

Keyboard and Mouse Shortcuts

ARTLANTIS R

General 2D View Shortcuts	Windows	Macintosh
Enlarge the display		
Reduce the display		
Fit the display to the window		
2D view pan movement		
Enlarge a part of the 2D view by drawing a rectangle with 2 opposing angles		
Change the 2D View: 1 Top, 2 Foreground, 3 Right, 4 Left, 5 Background	 	
+ or - dynamic Zoom as a function of the point being aimed at		
Activation of the contextual menu (Valid for all editing except Objects)		
Force a movement on a 45° incremental scale		

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General preview shortcuts	Windows	Macintosh
Frontal view: Place a viewpoint perpendicularly to a surface		
Turn the camera on itself		
Enlarge the content of the Preview window		
Reduce the content of the Preview window		
Fit the display to the window		
Move the camera through the scene		
Camera pan movement		
Enlarge a part of the scene by drawing a rectangle with 2 opposing angles		
Reduce a part of the scene by drawing a rectangle with 2 opposing angles		
The + or - dynamic Zoom is focused on the position of the cursor in the window		

Activated Shaders Inspector Preview Shortcuts

Select a Material or a Shader	
Select a material or a Shader located behind a transparent surface	 
Select a material or a Shader by reflexion in another material	 
Move a Shader or a texture in Texture Mapping editing	 
Duplicate a Shader or a texture in Texture Mapping editing	 

Activated Light Inspector Preview Shortcuts

The light is placed perpendicularly to the clicked surface	 
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Activated Object Inspector Preview Shortcuts

Select and/or move the object.	
Duplicate the object	 

Activated Perspective Inspector Preview Shortcuts - Edit Atmosphere

Starting distance	
Maximum distance	 

2D View Shortcuts - Manipulating the Lights

Graphically move the source, the target and the bisector, modify the light cone and the lighting distances	
Duplicate a light	 
Duplicate a light several times	     To increase or to decrease the number of copies.

2D View Shortcuts - Manipulating the Objects

Move an object	
Duplicate an object	 
Duplicate an object several times	     To increase or to decrease the number of copies.
Force a movement on a 45° incremental scale	 

2D View Shortcuts - Manipulating the Viewpoints

Graphically move the camera, the target or the bisector	
Duplicate a Viewpoint	 