

SplineForm Workshop Tools

Keyboard Shortcut	Tool	Description	WIN	+ (Shift)	+ (Control)	+ (Alt)	+ (F2)	Double-Click on tool in toolbar
MAC			+ (Shift)	+ (Command)	+ (Option)	+ (Control)	Double-Click on tool in toolbar	
(A)	Arrow Select curve or point. Click and drag for marquee selection	Constrain while dragging, Multiple Selection						
(R)	Rotate [†] Rotate Selection	Constrain rotation to 15° increments						
(S)	Scale [†] Scale Selection	Scale evenly, horizontally and vertically						
(F)	Flip [†] Flip Selection	Constrain rotation to 45° increments						
(P)	Pen* Creates Bezier lines	Constrains handles to 8 directions while dragging						
(P)	Pencil* Creates freeform lines	Connect each clicked point with straight line						
(Z)	Razor Cuts Lines	Constrain rotation to 45° increments while dragging						
(G)	Polygon* Makes Polygon shapes	Makes Shape of equal height & width						
(T)	Text Types text							
(M)	Magnifying Glass Magnifies view							
	Space bar Space Bar Toggle to hand tool							

* When drawing with the Pen or Pencil tool in the Path View window with no points selected, (or when drawing with the Polygon tool), the Rails will be replaced if they are active; otherwise, the path will be replaced.

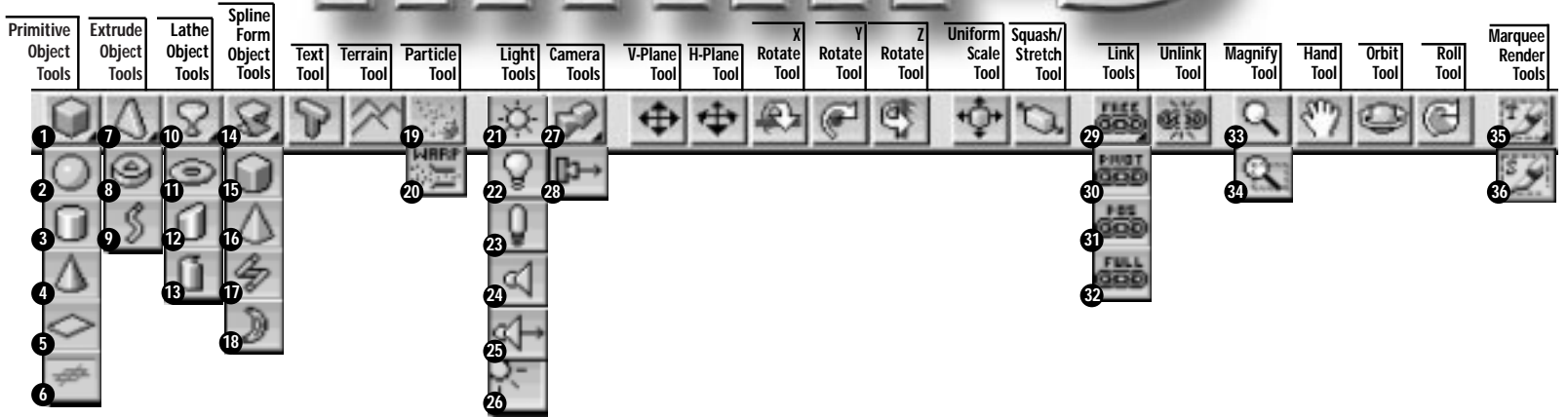
Mesh Editor Tools

Keyboard Shortcut	Tool	Description	WIN	+ (Shift)	+ (Control)	+ (Alt)	+ (F2)	Double-Click on tool in toolbar
MAC			+ (Shift)	+ (Command)	+ (Option)	+ (Control)	Double-Click on tool in toolbar	
(A)	Arrow Select and move points. Move parallel to view	Constrain to left/right/up/down while dragging Multiple select						
(R)	Rotate [†]							
(S)	Scale [†]							
(D)	3D Deformations Twist							
	Bend							
	Taper							
	Shear							
	Bulge							
	Wave							
	Scale							
(R)	3D Rotate							
(M)	Magnifying Glass							
	Space bar Space Bar Toggle to hand tool							

† These tools are used in two steps. First click to place the center of rotation or scale and then click and drag to scale or rotate.

