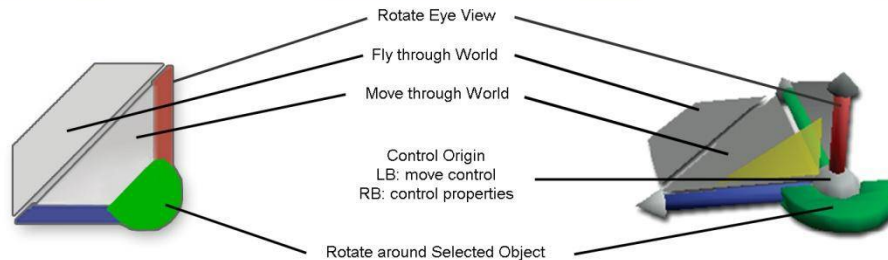


Workspace

View Navigation Controls

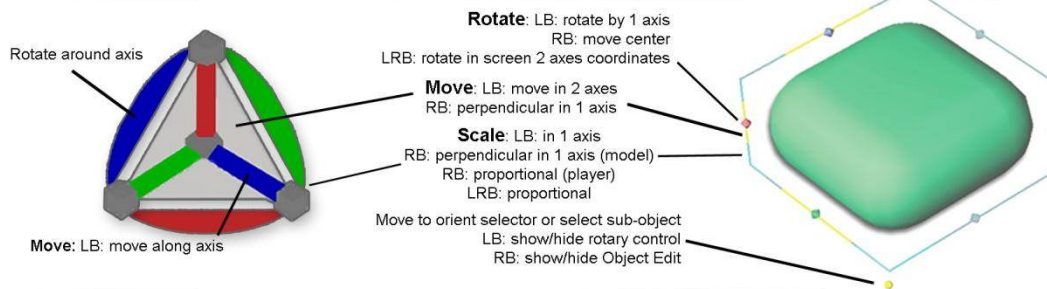
Model



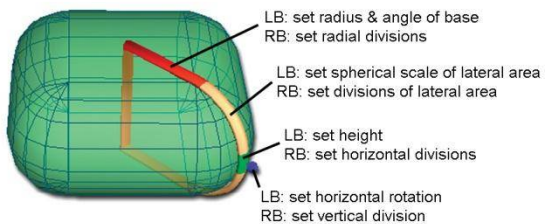
Workspace

Object Navigation Controls

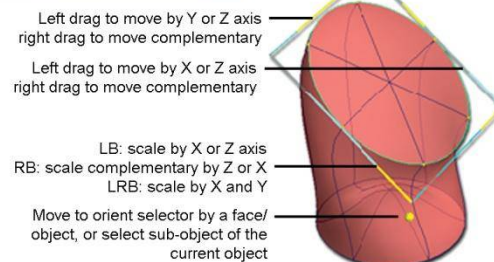
Model



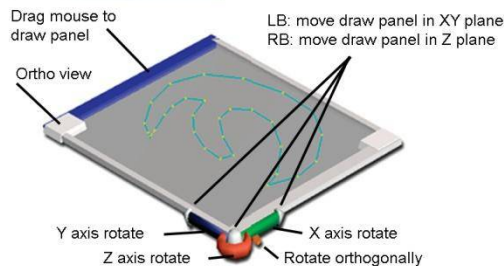
Magic Ring



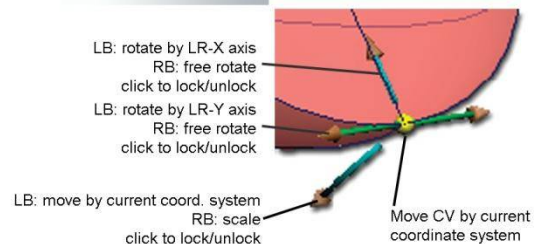
Isocurve Selector



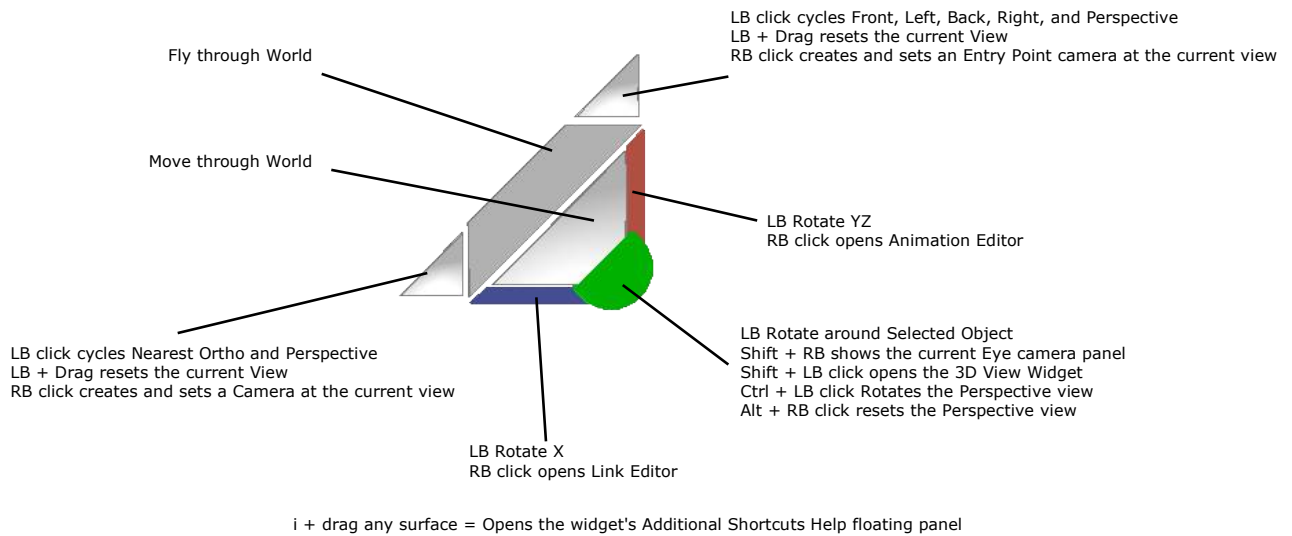
Draw Panel



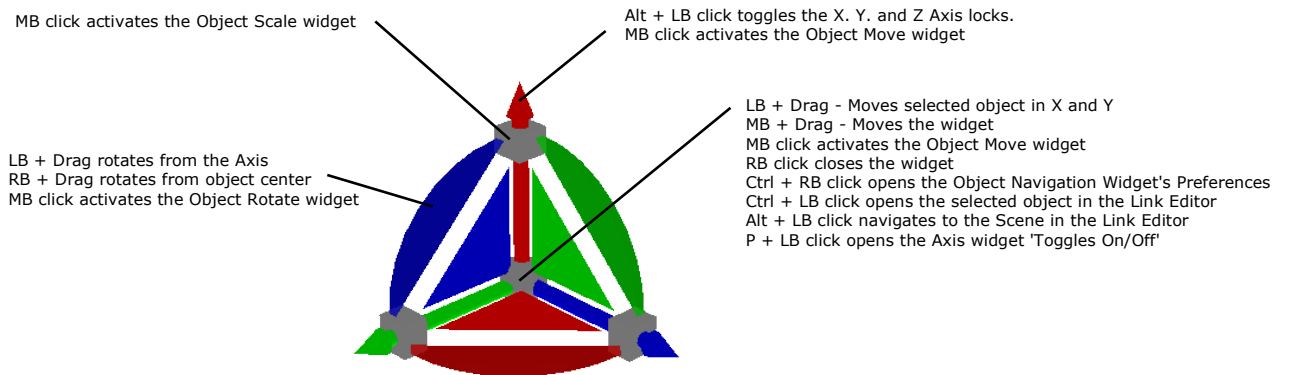
CV Handles



View Navigation Controls



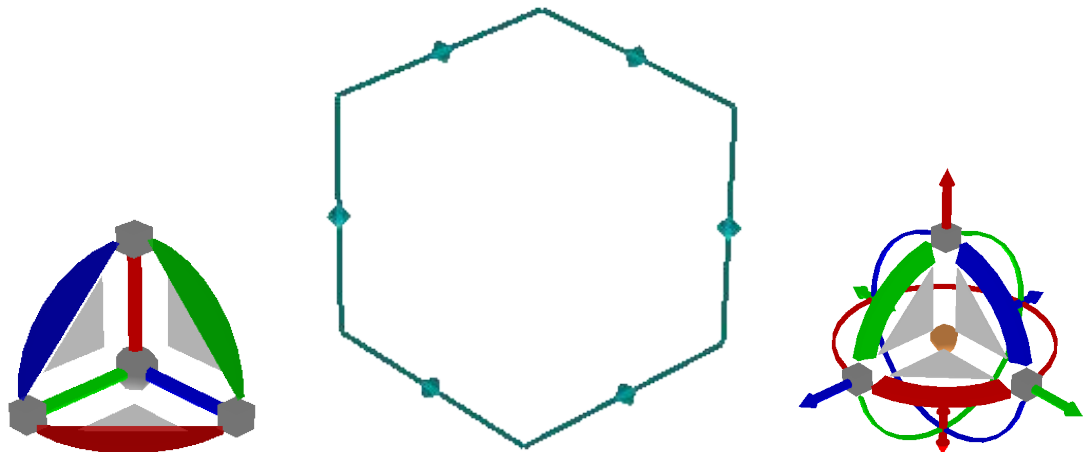
Object Navigation Controls



Ctrl + LB click any surface opens their Mouse settings

Shift + LB click in empty 3D Space deactivates Object widgets

Shift + LB click any surface = switch to the other Object Navigation Widgets
Ctrl + RB click any surface = switch to the Selector Cage Widget



