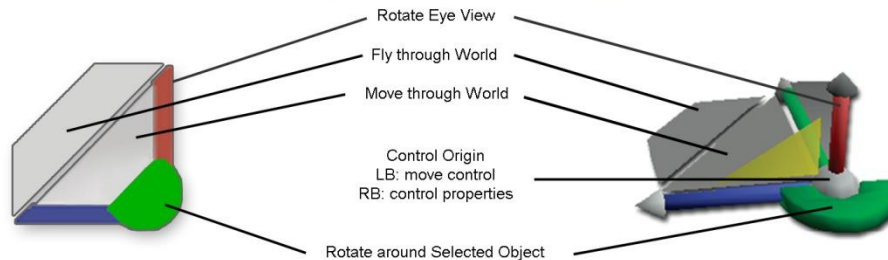


Workspace

View Navigation Controls

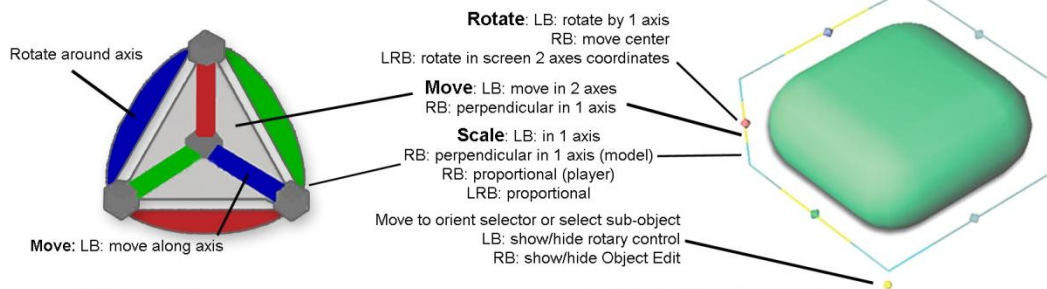
Model



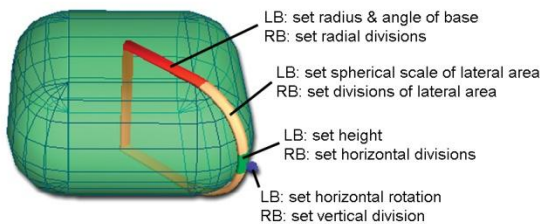
Workspace

Object Navigation Controls

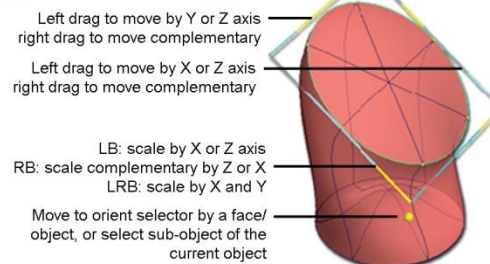
Model



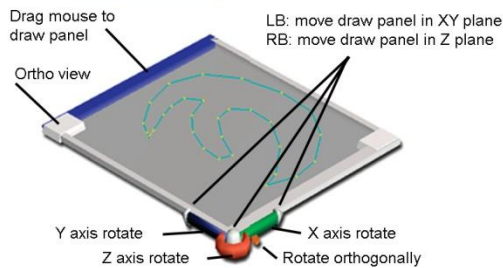
Magic Ring



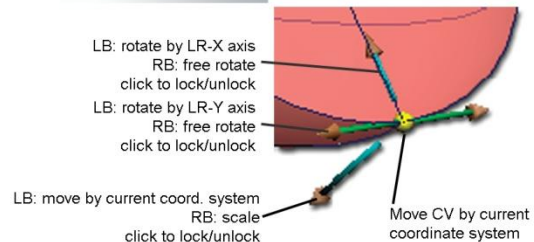
Isocurve Selector



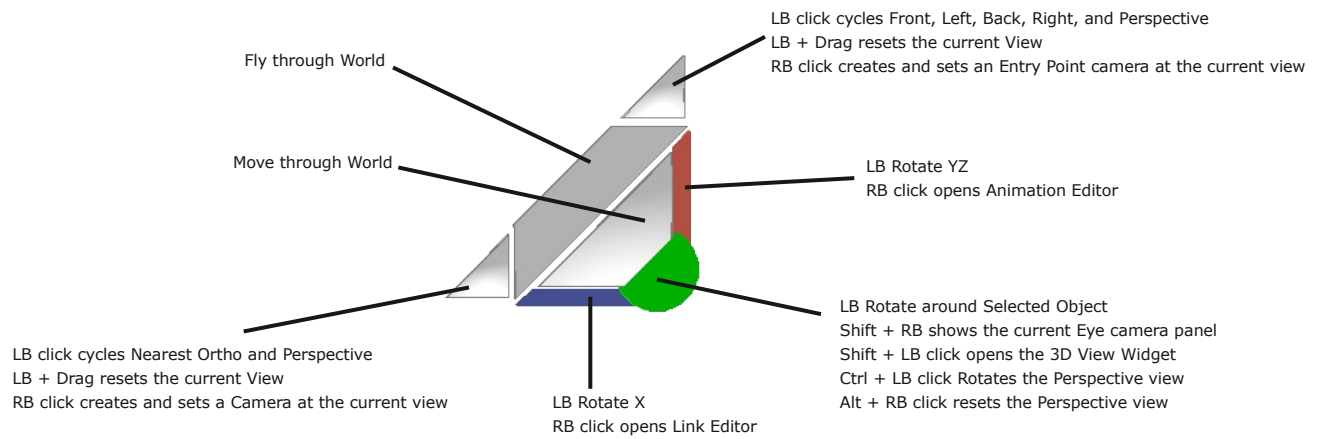
Draw Panel



CV Handles

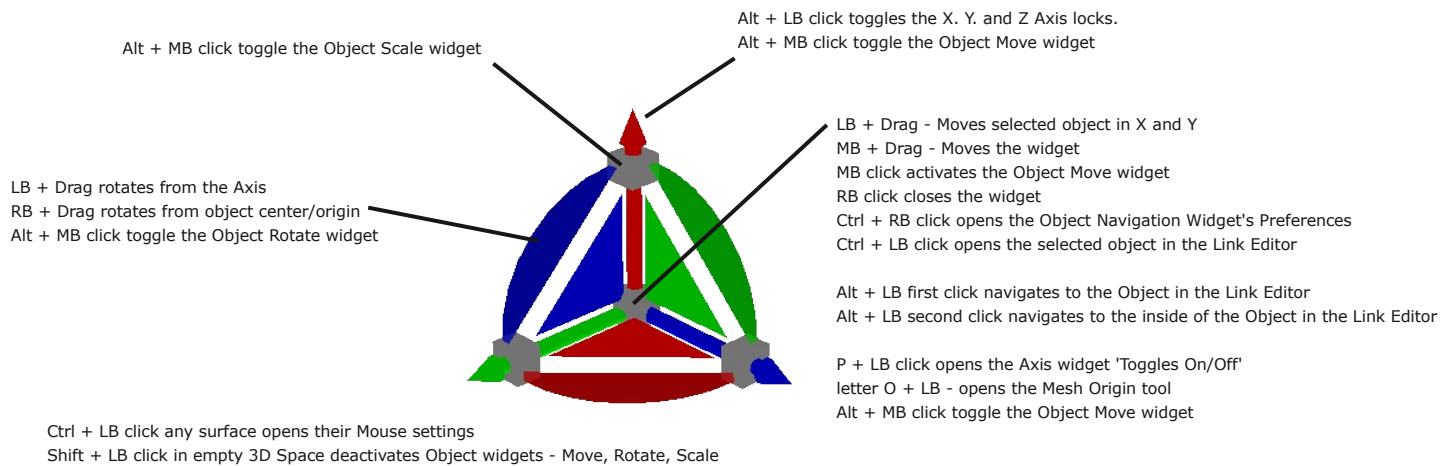


View Navigation Controls



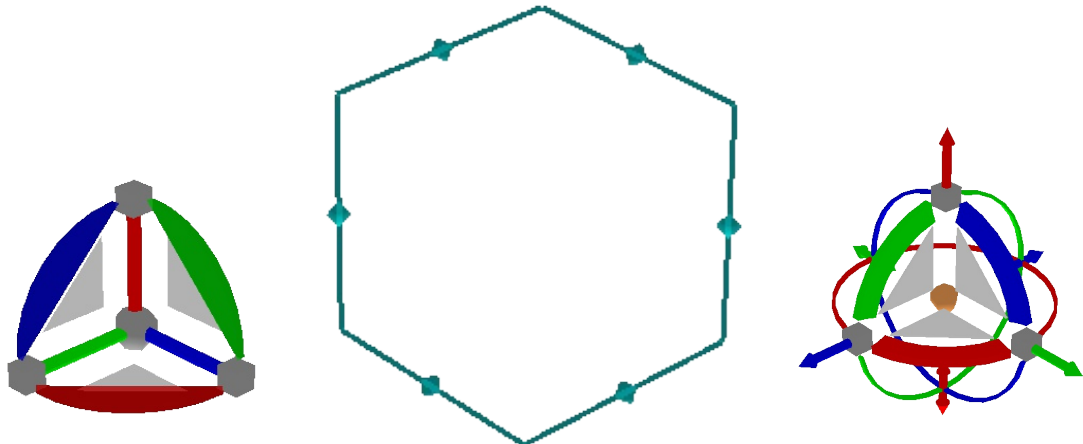
i + drag any surface = Opens the widget's Additional Shortcuts Help floating panel

Object Navigation Controls



