



## Autodesk 3ds Max Keyboard Shortcuts

### General

F1 – Help  
F3 – Wireframe/Smooth Toggle  
F4 – View Edged Faces  
G – Hide/Show Grid

### Selection

Q – Select  
W – Select and Move  
E – Select and Rotate  
R – Select and Scale  
X – Transform Gizmo Toggle

### Sub Object Selection

1 - Select Vertex  
2 - Edge  
3 - Border  
4 - Polygon  
5 - Element

### Viewports

F – Front viewport  
T – Top viewport  
L – Left viewport  
P – Perspective viewport

### Rendering

F9 – Render  
F10 – Render Setup  
M – Material Editor

CTRL-X – Expert mode  
Z – Zooms to current selection

### Mouse

Scroll Wheel - Zoom  
Press Scroll Wheel - Pan  
Alt + Press Scroll Wheel - Orbit



## Autodesk 3ds Max Keyboard Shortcuts

### General

F1 – Help  
F3 – Wireframe/Smooth Toggle  
F4 – View Edged Faces  
G – Hide/Show Grid

### Selection

Q – Select  
W – Select and Move  
E – Select and Rotate  
R – Select and Scale  
X – Transform Gizmo Toggle

### Sub Object Selection

1 - Select Vertex  
2 - Edge  
3 - Border  
4 - Polygon  
5 - Element

### Viewports

F – Front viewport  
T – Top viewport  
L – Left viewport  
P – Perspective viewport

### Rendering

F9 – Render  
F10 – Render Setup  
M – Material Editor

CTRL-X – Expert mode  
Z – Zooms to current selection

### Mouse

Scroll Wheel - Zoom  
Press Scroll Wheel - Pan  
Alt + Press Scroll Wheel - Orbit



## Autodesk 3ds Max Keyboard Shortcuts

### General

F1 – Help  
F3 – Wireframe/Smooth Toggle  
F4 – View Edged Faces  
G – Hide/Show Grid

### Selection

Q – Select  
W – Select and Move  
E – Select and Rotate  
R – Select and Scale  
X – Transform Gizmo Toggle

### Sub Object Selection

1 - Select Vertex  
2 - Edge  
3 - Border  
4 - Polygon  
5 - Element

### Viewports

F – Front viewport  
T – Top viewport  
L – Left viewport  
P – Perspective viewport

### Rendering

F9 – Render  
F10 – Render Setup  
M – Material Editor

CTRL-X – Expert mode  
Z – Zooms to current selection

### Mouse

Scroll Wheel - Zoom  
Press Scroll Wheel - Pan  
Alt + Press Scroll Wheel - Orbit