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

Point Edit Navigation Controls

RB to rotate from the Axis
MB click activates the Object Rotate widget

Alt + LB click toggle X, Y, and Z Axis locking
MB click activates the Object Move widget

Sphere
LB + Drag - Moves selected 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

MB click activates the Object Scale widget

Bars, Triangles, Cubes, & Arcs
Ctrl + LB click opens their Mouse settings

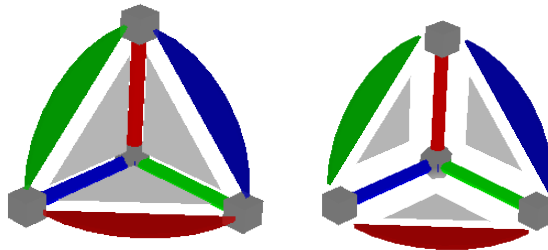
P + LB click any surface sets the Axis to the selected Face, Edge, or Vertex
P + RB click any surface moves and rotates the Axis to the selected Face
P + MB click any surface moves the Axis to object center and rotates the Axis to the selected Face

Period + LB click any surface - Hides UnSelected elements
Coma + LB click any surface - UnHides All elements

O + LB click any surface Toggles - Mesh Object Coordinate Mode

Shift + LB click in 3D Space deactivates Object and Camera widget

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

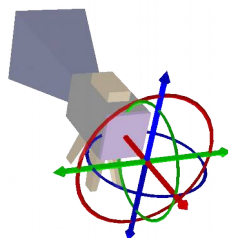
LB = Spin Left & Right
ALT + LB = Rotate Left/Right Up/Down
RB - Tilt Up & Down
Alt + RB = Tilt Left & Right
RB select = Camera floating panel

LB = Move X & Y
LB + Alt = Forward & Reverse
RB = Move X & Z

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

LB = Move Left & Right
LB + Alt = Move X & Z
RB = Move Up & Down

Shift + LB click any surface = switch camera widget



Background Controls

b + i + drag = help

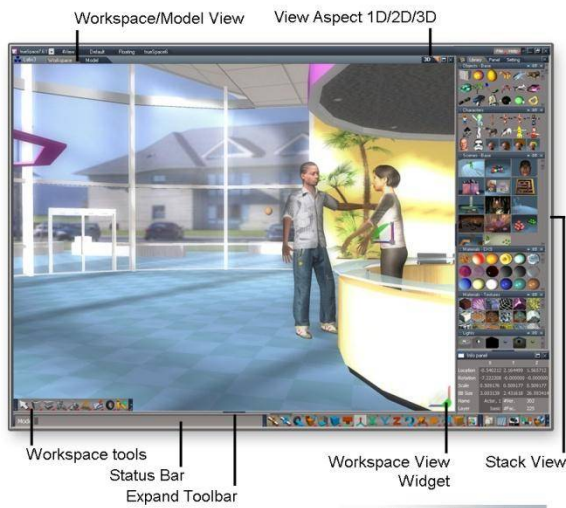
Wheel - Moves In and Out
Shift + Wheel - Zooms (FOV) and Moves In and Out
Ctrl + Shift + MMB Drag - Zooms (FOV)
MMB Drag - Rotate in X and Y
Ctrl + MMB Drag - Move in X, Y, and Z
Shift + MMB Drag - Look around