Bars, Triangles, Cubes and Arcs

Shift + LB click = switch to the other Object Navigation Widgets
H + LB click = switch to/from the Selector Cage Widget
J + LB click = add/remove cage widget to the current widget

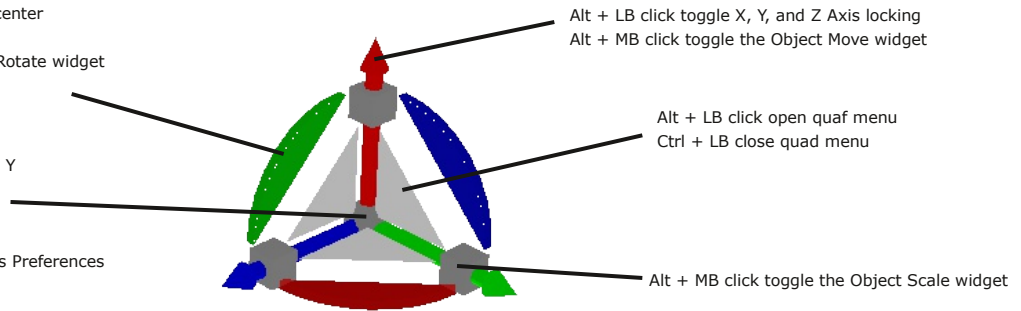


i + drag any surface = Opens the widget's Additional Shortcuts Help floating panel

Point Edit Navigation Controls

LB to rotate about the selection center
 RB to rotate about the Axis
 Alt + MB click toggle the Object Rotate widget

LB + Drag - Moves selected element in X and Y
 MB + Drag - Moves the widget
 Alt + LB click - Opens the Quad Menu
 Ctrl + LB click - Closes the Quad Menu
 Ctrl + RB click - Opens the Point Edit Widget's Preferences
 Alt + MB click toggle the Object Move widget

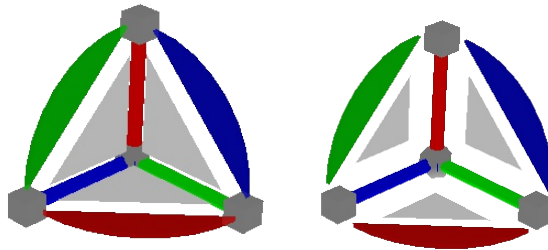


Bars, Triangles, Cubes and Arcs

Ctrl + LB click opens their Mouse settings
 P + LB click sets the Axis to the selected Face, Edge, or Vertex
 P + RB click moves and rotates the Axis to the selected Face
 P + MB click moves the Axis to object center and rotates the Axis to the selected Face
 Period + LB click - Hides UnSelected elements
 Comma + LB click - UnHides All elements
 O + LB click Toggles - Mesh Object Coordinate Mode

Shift + LB click in empty 3D Space deactivates Object widgets - Move, Rotate, Scale

