## Materials Lab | Ctrl+M

| Materials Lab | Ctrl+M |
|---|---|
| Picture Library | Ctrl+Alt+M or Ctrl+Alt+ minus key on numpad |
| Deep Texture Editor | Alt+M or Set NumLock, then Alt+ minus key on numpad |
| Sky Lab | Ctrl+K or Set NumLock, then Ctrl+ plus key on numpad |
| Motion Lab | Ctrl+T |
| Object Editor | Ctrl+E |
| Show Selected Path as Ribbon | Alt+P |
| Play or Pause | / |
| Next Key Frame | Shift+Period (.) |
| Previous Key Frame | Shift+Comma (,) |
| Move to Start of Animation | [ (left bracket) |
| Move to End of Animation | ] (right bracket) |
| Next Ticker Mark in Timeline | Period (.) |
| Previous Ticker Mark in timeline | Comma (,) |
| Delete All Animation Frames at once | Ctrl+Shift+Alt+click on Remove Keyframe button |
| Move Palette | Spacebar+drag palette |
| Reset Palettes | Alt+Spacebar+click on a palette |
| Marker | M |
| Turn Anti-aliased and Depth Cueing On or Off | Ctrl+Alt+click Depth Cue Tool |
| Reset Pan Tool | Alt+click on Pan Tool |
| Floating Nano-Editor | Alt+Spacebar+drag in window |
| Zoom In | Plus (+) |
| Zoom Out | Minus (-) or Shift+0 (on numpad) |
| Zoom Into a Specific Area | Ctrl+Spacebar + drag a marquee around an area of your scene |
| Zoom In Using the Mouse | Ctrl+Alt+Spacebar + drag the mouse left in your scene |
| Zoom Out Using the Mouse | Ctrl+Alt+Spacebar + drag the mouse right in your scene |
| Director's View | ~ |
| Camera View | 1 |
| Top | 2 |
| Right | 3 |
| Front | 4 |
| Saved Views #1 through #5 | 5 through 9 |
| Reset Views | Alt+click on the Select Views control |
| Delete Saved Camera Views | Alt+click on a filled Memory Dot |
| Reset Camera Banking | Alt+click on Banking control |
| Reset Field of View | Alt+click on Field of View control |

| Action | Keys |
|---|---|
| Reset Camera Origin Point | Shift+click on Camera Origin Point |
| Reset Views | Alt+click on Select Views control |
| Start Fly-around | Ctrl+Y |
| Zoom In in Fly-around View | Ctrl + drag mouse up |
| Zoom Out in Fly-around View | Ctrl + drag mouse down |
| Slow Down Fly-around View | Shift |
| Pause/Unpause Fly-around | Spacebar |
| Stop Fly-around | Enter |
| Constrain Trackball to Y-axis | Alt+drag on Trackball |
| Constrain Trackball to X-axis | Ctrl+drag on Trackball |
| Turn Off Anti-Aliasing for an object | Select Object, click on the A button, press Ctrl+Shift+click on checkmark |
| Turn On Anti-Aliasing for an object | Select Object, click on the A button, press Shift+click on checkmark |
| Volume Water Plane | Ctrl+Click Water Plane |
| Volume Ground Plane | Ctrl+Click Ground Plane |
| Volume Cloud Plan | Ctrl+Click Cloud Plane |
| Load Preset Tree | Alt+Click Tree |
| Save Preset Tree | Ctrl+Click Tree |

| Export Rocks/Imported Meshes | Select mesh, Ctrl+E or click on E button, then Ctrl+D |
|---|---|