Quick Reference Card

Infini-D



Primitive Tools	Extrude Tools	Lathe Tools	SplineForm Tools	Particle Tools	Lights	Cameras	Link Tools	Zoom Tools	Rendering Tools
1. Cube 2. Sphere 3. Cylinder 4. Cone 5. Square 6. Infinite Plane	7. Triangular Prism 8. Prism w/ hole 9. Path Extrusion	10. Glass 11. Torus 12. Tapered Cylinder 13. Partial Lathe	14. Twisted 15. Lofted 16. Pyramid 17. Spiral 18. Banana	19. Particle 20. Particle Warp	21. Distant 22. Point 23. Tube 24. Spot 25. Targeted Spot 26. Ambient	27. Free Camera 28. Targeted Camera	29. Free 30. Pivot 31. Position 32. Full	33. Magnify 34. Marquee Magnify	35. Ray Trace 36. Phong Shade Marquee

Keyboard Shortcut	Tool	Description	WIN	+ (Shift)	+ (Control)	+ (Alt)	+ (F2)	Double-Click on tool in toolbar
MAC			+ (Shift)	+ (Command)	+ (Option)	+ (Control)	Double-Click on tool in toolbar	
(A)	V-Plane Moves object up, down, left & right	Constrains movement to axis perpendicular to object's face or to horizontal plane						
2x (A)	H-Plane Moves object in, out, left & right							
(R)	Rotate Towards/Away Rotates object towards or away in active window							
2x (R)	Rotate Around Rotates object around axis going into active window	Constrain rotation around axis perpendicular to object's face or edge						
3x (R)	Rotate Left/Right Rotates object left or right in active window	Trackball rotation						
(S)	Uniform Scale Scales the selected object in all directions							
2x (S)	Squash & Stretch Scales object in a single dimension	Scale all three dimension values equally						
	Space bar Space Bar Toggle to hand tool							

Keyboard Shortcut	Tool	Description	WIN	+ (Shift)	+ (Control)	+ (Alt)	+ (F2)	Double-Click on tool in toolbar
MAC			+ (Shift)	+ (Command)	+ (Option)	+ (Control)	Double-Click on tool in toolbar	
(L)	Link Tools Links a child object to parent object							
2x (L)	Unlink Unlinks a child object							
(M)	Magnifying Glass Zooms in/out							
(M)	Marquee Magnifying Glass Zooms in/out							
(H)	Hand (Navigation) Pans the scene	Constrains to vertical or horizontal movement						
(O)	Orbit Rotate around target							
2x (O)	Roll Bank left/right							
(T)	Marquee Render Ray Traces the selected portion of the scene							

Command Floater



The Command Floater functions as many palettes in one. The appearance of the rest of the floater is dependent on which tab you have selected and what type of object is selected.

- Command Tabs**
- A - Object Tab
 - B - Modifiers Tab
 - C - Surfaces Tab
 - D - Display Tab
 - E - Filters Tab
- Selection Pop-Ups**
- F - Selects objects
 - G - Selects lights
 - H - Selects cameras



The information displayed in the Object tab of the Command Floater depends on the type of object selected in the scene.



Primitive, Lathe, SplineForm, or Mesh Object Selected
Controls visibility, shadow casting, boolean mode, mapping mode



Particle System Selected
Controls emit duration, collisions, particle rendering style



Camera Selected
Controls focal length, fog



Extruded Object Selected
Adds bevel control to command floater



Terrain Selected
Controls type & size of terrain



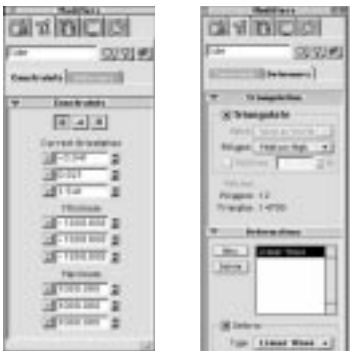
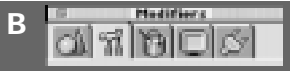
Text Selected
Controls to edit text, spacing and bevel



Light Selected
Controls light, intensity, shadows, lens flare, visible glow

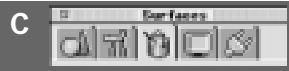


Particle Warp Selected
Controls warp type & enable/disable



Constraints Selected
Controls lock type & linking constraints

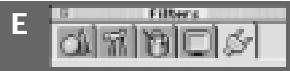
Deform Selected
Controls parameters for object deformation



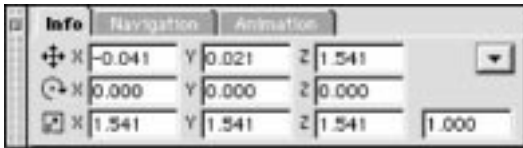
Surface Selected
Controls applying and editing of surfaces



Display Selected
Controls rendering quality, anti-aliasing and view settings per window



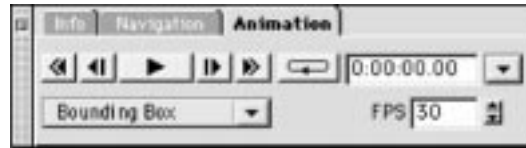
Filters Selected
Applies & edits After Effects™-compatible plug-in Filters