Shift + LB click any surface = switch to other Point Edit Widgets

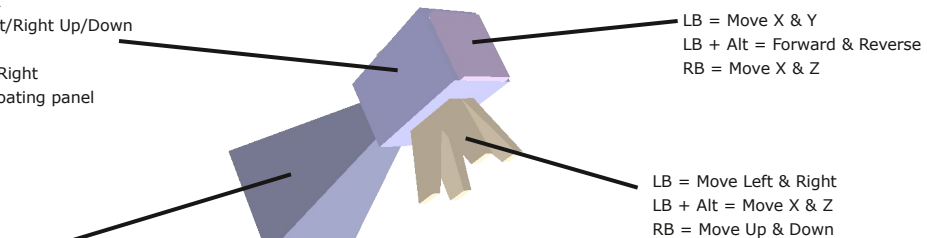


i + drag any surface = Opens the widget's Additional Shortcuts Help floating panel

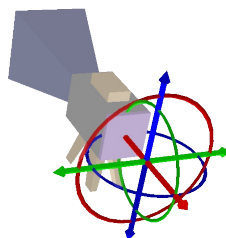
Camera Controls

LB = Spin Left & Right
 ALT + LB = Rotate Left/Right Up/Down
 RB - Tilt Up & Down
 Alt + RB = Tilt Left & Right
 RB select = Camera floating panel

FOV
 LB + Drag = Adjust FOV
 LB = View from Camera
 RB = Reset FOV



Shift + LB click any surface = switch camera widget



Background Controls

b + i + drag = help

Wheel - Moves In and Out

Shift + Wheel - Zooms (FOV) and Moves In and Out

Ctrl + Shift + MB Drag - Zooms (FOV)

MB Drag - Rotate in X and Y

Ctrl + MB Drag - Move in X, Y, and Z

Shift + MB Drag - Look around

Ctrl + MB click - Looks At Selection

MB click - Moves the view to show the current selection or Point Edit selection

Shift + MB click - Moves the view to show all objects in the scene

Comma + LB Drag - Moves the view to Shows All items

Period + LB Drag - Hides All Except the selected items

Default Context Controls

N + LB - 3D View - Auto Select NURBS On|Off

Ctrl + X + LB - Cut selected object

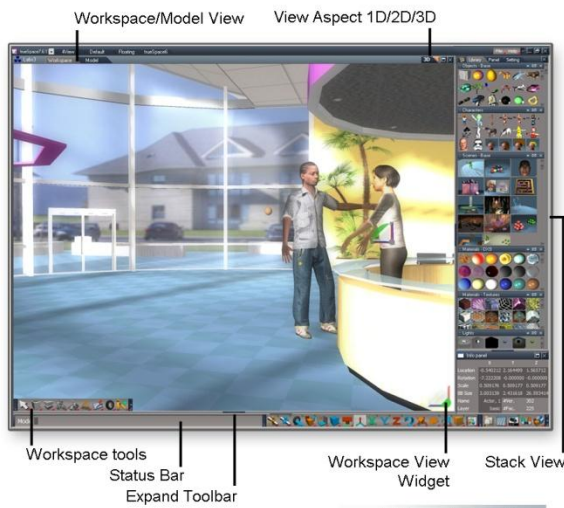
Ctrl + V + LB - 3D View - Paste last Cut object