Look At Selection
Ctrl + MMB click - Looks At Selection
MMB click - Moves the view to the current selection or Point
Edit selection
Shift + MMB click - Moves the view to all objects in the scene
Comma + LMB Drag - Shows All
Period + LMB Drag - Hides All (Except selection)

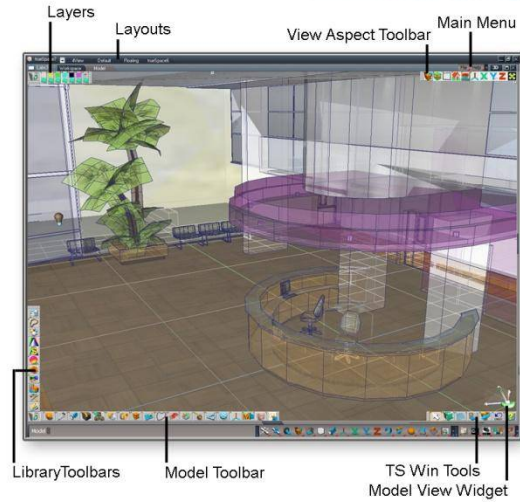
n + drag opens the Default Context widget panel in the Stack/Panel and activates
Auto Select NURBS toggles (Active/Deactive)

Ctrl + x = Cut
Ctrl + v = Paste the last cut object

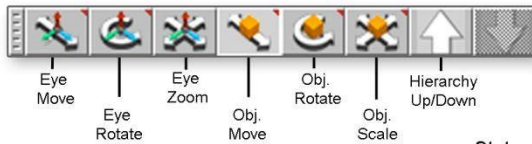
Workspace View



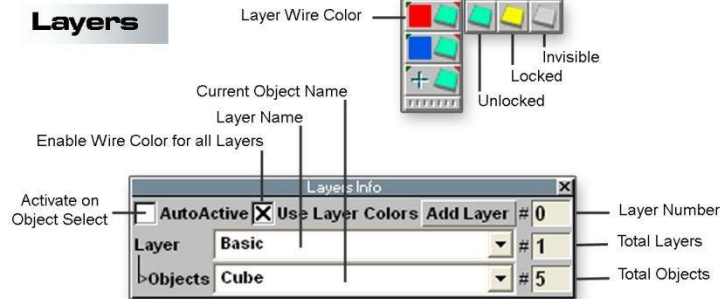
Model View



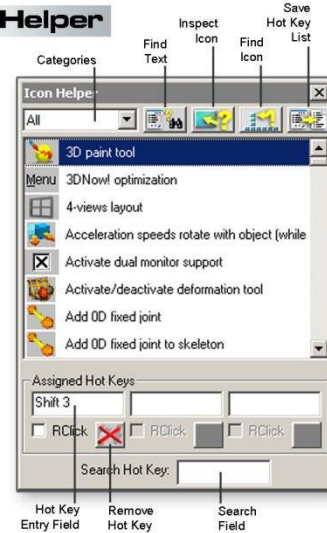
Nav Tools



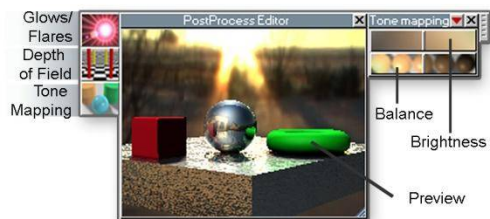
Status



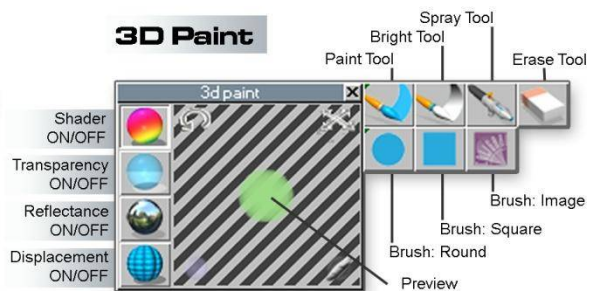
