

## 3ds Max Shortcut Keys Summary

<b>Alt + B</b>	Set blueprint/image on the viewport
<b>Alt + C</b>	Cut tool
<b>G</b>	Hide or unhide the grid
<b>1</b>	Quickly access the Vertex mode
<b>2</b>	Quickly access the Edge mode
<b>3</b>	Quickly access the Border mode
<b>4</b>	Quickly access the Polygon mode
<b>5</b>	Quickly access the Element mode
<b>Ctrl + Alt + Drag with middle mouse button</b>	Zoom out/in the viewport
<b>Z</b>	Zoom a selected object
<b>Alt + L</b> <b>Alt + R</b>	Select edge loop Select edge ring
<b>Shift + Q and F9</b>	Render the current frame

<b>H</b>	Select from scene
<b>Ctrl + C</b> <b>C</b>	Create camera Camera view
<b>Shift + drag</b> or <b>Ctrl + V</b>	Make a clone of an object as a copy or instance
<b>F4</b>	Activate or deactivate edged faces view mode
<b>F3</b>	Turn on/off the wireframe mode
<b>Alt + X</b>	Turn on/off the x-ray mode
<b>Ctrl + X</b>	Enable or disable the expert mode
<b>X</b> <b>'+'</b> or <b>'-'</b>	Hide or unhide to the pivot. Increase or decrease the size of the pivot

<b>Alt + Q</b>	Isolation mode
<b>9</b>	Quickly open the render setup
<b>Shift + F</b>	Show or hide the safe frames
<b>Backspace</b>	Delete an edge or vertex
<b>7</b>	Poly counts
<b>Alt + 6</b>	Show or hide main toolbar
<b>Shift + C</b>	Hide or unhide the camera
<b>End</b> <b>Home</b>	Go to the end of the animation timeline Go to the start of the animation timeline

<b>/</b>	Play or stop the animation time slider
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