

# Animation:Master Keyboard Shortcuts

v18.0

Command	Description	Shortcut
File:Open	Open an existing document	CTRL+O
Project:Save	Save the active project	CTRL+S
View:Project Workspace	Show or hide the Project Workspace panel.	ALT+1
View:Timeline	Show or hide the Timeline panel.	ALT+2
View:Libraries	Show or hide the libraries window.	ALT+5
View:Properties	Show or hide the property panel.	ALT+3
View:Pose Sliders	Show or hide the pose sliders panel.	ALT+4
View:Community	Show or hide the Community window.	ALT+6
View:Property Info	Show or hide the Property help window.	ALT+7
Tools:Options	Change options	CTRL+P
Edit:Snap Group To Grid	Snap the selected control points to the grid.	,
Previous CP	Select the previous Control Point.	{
Next CP	Select the next Control Point.	}
Perspective	Toggles perspective mode in this view	\
Select Deeper	Jump to next object behind currently selected object.	]
Select Closer	Jump to object in front of currently selected object.	[
Attach Control Point	Attach Control Point	`
Edit:Group Connected	Select all control points on the selected spline.	/
Shaded/Wireframe	Set the current drawing mode for this view to shaded with wireframe.	0
Snap Manipulator To Grid	Snap manipulators to nearest grid interval.	SHIFT+0
Show Normals	Toggle normals on and off.	SHIFT+1
Show Grid	Toggle the grid on and off.	SHIFT+3
View Settings	Open View Settings Dialog.	SHIFT+4
Onion Skin	Toggles Onion Skin Mode.	SHIFT+5
Default Interpolation	Set the Interpolation method for the selected CP's to Default.	6
Toggle Back Face Culling	Toggle back face culling.	SHIFT+6
Default Drawmode	Use model's draw mode.	7
Wireframe	Set the current drawing mode for this view to wireframe.	8
Show Particle/Fur	Toggle particle/fur drawing on and of.	SHIFT+8
Shaded	Set the current drawing mode for this view to shaded.	9
Snap to Surface	Snap the added cp to the nearest surface	SHIFT+9
Snap Group To Surface	Snap the selected control points to the next surface.	CTRL+9
Add Mode	Enter Add mode	A
Edit:Select All	Select all control points.	CTRL+A
Add Lock Mode	Enter Add Lock mode	SHIFT+A
Bound	Bound	B
Bound Branch	Set the draw mode for the selected branch to Bound.	SHIFT+B
Curved	Curved	C
Edit:Copy Keyframe	Copy the selection and put it on the Clipboard	CTRL+C
Curved Branch	Set the draw mode for the selected branch to Curved.	SHIFT+C
Show Decals	Turn Decal drawing On/Off	CTRL+D
Extrude Mode	Enter Extrude mode	E
Flip Normals	Flip the normals of all connected control points.	F
Jump To Frame	Enter the frame number to jump to.	CTRL+F
Edit:Find longest Actions	Find and expand the longest actions in the choreographys	CTRL+SHIFT+F
Group Mode	Enter Group mode	G
Lasso Draw Mode	Enter Lasso Draw mode	SHIFT+G
Hide CPs	Hide all unselected Control Points	H
Window:Tile Horizontally	Arrange windows as non-overlapping tiles	ALT+H
Hide More	Hide all unselected Control Points	SHIFT+H
Invisible Mode	Set the draw mode for the selected object to Invisible.	I
Invisible Branch	Set the draw mode for the selected branch to Invisible.	SHIFT+I
Bone Visible	Make the selected bone visible.	J
Bones Visible Branch	Make the bones visible for the selected branch.	SHIFT+J
Break	Break the selected spline	K
Detach Point	Detach the selected control point.	SHIFT+K
Lathe	Lathe the selected spline. ALT+L prevent deleting the original spline	L ALT+L
Move	Enter Move mode	M
Translate Mode	Set manipulator to translate mode.	N
New	Create a new document	CTRL+N
Smooth	Smooth the selected Control Points	O
Peak	Peak the selected Control Points	P
Patch Group Mode	Enter Patch Group mode	SHIFT+P
Render Mode	Enter Render mode.	Q
Render Lock Mode	Enter Render Lock mode.	SHIFT+Q

