# Camera

Tumble LMB Drag Pan MMB Drag Dolly Alt + RMB Drag Focal Length Zoom Alt + Mouse Wheel Perspective Shift + Alt + RMB Drag Select "Look At" Point Alt + Ctrl + RMB Twist Alt + Ctrl + Mouse Wheel Next Camera Shift + N Standard Views Ctrl + Alt + 1-7 Toggle DOF D

#### Environment

Brightness Large Change Up/Down Arrows Brightness Small Change Left/Right Arrows Rotate Environment Ctrl + LMB Drag Reset Environment Position Ctrl + R Background Mode: Environment E Background Mode: Color C Background Mode: Backplate Image B Flatten Ground G Open Environment Ctrl + E Open Backplate Ctrl + B

### File

New Project Ctrl + N Open Project Ctrl + O Save Project Ctrl + S Save Project As Ctrl + Alt + S Quit Application Ctrl + Q Discard Changes Ctrl + D Import Model Ctrl + I

## General

Undo Ctrl+Z Redo Ctrl+Y Screenshot P Render Ctrl+P Add to Queue Ctrl+U

### Interface

Toggle Project Menu Spacebar Toggle Library M Toggle Toolbar T Toggle Ribbon R KeyShotVR V Toggle Hotkey List K Toggle Heads-Up Display H Toggle Full Screen F Toggle Presentation Mode Shift + F Show Next Scene Set Shift + M Cross Margue Selection Shift + LMB Drag Right to Left Window Marque Selection Shift + LMB Drag Left to Right Show Coordinate Legend Z Toggle Geometry View O Show Only Alt+LMB Adjust Input Value Ctrl + Mouse Wheel Show Light Sources L

### Materials

Edit Material Double Click LMB Select Material Shift + LMB Apply Selected Material Shift + RMB Apply Copy of Material Shift + Ctrl + RMB

### Realtime

Performance Mode Alt + P Toggle Pause Shift + P Toggle Self Shadows S Toggle Global Illumination I Selection outlines Alt + S Toggle NURBS N

## Animation

Toggle Playback Shift + Spacebar Toggle Timeline A