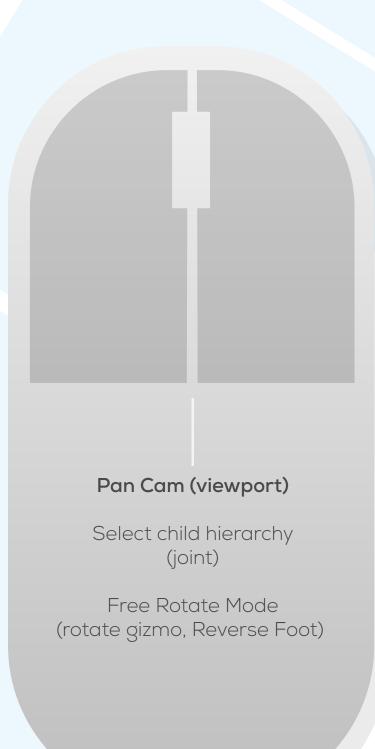


# MOUSE SHORTCUT macOS

# STANDARD

Rotate Cam (viewport)
Select joint or controller

Add/Remove Joints to/from selection



Zoom In (viewport)
Select joint and
child hierarchy

Switch FK/IK mode (IK Solver)

(viewport) Add paint (with brush) int and

Start vertex selection (hold for Rectangle selection)

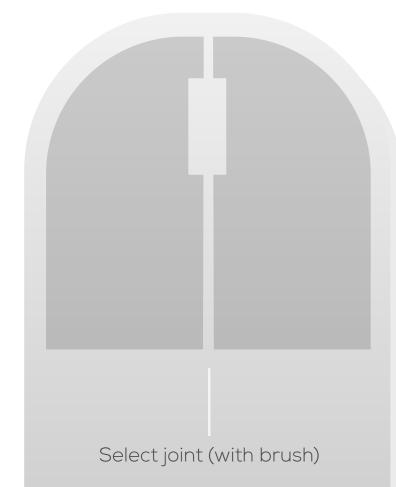
Add to vertex selection (hold for Rectangle selection)

Remove from vertex selection (hold for Rectangle selection)

Reset vertex selection (empty space)

## **PAINTING**

### CURVEBOARD & SPINNER



Lasso vertex selection (hold)

Polygonal vertex s election (click)

Add vertices with lasso selection

Remove vertices with lasso selection

Remove Paint (with brush)

Remove Paint (with brush)

Transform chanel value

Rotate Pole Vector (on 6 in Spinner)

Spinner

### Curveboard

Select curve/point/tangent

Add curve point to selection Add curve to selection (hold)

Remove curve point from selection Remove curve from selection (hold)

Move up/down curve/point/tangent



Spinner

Free Rotate Mode

(rotation mode)

Curveboard

Move curveboard display up/down

### Curveboard

Spinner

Scale curve(s) (hold on curve(s))

Transform channel value

Activate Toon Scale/Magic Rotate

Rotate Pole Vector with leaf joints

(on 🛭 / 👩 in Spinner)

(on**⊚**in Spinner)

(Reverse Foot)

Scale curveboard display (hold on empty space)

Open Curvboard Menu (empty space)

