

### MISCELLANEOUS HOTKEYS

Orbit		
Zoom		or <b>Z</b>
Zoom to Fit		<b>home</b>
Pan		or <b>X</b>
Selection		
Zooms to mouse's selected area		<b>ctrl</b>
Centers camera on pointer		<b>ctrl</b>
Moves camera to indicated surface		<b>alt</b>
Ignores collision with surface		<b>shift</b>
Cycle through navigation & selection modes		<b>tab</b>

### BASIC COMMANDS

Undo	<b>ctrl</b>	<b>Z</b>
Redo	<b>ctrl</b>	<b>Y</b>
Save	<b>ctrl</b>	<b>S</b>
Save as	<b>alt</b>	<b>S</b>
Open	<b>ctrl</b>	<b>O</b>
Close	<b>ctrl</b>	<b>W</b>
Export	<b>ctrl</b>	<b>E</b>
Delete		<b>delete</b>
3D print	<b>ctrl</b>	<b>P</b>
Bounding Box (coming soon)		<b>B</b>

### ORTHOGRAPHIC VIEW

Turns orthographic grid on	<b>let</b>	<b>0</b>
<ul style="list-style-type: none"> <li>Toggles between center and corner based orthographic grid modes</li> <li>Change grid density if orthographic grid is activated</li> </ul>	<b>num</b>	<b>0</b>
	<b>-</b>	<b>+</b>
Toggle viewports (1,2,3)		<b>V</b>

### VISUALIZATION OF THE 3D MODEL

Toggles transparency (in orthographic view)	<b>1</b>
Cycle through visualization modes	<b>\</b>
Ambient occlusion	<b>A</b>

### SELECTION

Change brush size	<b>[</b>	<b>]</b>	or	<b>shift</b>	
Remove from selection				<b>alt</b>	
Isolate selection				<b>I</b>	

### MISCELLANEOUS HOTKEYS

Cancel action/selection	<b>esc</b>
Camera positions	<b>K</b>
Cycle camera through model axis	<b>P</b>
Roll camera	<b>shift</b> <b>P</b>
Right click menu	<b>N</b>
Toggles on/off base plane	<b>1</b>