L + LB - Lock selection

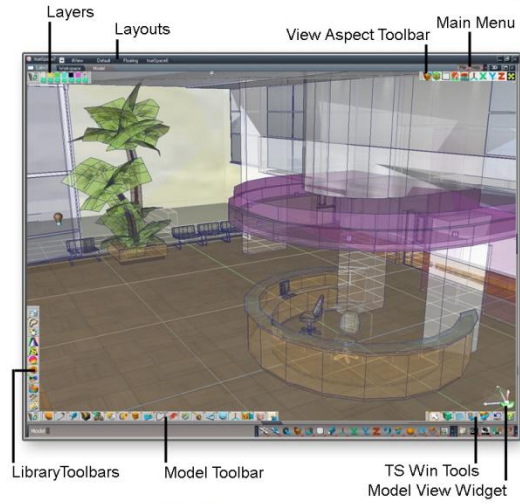
U + LB - Unlock selection

ALT + LB - Select Locked objects

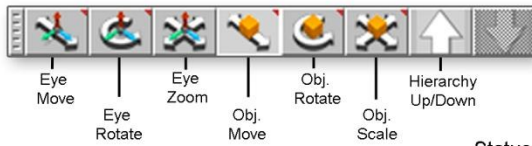
Workspace View



Model View

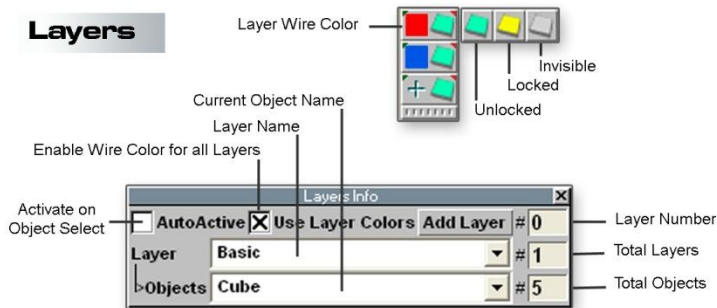


Nav Tools

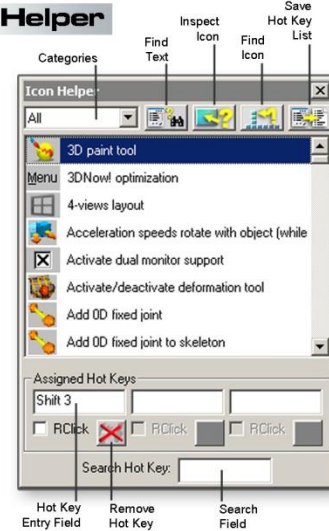


Status

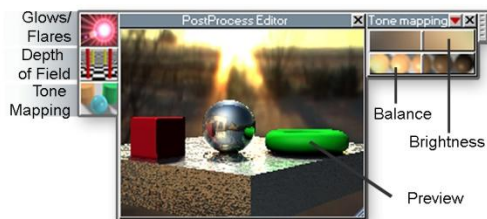
Layers



