



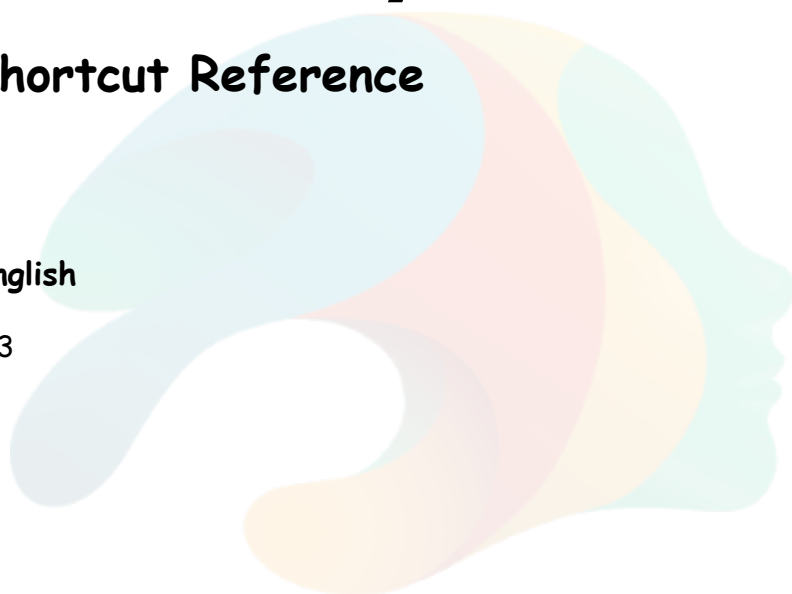
DAZ 3D

DAZ 3D CARRARA 8 / 8.5

Keyboard Shortcut Reference

Version: 1.2 - English

September, 12, 2013



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DAZ 3D**CARRARA 8/8.5 (Standard & Pro)****- Table of Contents -****Keyboard Shortcuts for Carrara**

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Keyboard Shortcuts for Carrara

This reference is basing on Carrara version 8.5.0.172 from July, 27, 2012 (updated to version 8.5.0.243 from August, 26, 2013).

In Carrara, you can change the keyboard shortcuts of most commands and tools.

PLEASE NOTE:

Viewpoint Experience Technology (VET): Windows 32-bit only.

PLEASE NOTE:

NEW in Carrara 8.5: the following commands in the **Animation** menu:

- Next Frame
- Previous Frame
- Play/Stop
- Fit to
- Zero
- Memorize
- Restore

Conventions

This Reference is for both Macintosh and Windows. By convention, Macintosh commands precede Windows commands in the text.

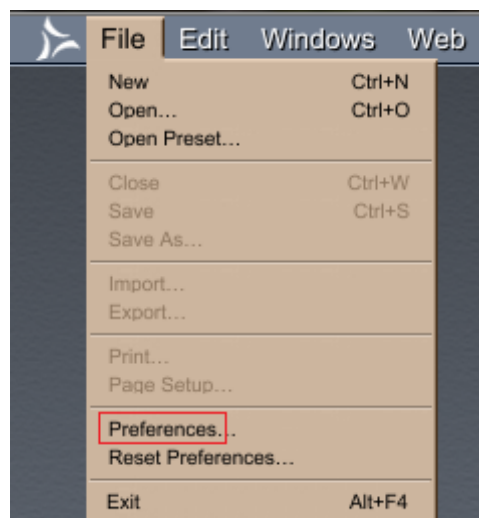
For example:

- **Command/Ctrl+I** is equivalent to the Macintosh **Command-I** and the Windows **Ctrl+I**.