Icon Helper



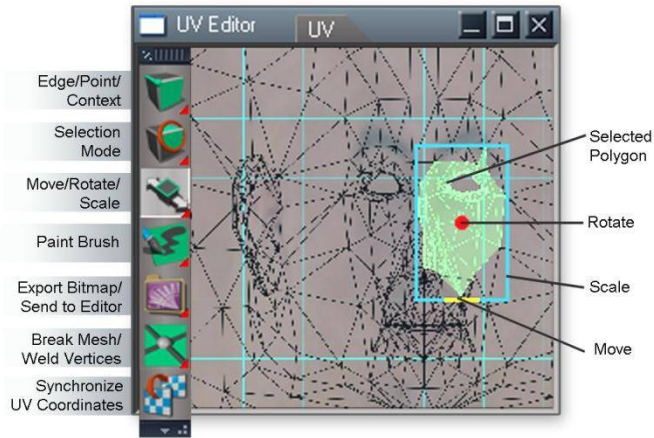
Post Process Editor



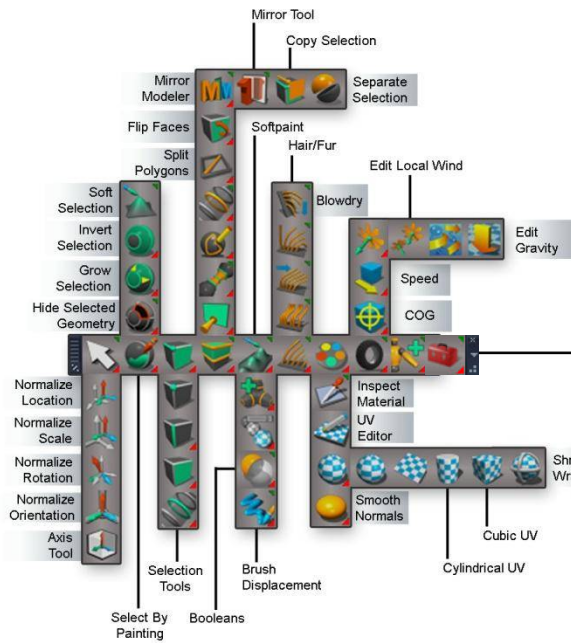
3D Paint



Workspace UV Mapping Editor



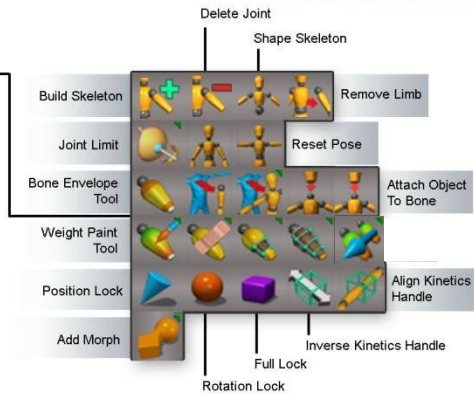
Workspace Toolbar



Preferences

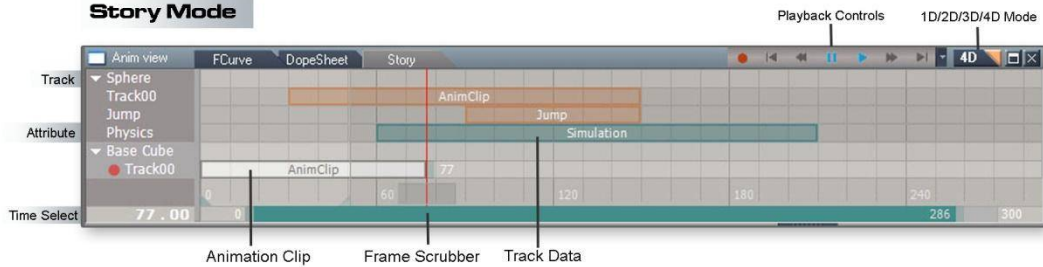


Character Animator

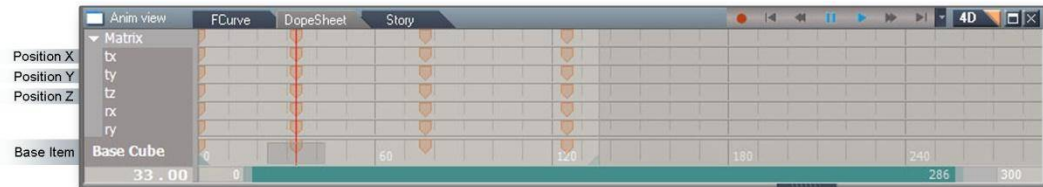