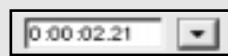
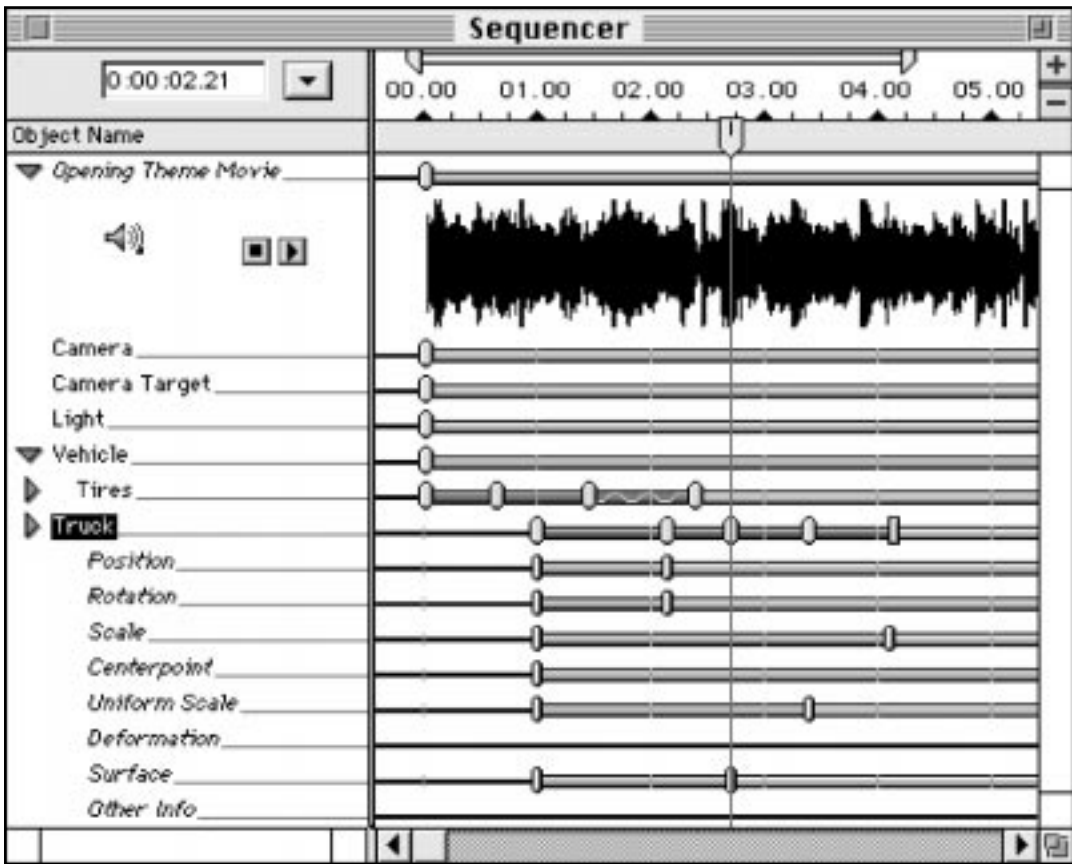
Information Floater - Set values for position, rotation, scale, and centerpoint offset



Navigation Floater - Pan, dolly, tilt, truck, crane, and roll controls for active window



Animation Floater - Controls to play, stop, and rewind, & other animation preview settings



Scene Time Box: Enter values directly into the Time Box to move to that time



Plus Sign: Click to zoom in on the timebar



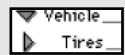
Minus Sign: Click to zoom out on the timebar



Punch In/Out Markers: Use the Punch In/Out Markers to preview or render a portion of the sequence



Scene Time Marker: The Scene Time Marker indicates the time in the sequence that the view windows reflect



Object Hierarchy Arrow: Click on arrow to show or hide an object's child objects. Option (Mac) or Alt (Win) click to open the first level of ALL hierarchies. Command+Opt. (Mac) or Control+Alt (Win) click to open/close all levels of all hierarchies



Audio Controls: Play & stop an imported audio track



Linear Motion: A blue bar indicates linear motion



Spline Motion: A purple bar with a wavy line indicates spline-based motion



End Animation: A square eventmark indicates a "death" event



Sub-Event Bar: A pink bar indicates animation of a sub-event



Sub-Events: Object Attribute Timelines let you sequence events for just one attribute of an object



Object List/Timeline Divider: Drag this bar to increase or decrease the space in the object list

Located at bottom of sequencer

- Scale Eventmarks:** Hold the COMMAND(Mac) or CONTROL(Win) key while dragging multiple eventmarks
- Duplicate Eventmarks:** Hold the OPTION(Mac) or ALT(Win) key while dragging eventmark(s)
- Snap to Other Eventmarks:** Hold the SHIFT key while dragging eventmarks, the Time Marker, or Punch In/Out markers
- Snap to Timebar Increments:** Hold the CONTROL(Mac) or F2(Win) key while dragging eventmarks, the Time Marker, or Punch In/Out markers
- Show or Hide the Sub-Event Timelines:** Double-click an object name in the sequencer

- Select All of the Eventmarks for an Object:** COMMAND (Mac)-double-click or CONTROL(Win)-double-click an object name. Eventmarks can also be selected by dragging a marquee around them with the Arrow tool or by holding the SHIFT key while clicking
- Eventmark Info:** Double-click on eventmark(s)
- Linking Objects:** Drag child object onto parent object
- Unlinking Objects:** Drag linked object between two other unlinked objects.
- Re-Build Object List:** Command (Mac) or Control (Win) click on "Object Name" to reset the object list to its original state.