

# KEYBOARD SHORTCUT

macOS



esc	Single view F1	Two view F2	Two view + curveboard F3	Four view F4	F5	F6	F7	F8	F9	F10	F11	F12	F13	F14	F15	F16	F17	F18	F19		
,	Persp. view 1	Front Ortho. cam 2	Back Ortho. cam 3	Right Ortho. cam 4	Left Ortho. cam 5	Top Ortho. cam 6	Bottom Ortho. cam 7	Reverse Foot Flat/Glued 8	9	0	- Decrease vertex select.	+ Increase vertex select.	delete Delete nodes (generic delete)	fn	home Select first picker ctrl	page up	clear	=	/	*	
tab	Quit Full paint mode Q	Close Scene Resize paint brush W	Export FBX Duo skin E	R	Painter smooth T	Painter select Y	Create IK U	Bind start skin I	Import Spinner in move mode O	Open Recent Scene Spinner in rotate mode P	Spinner in scale mode [	]	* Select all vertex	delete	end Select last picker ctrl	page down	7 Display skinning	8 Display blendshape int. faces	9 Hide UI for video record.	-	
caps lock	Painter A	Save Save scene as Weights scan S	Unbind skin D	Focus cam F	Display Grid G	Help Show/Hide selected object H	Create Joint J	Create Key K	Nav. between view L	;	'	return Play/Stop Animation	4 Display joints	5 Hidden bones	6 Display pivots	+					
shift	Start vertex selection Select/scale (curvboard)	Undo Redo Painter add/ remove Z	Reset values X	Copy values Copy weights Process end skin C	Past values Force 3D view nav. Past weights V	Show prev. ghost(s) B	New Scene Show next ghost(s) N	Mirror Skin Painter Target M	,	.	/ Invert vertex select.	shift	▲ Move up in picker	1 Display wireframe shading	2 Display textured shading	3 Display textured + wireframe					
⌘ + shift	Remove vertex from selection alt	Add/remove joint to/from select add to vertex selection comd					Enter/Exit Curveboard	comd	alt	option	◀ Previous keyframe	▼ Move down in picker	▶ Next keyframe	0	.					control	