Animation Editor

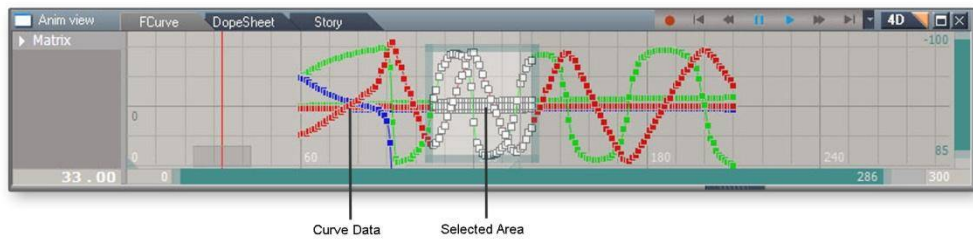
Story Mode



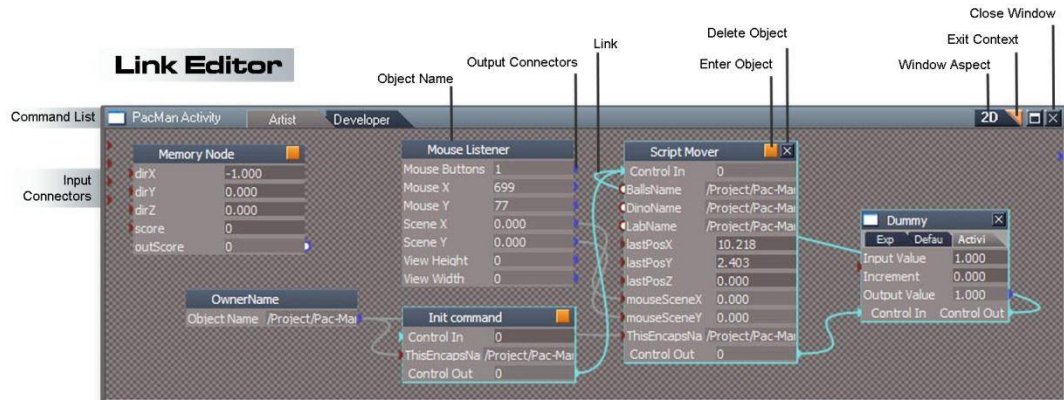
DopeSheet Mode

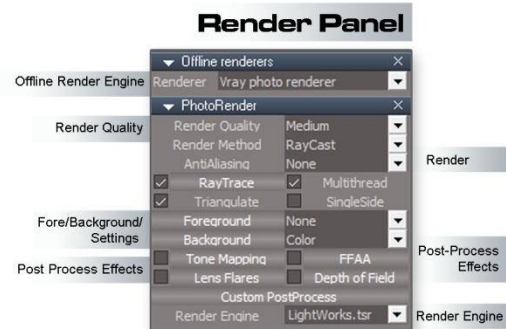
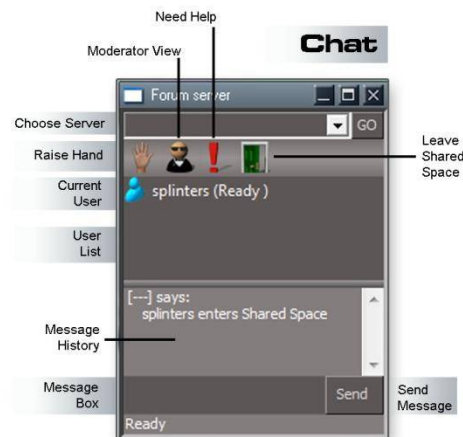
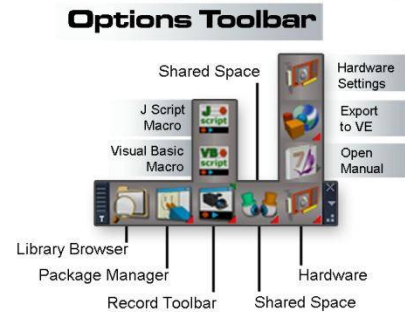
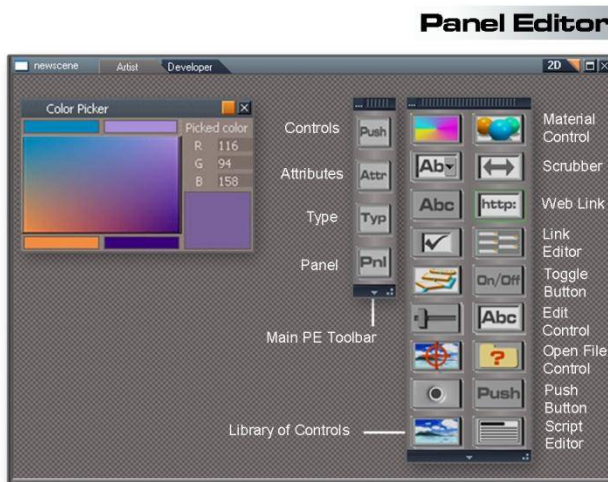
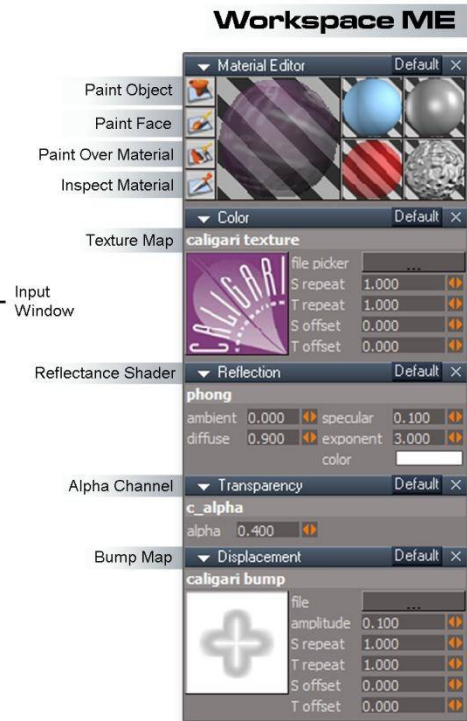
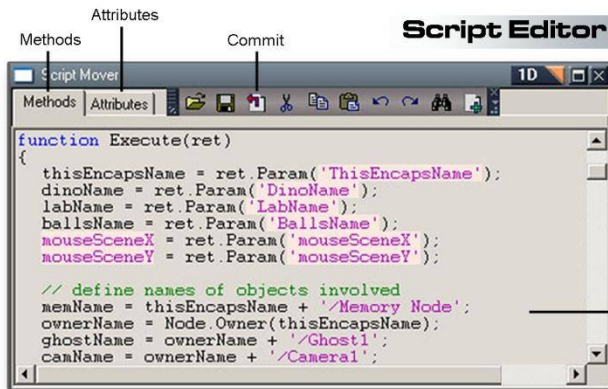


