

Global Shortcuts	
Key	Description
CTRL F1	3D window
CTRL F2	Link Editor
CTRL F3	Command Prompt
CTRL F4	Command History
CTRL F5	Output Console
CTRL F6	Status View
CTRL F7	Animation View
CTRL F8	Package Manager
CTRL F9	Scene View
CTRL F11	Library Browser
CTRL F12	Shared Space
SHIFT CTRL R	Reset to Default Context
SHIFT CTRL N	Generate New Space
LEFT	Select Previous object
RIGHT	Select Next object
DOWN	Select first Child object
UP	Select Parent object
SHIFT CTRL LEFT	Select Previous object & Look At
SHIFT CTRL RIGHT	Select Next object & Look At
Z	Object Move tool
X	Object Rotate tool
C	Object Scale tool
A	Camera Move tool
S	Camera Rotate tool
D	Camera FOV tool

Global Shortcuts	
Key	Description
SHIFT X	X lock - On/Off
SHIFT Y	Y lock - On/Off
SHIFT Z	Z lock - On/Off
F1	World Coordinates
F2	Object Coordinates
F3	Screen Coordinates
F4	Tangent Coordinates
F5	X lock - On/Off
F6	Y lock - On/Off
F7	Z lock - On/Off
F8	Reset View

UV Editor Shortcuts	
Key	Description
CTRL Z	Undo
CTRL SHIFT Z	REDO

Info Panel Shortcuts	
Key	Description
CTRL Z	Undo
CTRL SHIFT Z	REDO

3D Window Shortcuts	
Key	Description
DELETE	Delete selected object
CTRL K	Delete selected object
CTRL I	Inspect Material
CTRL R	Render to file
CTRL ~	Set the selected camera as active
CTRL 1	Switch to Perspective Eye view
CTRL 2	Switch to Top orthogonal view
CTRL 3	Switch to Bottom orthogonal view
CTRL 4	Switch to Front orthogonal view
CTRL 5	Switch to Back orthogonal view
CTRL 6	Switch to Left orthogonal view
CTRL 7	Switch to Right orthogonal view
CTRL 8	Switch Nearest Orthogonal view
CTRL 9	Switch to Isometric view
CTRL 0	Reset View
CTRL Z	Undo
CTRL SHIFT	Z Redo
CTRL C	Copy object

3D Window Shortcuts	
Key	Description
4	Object Move Left -X
6	Object Move Right +X
8	Object Move Forward -Y
2	Object Move Reverse +Y
Page Up	Object Move UP +Z
Page Down	Object Move Down -Z
HOME	Object Normalize Location
7	Object Rotate Left +Z
9	Object Rotate Right -Z
1	Object Rotate Forward -X
3	Object Rotate Reverse +X
0	Object Rotate Left +Y
.	Object Rotate Right -Y
CTRL 7	Object Rotate Left +Z +45
CTRL 9	Object Rotate Right -Z -45
CTRL 1	Object Rotate Forward -X -45
CTRL 3	Object Rotate Forward +X +45
CTRL 0	Object Rotate Left + Y
CTRL .	Object Rotate Right -Y
END	Object Normalize Rotation

3D Window Shortcuts	
Key	Description
K	Set Key frame
SHIFT LEFT	Previous Key frame
SHIFT RIGHT	Next Key frame
CTRL LEFT	Previous Frame
CTRL RIGHT	Next Frame
SHIFT HOME	Start Frame
SHIFT END	End Frame
CTRL HOME	Play
CTRL END	Pause
ESC	Pause
TAB	Object Navigation Widget - On/Off
SHIFT + L	Workspace Layers

Animation Editor Shortcuts	
Key	Description
DELETE	
CTRL C	Delete object
CTRL X	Copy object
CTRL V	Cut object
CTRL A	Paste object
CTRL Z	Select All
CTRL SHIFT Z	Undo
SHIFT LEFT	Redo
SHIFT RIGHT	Previous Key frame
K	Next Key frame
CTRL LEFT	Set Key frame
CTRL RIGHT	Previous Frame
SHIFT HOME	Next Frame
SHIFT END	Start Frame
CTRL HOME	End Frame
CTRL END	Play
ESC	Pause
	Stop & Start Frame

Point Editor Shortcuts	
Key	Description
ESC	Object tool/Unselect
DELETE	Delete selected Elements
SHIFT DELETE	Collapse Loop
CTRL K	Delete
CTRL C	Copy selection
CTRL F	Form Face
TAB	Point Edit Widget On/Off
V	Select Vertices
F	Select Faces
E	Select Edges
L	Select Face Loops
T	Select Context
SHIFT I	Invert Selection
SHIFT A	Select Connected
SHIFT C	Convert Selection
SHIFT S	Smooth Selection
SHIFT O	Outline Selection

Point Editor Shortcuts	
Key	Description
Q	Quad Divide Selection
SHIFT Q	Smooth Quad Divide
CTRL Q	Quadrify Selected polygons
M	Mirror Selection
CTRL M	Mirror Modeler
SHIFT B	Form Polygonal Bridge
/	Split polygons
SHIFT /	Merge polygons
H	Hide Selected geometry
SHIFT H	Hide Unselected geometry
U	Show All hidden geometry
ADD	Add SDS
SUBTRACT	Remove SDS
CTRL D	Dynamic Sweep
CTRL S	Sweep selected Face
CTRL B	Bevel tool
CTRL T	Tip selected Face
CTRL P	Add Polygons
CTRL E	Add Edges
CTRL V	Add Vertices
CTRL L	Add Loop
CTRL W	Weld geometry together
CTRL H	Heal Vertices
CTRL O	Optimize Triangulation
SPACEBAR	Open Quad toolbars

Point Editor Shortcuts		
	Key	Description
	~	Default selection settings
	1	Select by Painting
	2	Select by Rectangle
	3	Select by Lasso
	4	Select by Move
	5	Soft Selection
	6	Select by Material
	7	Select Edge Loops
	8	Select Face Loops
	9	Select Visible Geometry
	0	Select All Geometry
	-	Shrink selection
	+	Grow selection

Link Editor Shortcuts	
Key	Description
DELETE	Delete selected node
CTRL	Undo
CTRL SHIFT Z	Redo
CTRL Drag	Copy selected object
LEFT	Select Previous object
RIGHT	Select Next object
DOWN	Select first Child
UP	Select Parent
CTRL SHIFT LEFT	Select Previous & Center
CTRL SHIFT RIGHT	Select Next & Center
HOME	Current scene in Link Editor
Numpad 9	Maximize & Arrange All
Numpad 3	Minimize & Arrange All
Numpad 5	Center All
Numpad 1	Zoom All
Numpad *	Iconize All
Numpad -	Minimize All
Numpad +	Maximize All
Numpad /	Arrange All
RMB	Zoom ALL/Move to Top Left
RMB + Drag	Zoom In/Out
MMB	Center selection
MMB + Drag	Move
CTRL + MMB	Up one level
MMW	Scroll Up and Down