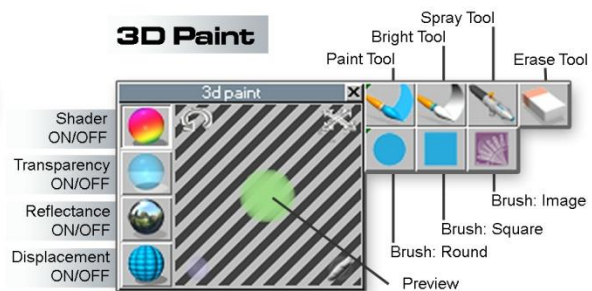
Icon Helper



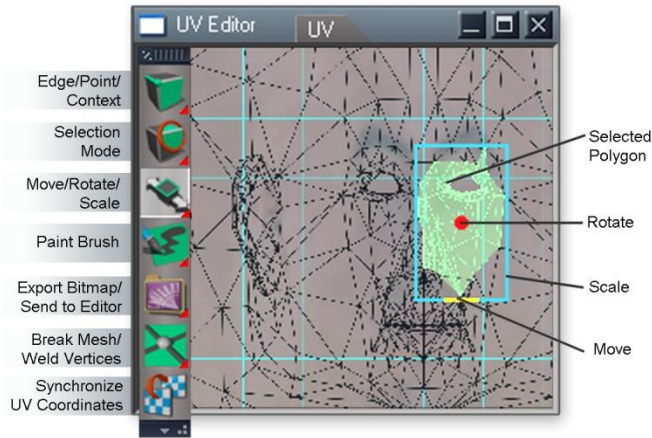
Post Process Editor



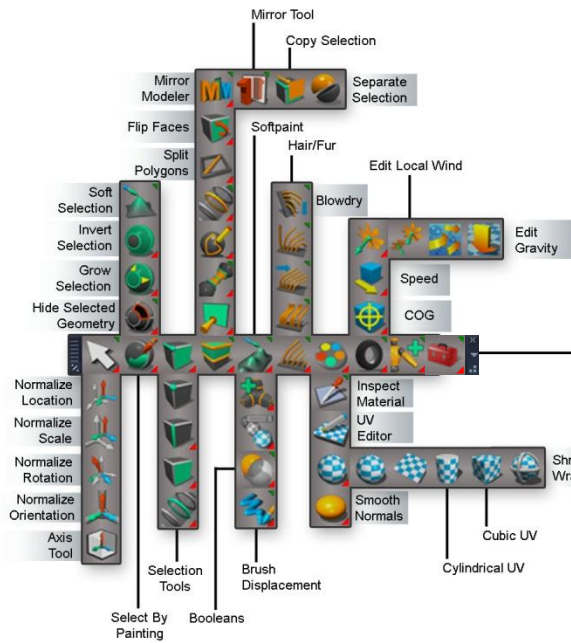
3D Paint



Workspace UV Mapping Editor



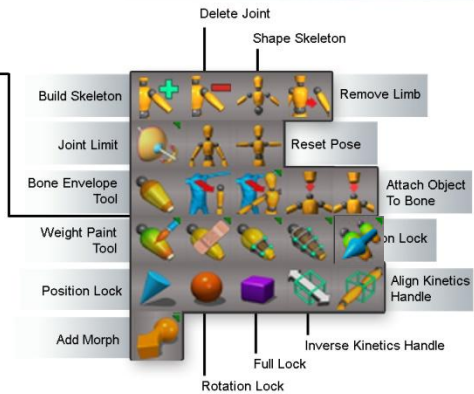
Workspace Toolbar



Preferences

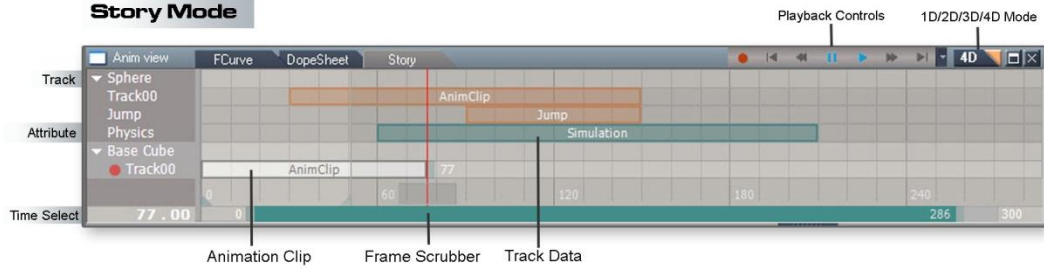


Character Animator

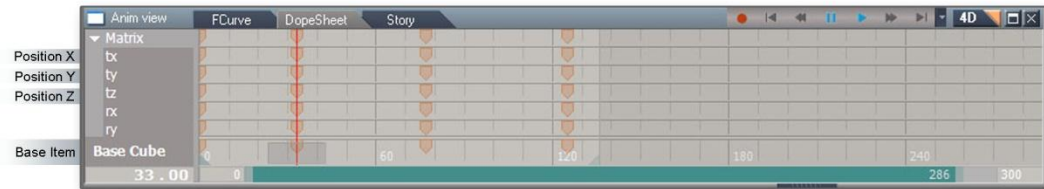