### Terrain Editor

| | |
|---|---|
| Access Deep Texture Editor from Terrain Editor | Shift+click on Picture button or Ctrl+Alt+O |
| Access Picture Library from Terrain Editor | Ctrl+O or Ctrl+click on Picture button |
| New Blank Terrain | Ctrl+N |
| Revert to Terrain active when TE was opened | Ctrl+Shift+N or Ctrl+click New button |
| ErodeTerrain | Ctrl+Shift+E |
| Raise Terrain | Ctrl+Shift+X |
| Lower Terrain | Ctrl+X |
| Max Brush Level (white) | Ctrl+L |
| Min Brush Level (black) | Ctrl+Shift+L |
| Reset Clipping Bracket | Ctrl+Shift+A |
| Flip/Invert Terrain | Ctrl+I |
| Reset Gradient Bar | Alt+click on Gradient Bar |
| Flip Gradient Colors | Ctrl+F |
| Copy Terrain Grayscale to Clipboard | Ctrl+C |
| Paste Terrain Grayscale to Terrain Canvas | Ctrl+V |
| Undo one step | Ctrl+Z |

| | |
|---|---|
| Negative Metaball | Shift+Click Metaball |
| Sphere with X=20.48, Y=10.24, Z=20.48 | Ctrl+Click Sphere |
| Sphere with X=20.48, Y=40.96, Z=20.48 | Shift+Click Sphere |
| Cylinder with X=20.48, Y=5.12, Z=20.48 | Ctrl+Click Cylinder |
| Cylinder with X=20.48, Y=40.96, Z=10.24 | Shift+Click Cylinder |
| Cube with X=4.12, Y=5.12, Z=20.48 | Ctrl+Click Cube |
| Cube with X=10.24, Y=40.96, Z=20.48 | Shift+Click Cube |
| Pyramid with X=20.48, Y=5.12, Z=20.48 | Ctrl+Click Pyramid |
| Pyramid with X=10.24, Y=40.96, Z=20.48 | Shift+Click Pyramid |
| Cone with X=10.24, Y=10.24, Z=40.96, horizontal | Ctrl+Click Cone |
| 2D Disk Horizontal | Ctrl+Click 2D Disk Vertical |
| 2D Face Horizontal | Ctrl+Click 2D Face Vertical |
| Set current object to Positive | P |

### Deep Texture Editor

| | |
|---|---|
| Clear Texture | Ctrl N |

### Terrain Exporter

| | |
|---|---|
| Preview Pan | Space Drag |
| Preview Zoom | Ctrl Drag |
| Preview Adjust Contrast | Ctrl alt drag |
| Preview Adjust Brightness | Ctrl alt shift drahg |

### Advanced Motion Lab

| | |
|---|---|
| Toggle Hierarchy for Object | Alt + click Name |
| Animation Options Dialog for Object | Shift click Name |
| Toggle Hierarchy for all Animated Objects | Ctrl Q |
| Toggle Hierarchy for Selected Object (if object contains a sub-hierarchy) | Ctrl H |
| Show All/Show Animated | Ctzrl A |
| Top of List | Home |
| Bottom of List | End |

## Sun & Moon

Hold down Ctrl+8 and double-click the Sun Control. Continue holding down Ctrl+8 and, in the working window, click where you want to position the sun. A yellow asterisk will show up where you click indicating where you placed the sun.

Hold down Ctrl+Alt and double-click the Sun Control. Continue holding down Ctrl+Alt and, in the working window, click where you want to position the sun. A yellow asterisk will show up where you click indicating where you placed the sun.

Hold down Ctrl+8 and double-click the Sun Control. Continue holding down Ctrl+8, press ×, and, in the working window, click where you want to position the sun. A blue asterisk will show up where you click indicating where you placed the moon.

Hold down Ctrl+Alt and double-click the Sun Control. Continue holding down Ctrl+Alt, press Shift, and, in the working window, click where you want to position the sun. A blue asterisk will show up where you click indicating where you placed the moon.

