Keyboard Shortcuts

Function	Shortcut
Create New Scene	[Ctrl] + [N]
Open Scene	[Ctrl] + [O]
Save Scene	[Ctrl] + [S]
Pack The Scene	[Ctrl] + [P]
Import Geometry	[Ctrl] + [I]
Export	[Ctrl] + [E]
Exit	[Ctrl] + [Q]
Undo	[Ctrl] + [Z]
Redo	[Ctrl] + [Y]
Make Instance	[Ctrl] + [T]
Duplicate Selection	[Ctrl] + [C]
Show Scene Materials	[Ctrl] + [M]
Capture Camera Key Frame	[Ctrl] + [K]
Capture Scene State	[Ctrl] + [D]
Show/Hide the training builder	[Ctrl] + [B]
Geometrical Info	[Ctrl] + [Shift] + [I]
Real-Time View	F4

Render to File	F5
Select	Esc
Show/Hide Quick Access Toolbar	1
Transform 3D	2
Global Transform	3
Show Pivot	4
Dynamic Snap	5
Change World Center	C
Capture (Scene State) From Selection	D
Freeze/UnFreeze	F
Snap To Ground	G
Hide	H
Isolate	I
Snap To Object	N
Camera Pan	P
Show	S
Set Camera Target Into Selected Geometry Center	V
Delete	Del
Top View	[Ctrl] + 1
Bottom View	[Ctrl] + 2
Front View	[Ctrl] + 3

Back View	[Ctrl] + 4
Right View	[Ctrl] + 5
Left View	[Ctrl] + 6
Default View	[Ctrl] + 7
Fit All	[Ctrl] + [F]
Zoom To Object	[Ctrl] + [J]
Go To First Frame	Home
Play/Stop Animation	Space Bar
Go To the Last Frame	End
Move 10 Frames Forward	Page Up
Move 10 Frames Backward	Page Down
Rubber Band Selection	Alt
Xray View	Alt + 1
Edges Only View	Alt + 2
Solid Illustration View	Alt + 3
Solid View	Alt + 4
Append To Current Selection	Alt + Ctrl
Remove From the Current Selection	Alt + Shift

Revision #9
Created 2022-10-08 11:22:32 UTC by Samia Sabri
Updated 2024-09-07 16:08:35 UTC by Samia Sabri