Rotate Mode	Set manipulator to rotate mode.	R	
Rotate Group Images	Rotate Group Images	CTRL+R	
Scale Mode	Set manipulator to scale mode.	S	
Edit:Search Object	Display the Search dialog.	CTRL+SHIFT+S	
Turn	Enter Turn mode	T	
Edit CP Weights	Edit CP Weights	U	
Vector	Vector	V	
Edit:Paste Keyframe	Insert Clipboard contents	CTRL+V	
Window:Tile Vertically	Arrange windows as non-overlapping tiles	ALT+V	
Vector Branch	Set the draw mode for the selected branch to Vector.	SHIFT+V	
Edit:Paste Mirrored	Paste the copied keyframe while mirroring "Left" to "Right".	CTRL+SHIFT+V	
Wireframe	Wireframe	W	
Window:New Window	Open another window for the active document	ALT+W	
Wireframe Branch	Toggle Wireframes on and off for the selected branch.	SHIFT+W	
Shaded	Shaded Mode for the Selected Model	X	
Edit:Cut Keyframe	Cut the selection and put it on the Clipboard	CTRL+X	
Shaded Branch	Toggle Shaded on and off for the selected branch.	SHIFT+X	
Insert	Insert a Control Point along the selected spline	Y	
Edit:Redo	Redo the previously undone action	CTRL+Y	
Zoom	Enter Zoom mode	Z	CTRL+SHIFT+Z
Edit:Undo	Undo the last action	CTRL+Z	
Zoom Fit	Zoom to fit in window.	SHIFT+Z	
Edit:Select Spline	Toggle the state of all control points on the selected spline.	,	
Edit:Invert Selection	Toggle the state of all control points.	.	
Next Frame	Advance to the next frame.	+	+ (KEYPAD)
Next Keyframe	Advance to the next keyframe.	SHIFT++	SHIFT++ (KEYPAD)
Delete	Deletes the current selection	DELETE	
Move Down	Move the selected object down one pixel.	PAGE DOWN	SHIFT+PAGE DOWN
Play Range	Play the selected range of frames.	END	
Last Frame	Advance to the last frame.	CTRL+END	
Edit Mode	Enter Edit mode	ESC	
Help	Display help for current task or command	F1	
Help	Display help for clicked on buttons, menus and windows	SHIFT+F1	
Modeling Mode	Enter Modeling mode	F5	
Bones Mode	Enter Bones Editing mode	F6	
Muscle Mode	Enter Muscle Motion mode	F7	
Skeletal Mode	Enter Skeletal Motion mode	F8	
Choreography Mode	Enter Choreography mode	F9	
Loop	Toggles looping mode on and off.	POS1	
First Frame	Jump to the frame 0.	CTRL+POS1	
Edit:Make Keyframe	Force all filtered values on the current frame to be a keyframe using designated keyframe modes. Use Shift for advanced dialog.	INSERT	
Move Left	Move the selected object left one pixel.	LEFT	SHIFT+LEFT
Decrease Subdivisions	Decrease the number of subdivisions in shaded mode.	PAGE DOWN	
Bottom View	Set the selected window to Bottom View.	0 (KEYPAD)	
Camera View	Set the selected window to Camera View.	1 (KEYPAD)	
Front View	Set the selected window to Front View.	2 (KEYPAD)	
Light View	Set the selected window to Light View.	3 (KEYPAD)	
Left View	Set the selected window to Left View.	4 (KEYPAD)	
Top View	Set the selected window to Top View.	5 (KEYPAD)	
Right View	Set the selected window to Right View.	6 (KEYPAD)	
Bird's Eye View	Set the selected window to Bird's Eye View.	7 (KEYPAD)	
Back View	Set the selected window to Back View.	8 (KEYPAD)	
Increase Subdivisions	Increase the number of subdivisions in shaded mode.	PAGE-UP-KEY	
Edit:Deselect All	Deselect all selected control points.	ENTER	
Move Right	Move the selected object right one pixel.	RIGHT-KEY	SHIFT+RIGHT-KEY
View:Refresh	Redraw the current view.	LEER	CTRL-SPACE or SHIFT+LEER
Previous Frame	Jump to the previous frame.	-	- (KEYPAD)
Previous Keyframe	Jump to previous keyframe.	SHIFT+-	SHIFT+- (KEYPAD)
Next Object	Select the next object.	TAB	
Previous Object	Select the previous object.	SHIFT+TAB	
Move Up	Move the selected object up one pixel.	UP-KEY	SHIFT+UP-KEY