



# Daz 3D

## Daz 3D CARRARA 8 / 8.5

### Keyboard Shortcuts Reference

**Version: 1.2 - English**

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# Keyboard Shortcuts for Carrara 8 & 8.5

This keyboard shortcuts reference is based on Carrara version 8.5.0.172 (July 27, 2012), updated to version 8.5.0.243 (August 26, 2013). No changes in version 8.5.1.19.

**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

**PLEASE NOTE:**

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

The Reference is for both Macintosh and Windows. On a Mac use **Cmd** instead of **Ctrl** (for Windows).

You can find in the following listing ONLY the commands and tools (with or without predefined shortcuts / hotkeys), that are listed in Carrara in the preferences under „**Keyboard Shortcuts**“.

There is a few more shortcuts / hotkeys, that you can see in Carrara, but these one can't be changed by the user.

See „**Changing Keyboard Shortcuts**“ in the „**Carrara User Guide**“ for information on changing shortcuts.

## APPLICATION

FILE	
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	
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

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

VIEW	
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	

TOOLS	
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

EDIT	
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	

VIEW	
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

ANIMATION	
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	

TOOLS	
Add Point	
Convert Point	
Extend	
Move Entire Path	
Remove Point	

## 3D PAINT

### 3D PAINT TOOLS

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

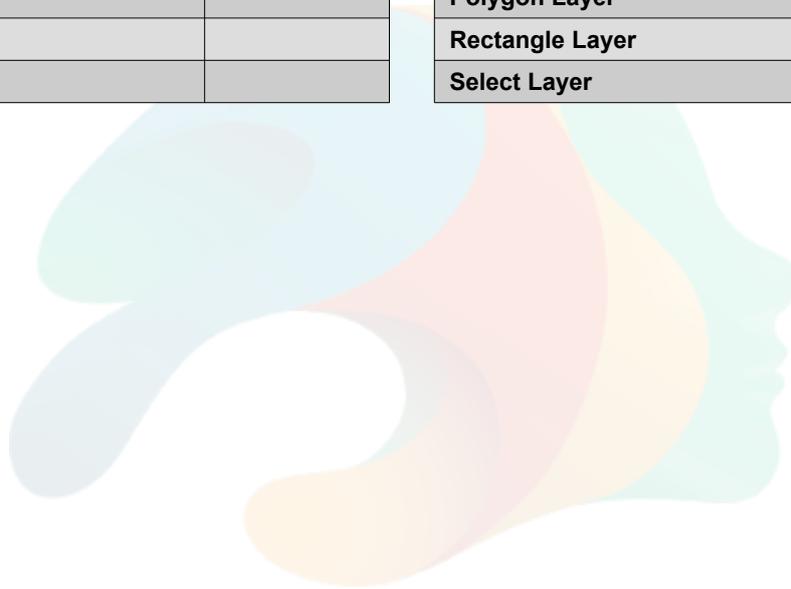
## SHADING ROOM

### VIEW

Fit Object in Preview	
Flat Preview	
Optimize Shader	
Sphere Preview	

### TOOLS

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



## SPLINE MODELER

### SECTIONS

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

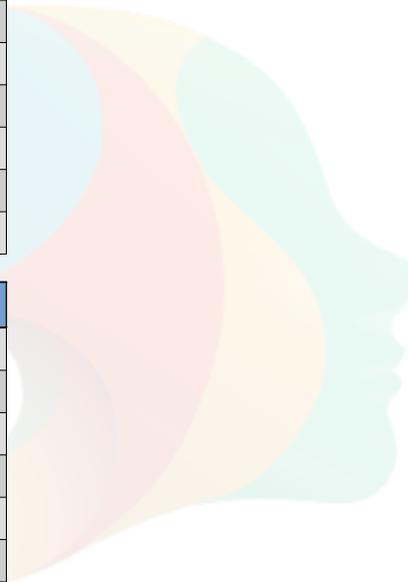
Add Point	+
Convert Point	*
Delete Point	-
Draw Oval	O
Draw Rectangle	A
Draw Rounded Corners Rectangle	U
Draw Text	H
Draw Polygon	F
Pen Tool	J

### ARRANGE

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

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	



## VERTEX MODELER

VIEW	
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

SELECTION	
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	

ADVANCED TOOLS	
Coons Surface	
Double Sweep	
Extract Along	
Extract Around Edge	
Fast Fillet Edge	
Gordon Surface	
Move Edge Along Edge	
Ruled Surface	

CONSTRUCT	
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	

TOOLS	
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

**VERTEX (continued)**

<b>MODEL</b>	
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