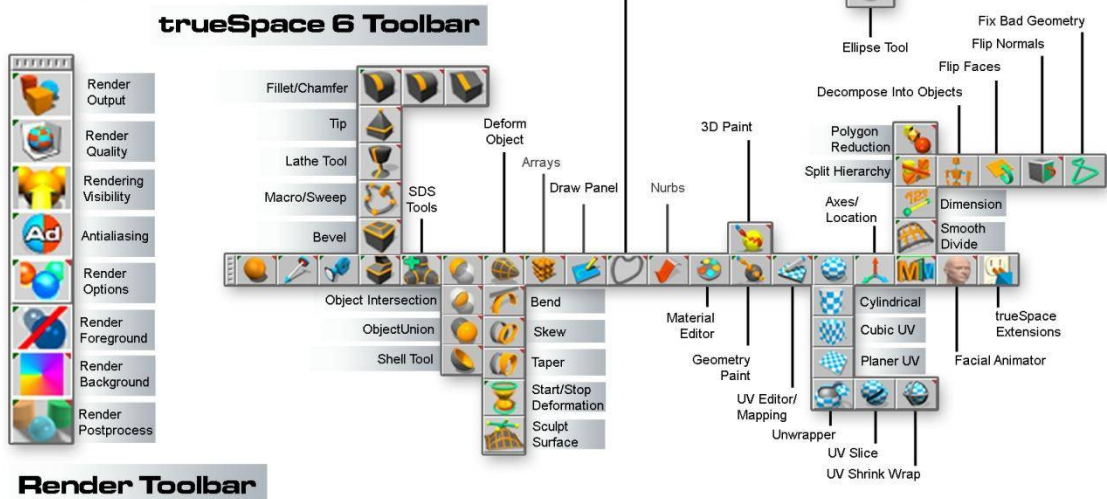
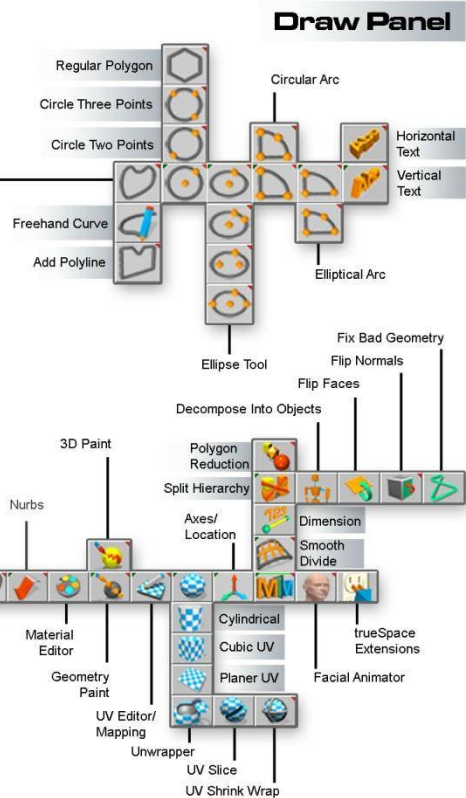
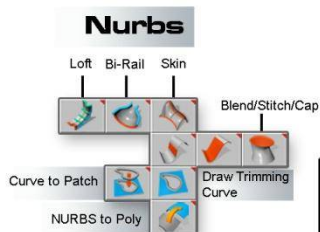
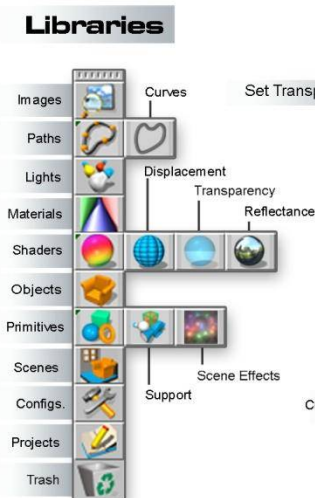
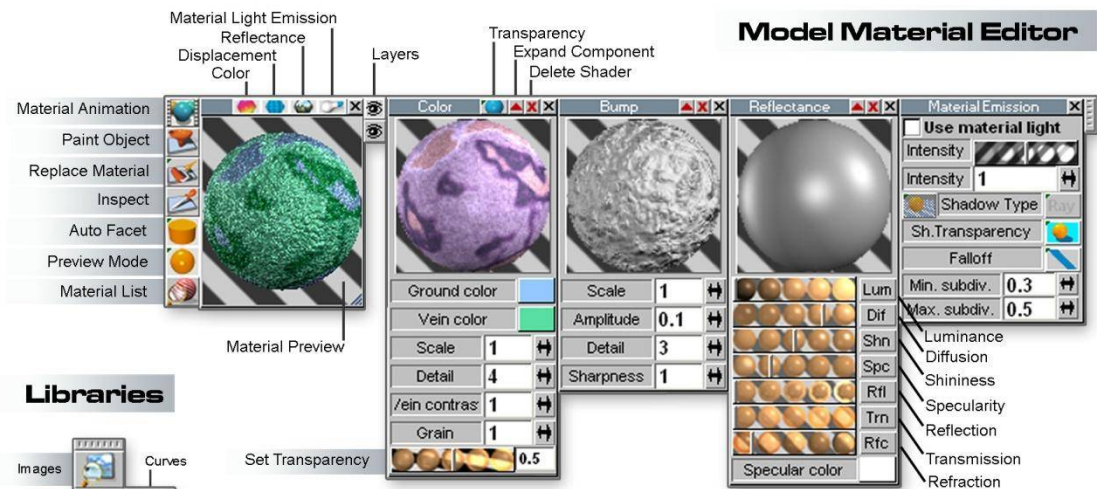
FCurve Mode



Link Editor







Render Toolbar