

Scene Editor Controls

File	Windows	Mac
Open New File	CTRL + N	Command + N
Open New File from 3DS	CTRL + 3	Command + 3
Open Existing T3D File	CTRL + O	Command + O
Save File	CTRL + S	Command + S
Edit	Windows	Mac
Undo	CTRL + Z	Command + Z
Redo	CTRL + Y	Command + Y
Cut	CTRL + X	Command + X
Copy	CTRL + C	Command + C
Paste	CTRL + V	Command + V
Select All	CTRL + A	Command + A
Animation	Windows	Mac
Keyframe Context Sensitive Menu	Right Click on Keyframe	CTRL + Click on Keyframe
Pull the Bezier handle away from a green Bezier control point	CTRL + click and drag	Option + click and drag
Arrange	Windows	Mac
Group 3D Objects	Alt + G	Command + G
Ungroup 3D Objects	Alt + U	Command + U
Combine (Extrusion Editor Related)	Alt + C	Command + M
Break Apart (Extrusion Editor Related)	Alt + B	Command + B
Object Selection	Windows	Mac
Select object	Click	Click - Select object
Select multiple objects by clicking while holding down Shift key	Shift + Click	Shift + Click
Select an individual object from a group	CTRL + Click	Option + Click
Object Position	Windows	Mac
Move object to new location in scene	Click-and-Drag	Click-and-Drag
Nudge selected object to new location in scene	Arrow Keys	Arrow Keys
Constrain object movement horizontally or vertically	Shift + Click-and-Drag	Shift + Click-and-Drag
Move object back along Z axis	Shift + Right Click and Drag Down on Object	Option + Click and Drag Down on Object
Move object forward along Z axis	Shift + Right Click and Drag Up on Object	Option + Click and Drag Up on Object
Standard Cameras	Windows	Mac
Camera Mode	Alt	Command
Pan Camera	Alt + Click-and-Drag in viewport background	Command + Click-and-Drag in viewport background
Zoom Camera Out	Alt + Right Click and Drag Down in viewport background	Command + CTRL + Click and Drag Down in viewport background
Zoom Camera In	Alt + Right Click and Drag Up in viewport background	Command + CTRL + Click and Drag Up in viewport background
Rotation and Lighting Trackball	Windows	Mac
Lock Vertical Axis	Shift and Drag	Shift and Drag
Lock Horizontal Axis	CTRL and Drag	CTRL and Drag
Lock Clockwise or Counterclockwise	CTRL + Shift and Drag	CTRL + Shift and Drag
All Galleries	Windows	Mac
Gallery Context Sensitive Menu	Right click on thumbnail	CTRL + click on thumbnail
Material Gallery	Windows	Mac
Replace all objects sharing one material with the new material.	SHIFT + click-and-drag Double click on thumbnail to bring up Material Editor	SHIFT + click-and-drag Double click on thumbnail to bring up Material Editor

Extrusion and Lathe Editor Controls

Edit	Windows	Mac
Undo	CTRL + Z	Command + Z
Add Point Tool	A	A
Add Shape Tool	S	S
Select Path for Copy / Paste	Double Click on Path	Double Click on Path
Magnify Tool	Z	Z
Magnify Tool - Zoom Out	Click	Click
Magnify Tool - Zoom In	Right + Click	Option + Click
Corner Point Mode	C	C
Curve Point Mode	U	U
Tangent Point Mode	T	T
Close Object	L	L
Copy (Extrusion Editor ONLY)	CTRL + C	Command + C
Paste	CTRL + V	Command + V
Select All	CTRL + A	Command + A
Point Position		
Constrain point(s) movement along horizontal or vertical axis	Shift and Drag	Shift and Drag
Nudge selected point(s) to new location	Arrow Keys	Arrow Keys
Context Sensitive Menu	Right + Click	CTRL + Click
Path Selection		
Selects entire path with all control points and control handles	Double Click on path	Double Click on path
Scaling		
Uniform scale	CTRL	Option

Advanced Modeler Controls

File	Windows	Mac
Save File	CTRL + S	Command + S
Edit		
Undo	CTRL + Z	Command + Z
Redo	CTRL + Y	Command + Y
Duplicate	CTRL + V	Command + V
Hide Selection	CTRL + E	CTRL + E
Hide All	CTRL + H	CTRL + H
Unhide All	CTRL + U	CTRL + U
Select		
Select Vertices	V	V
Select Edges	E	E
Select Faces	F	F
Select Surface Areas	G	G
Select Objects	O	O
Deselect	CTRL + click	Option + click
Select All	CTRL + A	Command + A
Select Inverse	CTRL + I	Command + I
Transform		
Constrain > X	CTRL + Shift + X	CTRL + Shift + X
Constrain > Y	CTRL + Shift + Y	CTRL + Shift + Y
Constrain > Z	CTRL + Shift + Z	CTRL + Shift + Z
Move	M	M
Rotate	R	R
Scale	S	S
Extrude	X	X

- Advanced Modeler Shortcuts Continued on Next Page -

Advanced Modeler Controls (Continued)

	Windows	Mac
2D Viewports		
Camera Mode	Alt	Command
Pan Camera	Alt + Click-and-Drag in background - Pan Camera	Command + Click-and-Drag in background
Zoom Camera Out	Alt + Right Click and Drag Down in background	Command + CTRL + Click and Drag Down in background
Zoom Camera In	Alt + Right Click and Drag Up in background	Command + CTRL + Click and Drag Up in background
To constrain any of the X, Y or Z axes	CTRL + Shift + click on axis guide	CTRL + Shift + click on axis guide
Perspective Viewport		
Camera Mode	Alt	Command
Pan Camera	Alt + Click-and-Drag on Camera Target Point	Command + Click-and-Drag on Camera Target Point
Zoom Camera Out	Alt + Right Click and Drag Down in background	Command + CTRL + Click and Drag Down in background
Zoom Camera In	Alt + Right Click and Drag Up in background	Command + CTRL + Click and Drag Up in background
Rotate Camera	Alt + Right Click Inside Arc	Command + CTRL Inside Arc
Roll Camera	Alt + Right Click Outside Arc	Command + CTRL + Click Outside Arc
To constrain any of the X, Y or Z axes	CTRL + Shift + click on axis guide	CTRL + Shift + click on axis guide

Preview and Export Editor Controls

	Windows	Mac
File		
Save	CTRL + S	Command + S
Animation		
Next Frame	>	Command + >
Previous Frame	<	Command + <
Render Preview		
Select Frame	Click - Select frame	Click - Select frame
Select multiple, sequential frames	SHIFT + Click	SHIFT + Click
Select multiple, nonsequential frames	CTRL + Click	CTRL + Click