























































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 ontextual menu (Valid for all editing except Objects)		
Force a movement on a 45° incremental scale		

Keyboard and Mouse Shortcuts

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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



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

