



3D Navigation	
Roll camera	SHIFT+drag
Orbit scene	Drag mouse
Pan scene	LEFT / RIGHT ARROW
View from different angle	Left+right-click+drag Middle-click+drag
Truck in	UP ARROW
Truck out	DOWN ARROW
Zoom in	Right-click+drag into scene PLUS SIGN (+) Intellimouse
Zoom out	Right-click+drag out from scene MINUS SIGN (-) Intellimouse
Zoom to extents (fit scene to viewport/screen)	CTRL+PLUS SIGN (+)
Restore to default camera view	MULTIPLY SIGN (*)
Control camera height in Walk mode	SHIFT+left-click+drag
Step forward/backward in Walk mode	UP / DOWN ARROWS
Make left and right turns in Walk mode	LEFT / RIGHT ARROW
Move the camera up/down/left/right in Walk mode	SHIFT+ARROWS
General	
Return to Standard display mode from Full-screen mode	ESC or F11
Toggle Full-screen and Standard display modes	F11
Display right-click menus	Right-mouse click
Open Scene Properties dialog	Double-click 3D Objects node in Scene tree
Display a viewport grid	CTRL+G
Display a shadow	CTRL+F
Scene Components Panel	
Open Object Properties dialog for selected object	Double-click object in Scene tree Select object+ALT+ENTER
Toggle selected object and sub-object display	Select object+H

Render Mode	
Bounding Box render mode	CTRL+1
Transparent Bounding Box render mode	CTRL+2
Vertices render mode	CTRL+3
Wireframe render mode	CTRL+4
Solid render mode	CTRL+5
Transparent render mode	CTRL+6
Solid Wireframe render mode	CTRL+7
Transparent Wireframe render mode	CTRL+8
Toggle scene bounding box	CTRL+B
Toggle back-facing geometry	CTRL+H
Toggle vertices	CTRL+I
Toggle camera and lights	ALT+L
Toggle cross section	ALT+X
HDR Renderer	
Enable HDR renderer	ALT+F9
Auto Exposure control	ALT+F10
Decrease exposure	ALT+F11
Increase exposure	ALT+F12
Lights Menu	
Display lights from file	ALT+0
Display white lights	ALT+1
Display daylight	ALT+2
Display hard lights	ALT+3
Display colored lights red/green	ALT+4

Hide selected object	Select object+S
Set the view to Home	H
Collapse Scene Tree	SHIFT+C
Selection Procedures	
Select an object	Click object icon in Scene tree Click object in viewport
Select all sub-objects of the selected object	ALT+click object icon in Scene tree
Select multiple objects	CTRL+click objects in Scene tree CTRL+click objects in viewport
Open Select Objects dialog	F3
Smoothing Menu	
Toggle smoothing	CTRL+SHIFT+S
Steps	
Play all Steps	SHIFT+Spacebar
Play the selected Step	Spacebar
Play next Step	PAGEDOWN
Play previous Step	PAGEUP
Select next Step	ARROW DOWN
Select previous Step	ARROW UP

Display colored lights blue/green	ALT+5
Display blue lights	ALT+6
Display marsiano (red) lights	ALT+7
Display single white light from eye	ALT+8
Turn all lights off	ALT+9
Apply more brightness]
Apply less brightness	[
Restore original brightness	HOME