

STANDARD

Rotate Cam (viewport)
Select joint or controller

Add/Remove Joints to/from selection

Pan Cam (viewport)

Select child hierarchy (joint)

Free Rotate Mode (rotate gizmo, Reverse Foot)

Zoom In (viewport)
Select joint and child hierarchy

Switch FK/IK mode (IK Solver)

Add point (with brush)
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

Select joint (with brush)

Lasso vertex selection (hold)

Polygonal vertex selection (click)

Add vertices with lasso selection

Remove vertices with lasso selection

Remove Paint (with brush)
Remove Paint (with brush)

Spinner

Transform channel value

Rotate Pole Vector (on  in 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

CURVEBOARD & SPINNER

Spinner

Activate Toon Scale/Magic Rotate (on  /  in Spinner)

Rotate Pole Vector with leaf joints (on  in Spinner)

Transform channel value (Reverse Foot)

Curveboard

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

Scale curveboard display (hold on empty space)

Open Curvboard Menu (empty space)

Spinner

Free Rotate Mode (rotation mode)

Curveboard

Move curveboard display up/down (empty space)



USE



TO FORCE 3D NAVIGATION