**Select object first ...**

8+drag on Reposition control

X+Drag object or Left-click-hold on object, press Ctrl+8, then drag object

**Select object first ...** Alt+drag on Reposition control

X+Drag object or Left-click-hold on object, press Ctrl+Alt, then drag object
Y+Drag object or Left-click-hold on object, press 8, then drag object
Y+Drag object or Left-click-hold on object, press Alt, then drag object
Z+Drag object or Left-click-hold on object, press a, then drag object
Z+Drag object or Left-click-hold on object, press Ctrl, then drag object

Move positive on X-axis by 10.24 BU
Move negative on X-axis by 10.24 BU
Move positive on Y-axis by 10.24 BU
Move negative on Y-axis by 10.24 BU
Move positive on Z-axis by 10.24 BU
Move negative on Z-axis by 10.24 BU
Move positive on Y-axis by 5.12 BU
+Page Down or+apostrophe (')

Page Up
Shift+Right Arrow
Shift+Left Arrow
Shift+Page Up
Shift+Page Down or Shift+apostrophe (')
Shift+Up Arrow
Shift+Down Arrow
Page Up

## Objects

Multi-selection, Add object to current selection

+Click on object(s)

Shift+Click on object(s)

Remove obscured object from selection

Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect

Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect

Select object then +Drag Marquee around area

Select object then Shift+Drag Marquee around area

| Objects (continued) | Select object first ... |
|---|---|
| Move negative on Y-azis by 5.12 BU | Page Down |
| Move positive on X-axis by 5.12 BU | Right Arrow or Apostrophe (') |
| Move negative on X-axis by 5.12 BU | Left Arrow |
| Move positive on Z-axis by 5.12 BU | Up Arrow |
| Move negative on Z-axis by 5.12 BU | Down Arrow |
| Move positive on X-axis by 2.56 BU | Shift+Alt+Up Arrow |
| Move negative on X-axis by 2.56 BU | Shift+Alt+Down Arrow or Shift+Alt+5 |
| Move positive on Y-axis by 2.56 BU | Shift+Alt+Page Up |
| Move negative on Y-axis by 2.56 BU | Shift+Alt+Page Down |
| Move positive on Z-axis by 2.56 BU | Shift+Alt+Right Arrow |
| Move negative on Z-axis by 2.56 BU | Shift+Alt+Left Arrow |
| Move positive on X-axis by 0.08 BU | Alt+Right or Alt+Apostrophe (') |
| Move negative on X-axis by 0.08 BU | Alt+Left Arrow |
| Move positive on Y-axis by 0.08 BU | Alt+Page Up or Shift+Alt+1 |
| Move negative on Y-axis by 0.08 BU | Alt+Page Down |
| Move positive on Z-axis by 0.08 BU | Alt+Up Arrow or Shift+Alt+7 |
| Move negative on Z-axis by 0.08 BU | Alt+Down Arrow or Shift+Alt+9 |

| Scaling Objects Interactively | Select object first ... |
|---|---|
| Increase by 50% on selected side | Shift+drag right on control point once for each increase |
| Decrease by 50% on selected side | Shift+drag left on control point once for each increase |
| Increase by 50% from center | Shift+Alt+drag right on control point once for each increase |
| Decrease by 50% from center | Shift+Alt+drag left on control point once for each increase |
| Scale from center | Alt+drag on control point |
| Scale from opposite side | Click on control point then press Ctrl and drag |
| Scale from specific side | Click on control point then press Ctrl+Alt and drag |

### Object Attributes/Multi Replicate/Sky Lab - Text Field Modifiers

| | |
|---|---|
| Add 1 to value | Up Arrow |
| Subtract 1 from value | Down Arrow |
| Add 0.1 to value | Ctrl+Alt+Up Arrow |
| Subtract 0.1 from value | Ctrl+Alt+Down Arrow |
| Add 10 to value | Shift+Up Arrow |
| Subtract 10 from value | Shift+Down Arrow |
| **Random Replicate - Text Field Modifiers** | |
| Add 1 to value | Up Arrow |
| Subtract 1 from value | Down Arrow |

### Rendering

| | |
|---|---|
| Render | Ctrl+R |
| Clear and Render | Ctrl+Alt+R |
| Render Animation | Alt+Shift+R |
| Resume Render | Ctrl+R |
| Turn off AA for single object or group | Select object or group, press A button, press Ctrl+Shift+Alt, and click on OK icon |
| Turn on AA for single object or group | Select object or group, press A button, press Shift, and click on OK icon |