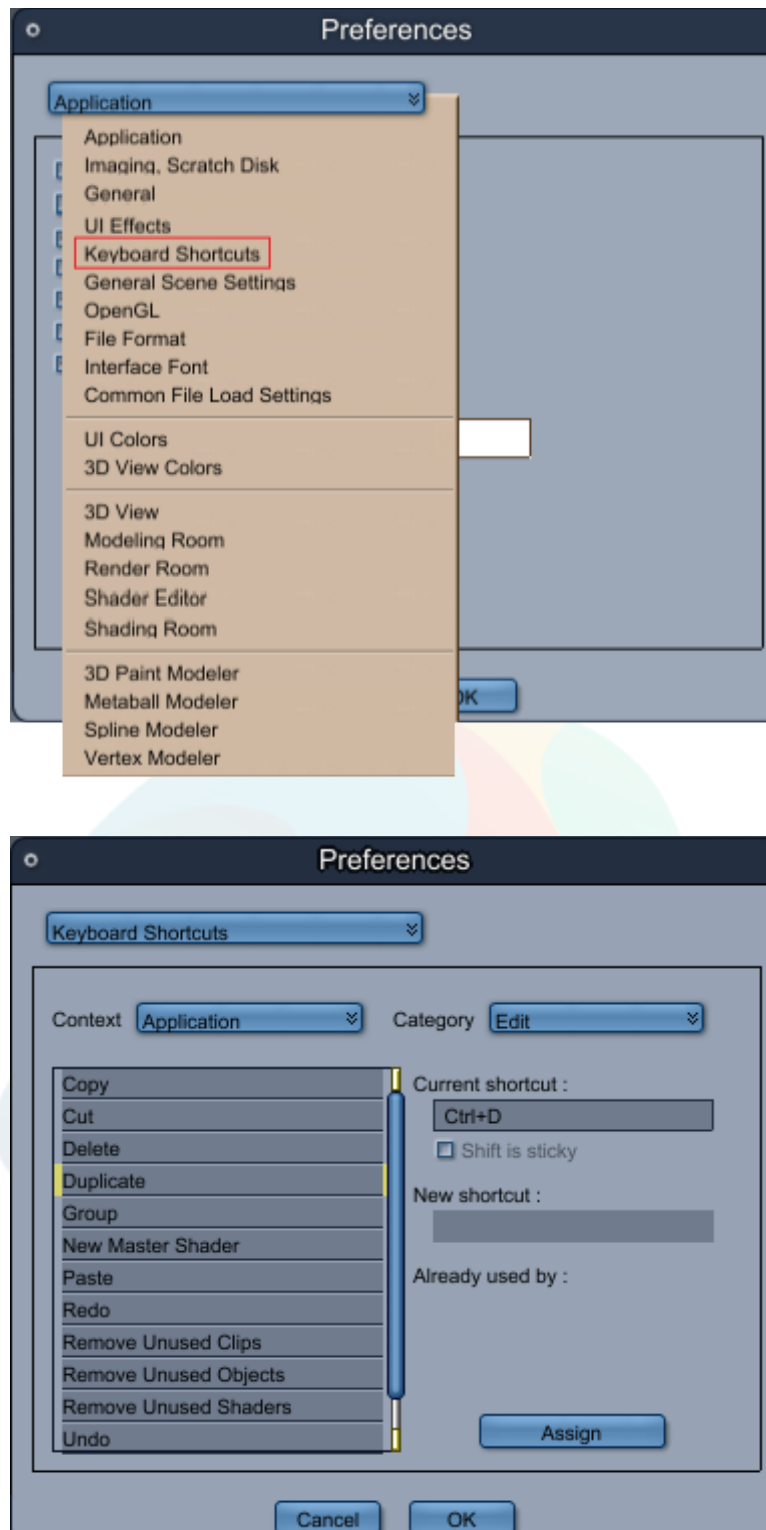
Changing Keyboard Shortcuts

To edit a shortcut:

1. Choose **File > Preferences**.



2. Choose **Keyboard Shortcuts** from the pop-up menu.



3. From the **Context pop-up menu** select the context of the command. Choices are:

- 3D Paint
- Application
- Spline Modeler
- 3D View
- Shading Room
- Vertex Modeler

4. From the **Category pop-up menu** select the menu or tool bar where the command appears.

5. In the shortcut list, click on the name of the command or tool that you want to modify. The current shortcut, if any, appears in the Current Shortcut field.

6. To add or change a shortcut, click in the **"New Shortcut"** input box to activate it.

7. Press the combination of keys you'd like to use. For example press Command/Control and the S' key. If the

shortcut is already used, the application tells you by which command. Generally, tools use a simple letter, while menu commands use a letter with Command/Control.

