo	< ctrl + z >	< ctrl + z > or < z >
Redo	< ctrl + a >	< shift + z >

Traversing Hierarchy

Select Ancestor	< page up >	Up Arrow Key
Select Child	< page down >	Down Arrow Key

Rendering

Render Scene	< shift + q >	Status Bar Button
--------------	---------------	-------------------

Animation

Set Key	< k >	< s >
---------	-------	-------

Command Panels

Create Panel/Menu	Create Menu
Modify/Panel/Menu - Change Creation Parameters - Apply Deformation Modifiers - Sub-Object Selection - Delete Modifiers - Primitive Object to Editable Object - Modifier Stack	- Attribute Editor - Deform > Create Non-Linear - Component Selection Masks - Hypergraph (Select and Delete) - Object vs. Component Selection Masks - Input Node in Channel Box
Hierarchy Panel - Pivot - IK Setup - Link Info	- Insert Key (Toggle Pivot Mode) - Attribute Editor - Attribute Editor > Limits
Motion Panel	Attribute Editor < ctrl + a > Graph Editor (Window > Animation Editors > Graph Editor)
Display Panel	Display and Show Menus
Utilities Panel	Window > Settings/Preferences > Plug-in Manager

Viewport Navigation Controls

Zoom	View > Camera Tools > Zoom Tool
Zoom Extends	View > Frame All or < a >
Zoom Extends Selected	View > Frame Selected or < f >
Zoom Extends All	< shift + a > (Frame All in All Views)
Zoom Extends All Selected	< shift + f > (Frame Selected in All Views)
Field of View	View > Camera Attribute Editor
Perspective	View > Camera Attribute Editor
Region Zoom	Box Zoom (< ctrl + alt > LMB Drag)
Pan	View > Track Tool
Arc Rotate	View > Tumble Tool
Arc Rotate on Selection	Select Object, < f >, < alt > + LMB Drag
Arc Rotate Sub-Object	Select Component, < f >, < alt > + LMB Drag
Min/Max Toggle	Tap < spacebar >
Roll Camera	View > Roll Tool

Windows/Menus/General UI

Schematic View	Window > Hypergraph
Track View - Edit Keys Mode - Function Curves Mode	- Window > Animation Editors > Dope Sheet - Window > Animation Editors > Graph Editor
Time Configuration	Animation Preferences
Quad Box	Hotbox
Material Editor	Window > Rendering Editors > Hypershade
Parameter Wiring Dialog	Connection Editor
MaxScript Listener	Script Editor (MEL)
Grid and Snap Settings - Home Grid - Snaps - Angle Snap	- Display Menu > Grid Options - Status Line > Grid, Curve, Point Snaps - Rotate Tool has a Snapping Option
Display Floater	Display and Show Menus
Display > Named Selection Sets	Display > and/or Show > Create > Sets
Selection Floater	Outliner
Transform Type-In Dialog Box	Channel Box
Viewport Configuration	Display and Options Menus

Geometry Types

Polygon Modeling	Polygon Modeling
Subdivision Surfaces – “Mesh Smooth”	Subdivision Modeling – “Hierarchical”
Patch Surface Modeling (Bezier Poly Surfaces)	Bezier Surfaces (Bezier Control for NURBS)
NURBS Modeling	NURBS Modeling
Drawing Curves: Bezier curves	Drawing Curves: NURB curves

Object Creation

Create > Standard Primitives	Create > NURBS or Polygon Primitives
Create > Particle Systems	Particles
Create > Lights	Create > Lights
Create > Cameras	Create > Cameras
Create > Helpers	Create > Measure Tools
Create > Space Warps > Forces	Fields
Create > Geometric/Deferrable	Deform > Create Nonlinear
Create > Modifier-Based >	Deform > Create Nonlinear
Dummy Object	Create > Locator
Loft	Extrude
Lathe Modifier	Surfaces > Revolve

Modeling

Clone Options Dialog Box	Edit Menu > Duplicate Options
Array Dialog Box	Edit Menu > Duplicate Options
Mirror Dialog Box	Edit Menu > Duplicate Options
Snapshot Dialog Box	Modify Menu > Animated Snapshot
Selection Filter	Select By Object Type
Sub-Object Mode - Vertex - Edge - Face - Polygon - Element - Segment - Spline	Component Pick Masks - Vertex - Edge - Face - Face - Face - Surfaces (Object Pick Mask) - Edge - Curve (Object Pick Mask) - Isoparm - Hull - Surface Point
Soft Selection	Proportional Modification Tool
Freeze	Display Menu > Object Display > Template
Patch Modeling Cross Section and Surface Modifiers	Surfaces Loft (NURBS Surface based on Profile Curves)
Named Selection Sets	Selection Wildcards
Edit Mesh - Edge Extrude - Face/Polygon Extrude - Bevel Edge - Edge > Edit Geometry > Cut - Weld	Edit Polygons - Edge Extrude - Face Extrude - Bevel - Split Polygon Tool - Merge Vertices

Animation and Hierarchy

Animate (Button)	Auto Keyframe Toggle
Select and Link	Edit > Parent or < p >
Unlink Selection	Edit > Unparent or < shift + p >
Hierarchy > Pivot > Adjust Pivot	Insert Key to Move Pivot Select by Component Type > Misc. > Local Rotation
Hierarchy > Pivot > Reset Pivot	Axes to Orient Pivot
Hierarchy > Pivot > Reset	Modify > Freeze Transformations Modify > Reset Transformations
IK: - HI IK - N/A - N/A	IK: - SCIK (Single Chain) - RPIK (Rotate Plane) - Spline IK

Modifier Examples

Morpher	Deform > Blend Shape
Meshsmooth	Polygons > Smooth
Optimize	Polygons > Reduce
FFD	Deform > Lattice
UV Coordinates Modifiers	Edit Polygons > Texture
Conversion Modifiers	Modify > Convert
Unwrap UVW	Window > UV Texture Editor

Rendering

Render Scene	Window > Rendering Editors > Render Globals
Quick Render	Window > Rendering Editors > Render View
Render Last	Window > Rendering Editors > Render View
Active Shade	IPR (See Render View)
RAM Player	Fcheck (External)
Make Preview Dialog Box	Playblast

This Transition Guide represents similar keyboard shortcuts and UI terms and usages between the 3ds max 5 and Maya 5 software. The glossary is not a complete listing of terms common to both packages. For a complete listing of common terms please refer to each package's respective index or glossary.

Copyright © 2003, Alias Systems Corp. Alias, Can You Imagine and Maya are registered trademarks and the Maya logo is a trademark of Alias Systems Corp. 3ds max is a registered trademark of Autodesk, Inc. All other trademarks, service marks, trade names or product names mentioned are property of their respective owners.