Animation Editor

Story Mode

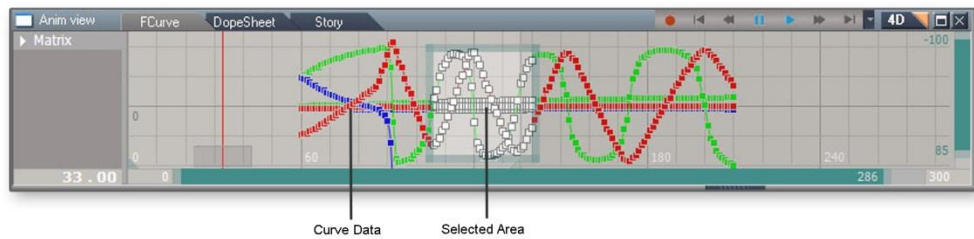


DopeSheet Mode

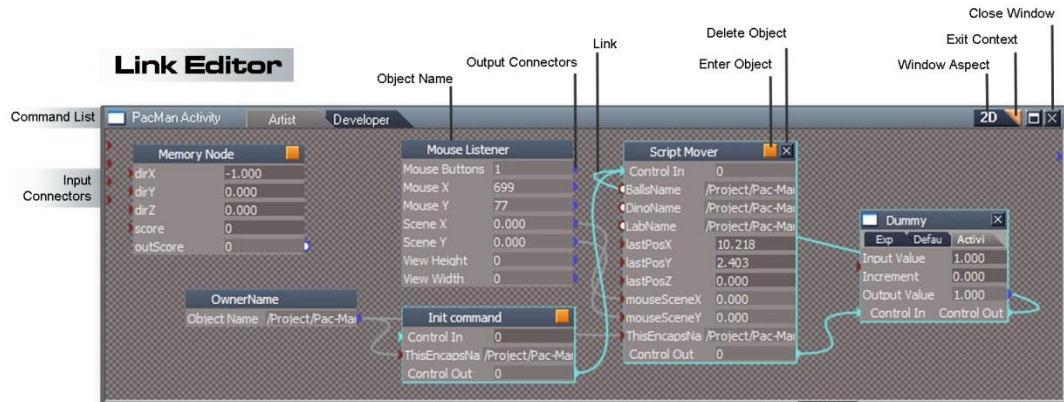


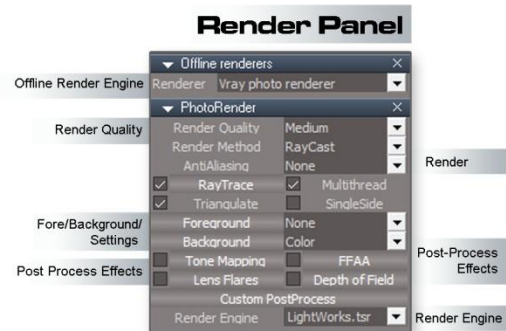
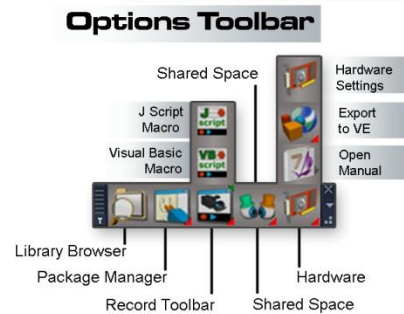
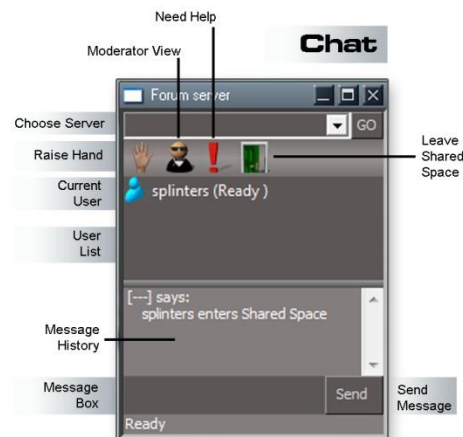
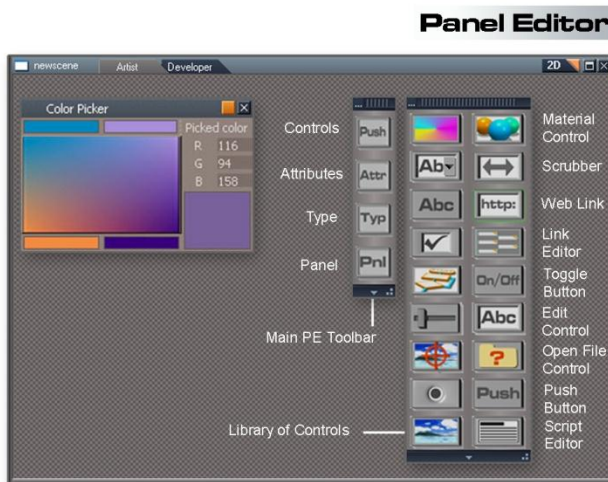
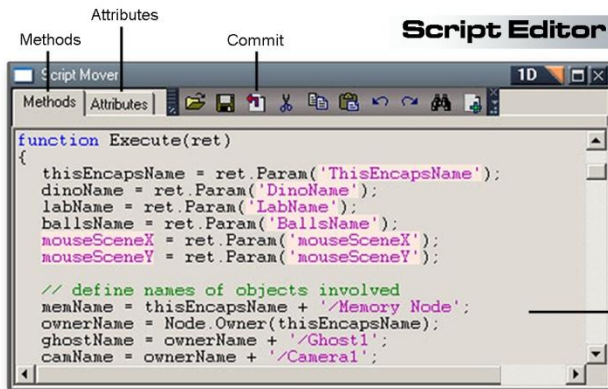
Key Frames