8. Click on the **Assign** button and then on the **OK** button to record the shortcut.



Application

File

Command	Shortcut
Close	Ctrl+W
Export	
Import	
New	Ctrl+N
Open	Ctrl+O
Open Preset	
Page Setup	
Preferences	
Print	
Reset Preferences	
Save	Ctrl+S
Save As	

Edit

Command	Shortcut
Copy	Ctrl+C
Cut	Ctrl+X
Delete	
Duplicate	Ctrl+D
Group	Ctrl+G
New Master Shader	
Paste	Ctrl+V
Redo	Ctrl+Y
Remove Unused Clips	Ctrl+
Remove Unused Objects	
Remove Unused Shaders	
Undo	Ctrl+Z
Ungroup	Ctrl+U

View

Command	Shortcut
Back Camera	Alt+C
Bottom Camera	Alt+B
Cycle Pane Views	K
Default Zoom	
Default Zoom and 2D Pan	
Director Camera	Alt+D

Four Panes Configuration	4
Front Camera	Alt+F
Last Pane Configuration	L
Left Camera	Alt+L
One Pane Configuration	1
Reset 2D Pan	
Right Camera	Alt+R
Three Panes Configuration	3
Top Camera	Alt+T
Two Panes Configuration	2
Two Panes Inset Configuration	5
UV Camera	Alt+U
Zoom to	
Zoom to 100%	
Zoom to 200%	
Zoom to 25%	
Zoom to 300%	
Zoom to 400%	
Zoom to 50%	
Zoom to 500%	
Zoom to 600%	
Zoom to 75%	
Zoom to Selection	

Windows

Command	Shortcut
Browser	Ctrl+B
Full Screen Mode	
Hide Application	Ctrl+H
Properties	Ctrl+I
Render Scene	Ctrl+R
Sequencer	Ctrl+Shift+H
Single Window Mode	

Tools

Command	Shortcut
2D Pan	Spacebar
2D Zoom	Z
Bank	B
Create IK Chain	
Dolly	D

Eye Dropper	Y
Move	T
Pan	P
Rotate	R
Scale	S
Test Render	X
Track XY	W
Track XZ	E
Track YZ	Q

3D View

View

Command	Shortcut
3D View Grid	Ctrl+J
Hide Manipulation Wireframes	
Lock Production Frame	
Production Frame	
Send Working Box to Object	Ctrl+Alt+Shift+B
Send Working Box to Origin	Ctrl+Alt+B
Show Manipulation Wireframes	
Show Production Frame	Ctrl+Alt+F
Use Collision Detection	
Use Constraints	
View Selection	0

Edit

Command	Shortcut
3D Boolean	
Add New Anything Glows Light	
Align	Ctrl+K
Center Hot Point	Ctrl+Alt+H
Connect Anything Glows Light	
Counter	
Duplicate with Symmetry	Ctrl+Shift+D
Edit Scene Effects	Ctrl+Shift+T
Environment Lighting	
Flip	
Hide/Show in 3D View	Ctrl+/
Jump In	Ctrl+[
Jump Out	Ctrl+]

Master Light	
Point at	Ctrl+M
Promote to Master	
Select All	Ctrl+A
Select all Primitives	Ctrl+Alt+A
Send to Origin	Ctrl+Shift+O
Smooth Objects	
Split Object	
Vet Animators	
Vet Interactor	
Vet Preview	

Tools

Command	Shortcut
Add Point	
Convert Point	
Extend	
Move Entire Path	
Remove Point	

Animation

Command	Shortcut
Attach Skeleton	
Create Keyframe	Ctrl+K
Detach Skeleton	
Fit to	
Memorize Figure	
Memorize Figure Pose	
Memorize Figure Shape	
Memorize Selection	
Memorize Selection Pose	
Memorize Selection Shape	
Memorize Selection Tree	
Memorize Selection Tree Pose	
Memorize Selection Tree Shape	
Next Frame	.
Next Keyframe	Shift+K
Play/Stop	/
Previous Frame	,
Previous Keyframe	Alt+K
Restore Figure	

Restore Figure Pose	
Restore Figure Shape	
Restore Selection	
Restore Selection Pose	
Restore Selection Shape	
Restore Selection Tree	
Restore Selection Tree Pose	
Restore Selection Tree Shape	
Send Bones to Reference Position	
Set IK and Constraints	
Zero Figure	
Zero Figure Pose	
Zero Figure Shape	
Zero Selection	
Zero Selection Pose	
Zero Selection Shape	
Zero Selection Tree	
Zero Selection Tree Pose	
Zero Selection Tree Shape	

3D Paint

3D Paint Tools

Command	Shortcut
Air Brush Tool	
Erase Brush Tool	
Eyedropper Tool	
Line Tool	
Paint Brush Tool	
Reveal Brush Tool	
Stamp Tool	

Shading Room

View

Command	Shortcut
Fit Object in Preview	
Flat Preview	
Optimize Shader	
Sphere Preview	

