**3DS MAX**

Useful/Helpful Shortcuts/Hotkeys:

* Alt + W – Allows you to expand full screen on whatever window you are on; can be Top, Front, Left, or Perspective. Perspective would be the best one to choose, however, the other views can be useful for adding additional aspects to your 3d animations.
* W – When you have an object selected, it will allow you to move the object on the different axes; X, Y, and Z.
* E – When you have an object selected, it will allow you to rotate the object on the different axes; X, Y, and Z.
* R – When you have an object selected, it will allow you to scale the object on the different axes; X, Y, and Z.
* X – If you have this selected, it will disable all of your gizmos (e.g. you cannot rotate an object). Recommended that you leave this off.
* G – Turns the grid off. Suggested if it is getting in your way (e.g. causing you to get distracted by it).
* H – Allows you to select one object or multiple objects at once by choosing their names. To select just one object, click on its name and click “OK.” To select multiple objects at once, Ctrl click on their names and click “OK.”
* M – Brings up the Material Editor which allows you to put different materials on your objects.
* Z – Zooms in on the current object you have selected. This can be useful for adding detail to your objects.
* Mouse Wheel – Click and hold to move around.
* Mouse Wheel – Scroll it to zoom in and out.
* Alt + Mouse Wheel – Click and hold to orbit around.
* Q – Allows you to simply select an object. Once selected, click on an object and it’s selected.
* P – Allows you to switch to the perspective view.
* F – Allows you to switch to the front view.
* L – Allows you to switch to the left view.
* T – Allows you to switch to the top view.
* B – Allows you to switch to the bottom view.
* U – Allows you to switch to the user view.
* C – Allows you to switch to the camera view (must have at least one camera in the scene. If there is more than one camera, pressing C will toggle between them).
* F4 – Puts an edged surface on the object so that you can see the different line segments (Very useful!).
* N – Allows you to toggle Auto Key on and off.
* K – Allows you to set a key when Set Key is on.
* Alt + X – This allows you to “disable” an object. It makes it see through so that you can edit other objects easier.