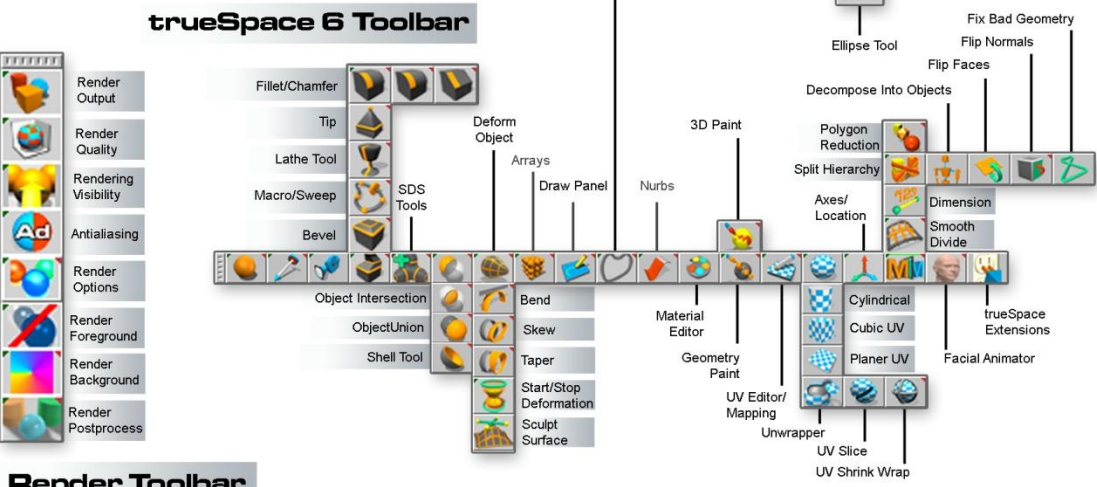
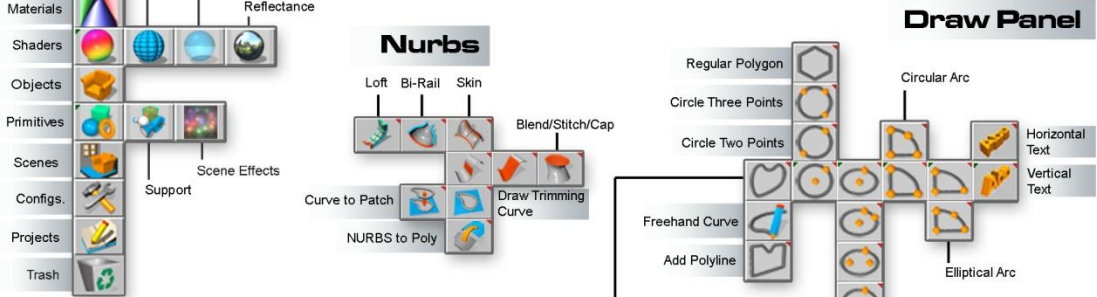
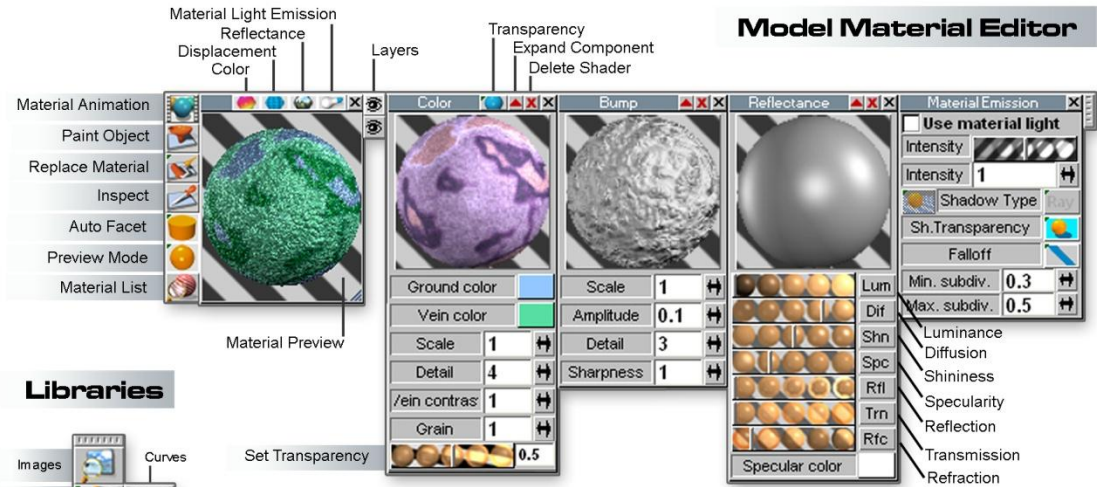
FCurve Mode



Link Editor







Render Toolbar