Tools

Command	Shortcut
Oval Layer	C
Polygon Layer	G
Rectangle Layer	S
Select Layer	W

Spline Modeler

Arrange

Command	Shortcut
Bevel Shapes	
Break Apart Compound	Ctrl+Alt+U
Center Shapes Selection	
Combine as Compound	Ctrl+Alt+G
Convert Text to Outlines	
Rotate Shapes	
Scale Shapes	

Geometry

Command	Shortcut
Envelope Free	
Envelope None	
Envelope Symmetrical	
Envelope Symmetrical in Plane	
Extrusion Pipeline	
Extrusion Preset Spiral	
Extrusion Preset Straight	
Extrusion Preset Torus	
Extrusion Translation	
Modeling Box Size	
Reset Envelope	
Restart Spline	
Spline Modeler Grid	Ctrl+J
Surface Fidelity	

Sections

Command	Shortcut
Center Section	Ctrl+Shift+C
Create Multiple Sections	

Create Section	
Cross Section Options	Ctrl+Alt+N
Go to Section	
Next Section	
Previous Section	
Remove Section	
Set Shape Number	Ctrl+Shift+N
Show All Sections	
Show Current Section	

Tools

Command	Shortcut
Add Point	+
Convert Point	*
Delete Point	-
Draw Oval	O
Draw Rectangle	A
Draw Rounded Corners Rectangle	U
Draw Text	H
Draw Polygon	F
Pen Tool	J

Vertex Modeler

Advanced Tools

Command	Shortcut
Coons Surface	
Double Sweep	
Extract Along	
Extract Around Edge	
Fast Fillet Edge	
Gordon Surface	
Move Edge Along Edge	
Ruled Surface	

Construct

Command	Shortcut
Boolean Intersection	
Boolean Subtraction	
Boolean Union	
Extrude	

Insert Cone	
Insert Cube	
Insert Cylinder	
Insert Grid	
Insert Oval	
Insert Polyhedron	
Insert Rectangle	
Insert Sphere	
Lathe	
Loft	
Organic	
Sweep	

Model

Command	Shortcut
Add Thickness	
Add to Morph Area	
Center Symmetry Plane	
Close Curve	Ctrl+
Crease Edges	
Decimate	
Deform	
Detach Polygons	
Empty Polygon	Ctrl+Shift+F
Extract Curve	Ctrl+
Fill Polygon	Ctrl+F
Fillet	
Flatten	
Link	Ctrl+Shift+L
Move	Ctrl+Shift+T
Move to Drawing Plane	
Offset Surface	
Remove from Morph Area	
Reverse Polygons Normal	
Rotate	Ctrl+Shift+R
Scale	Ctrl+Shift+S
Set Size	
Smooth Edges	
Subdivide	
Tessellate Mid-Edge to Center	
Tessellate Mid-Edge to Mid-Edge	
Tessellate Vertex to Center	

Triangulate Polygon	
Unlink	Ctrl+Shift+U
Untriangulate Polygon	
Weld	Ctrl+Shift+W

Selection

Command	Shortcut
Add to Saved Selections	Ctrl+E
Deselect by Morph Area	
Deselect by Name	
Deselect by Shading Domain	
Edge Ring from Selection	
Grow Selection	
Invert Selection	
Loop from Selection	
Name Edges	
Name Polygons	
Name Polymesh	
Name Vertices	
Restore Selection	Ctrl+Shift+E
Select by Morph Area	
Select by Name	
Select by Shading Domain	
Select between current Selection	
Shrink Selection	

Tools

Command	Shortcut
Add	V
Bridge	
Circle	
Crease or Smooth	C
Curve	
Delete	F
Dynamic Extrusion	H
Fillet	
Insert Cone Tool	
Insert Cube Tool	
Insert Cylinder Tool	
Insert Grid Tool	
Insert Oval Tool	

Insert Plane Tool	
Insert Polyhedra Tool	
Insert Sphere Tool	
Interpolated Curve	
Lathe	
Link	G
Magnet	A
Path Sweep	
Polygon	
Polyline	Y
Rectangle	
Target Weld	
Tessellate	J
Weld	N

View

Command	Shortcut
Align Working Box	
All Planes Mode	
Auto-Resize Working Box	Ctrl+Alt+R
Grid	Ctrl+J
Hide Selection	Ctrl+\
Most Ortho Plane Mode	
Reset All	
Reset Working Box	
Reveal Hidden Vertices	Ctrl+
Send Drawing Plane to	
Send Working Box to	
Send Working Box to Selection	
Snap to Grid	Ctrl+G
Toogle Smoothed Display	
User Plane Mode	
View Selection	0