Cinema 4D cheat sheet

General

Ctrl + Z	Undo
Shift + Z	Undo Action
Ctrl + Y	Redo
Ctrl + A	Select All
Shift + A	Invert All
Ctrl + Q	Quit
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Backspace	Delete
Ctrl + Shift + A	Deselect All
Shift + C	Commander
Shift + W	Close Window or Project
Ctrl + W	Close Window
Ctrl + Shift + W	Close All

File operations

Ctrl + N	New
Shift + Ctrl + 0	Add
Ctrl + 0	Open
Shift + Ctrl + S	Close All
Shift + Ctrl + S	Save As
Ctrl + S	Save
Ctrl + Q	Quit

Object Manager

Shift + Ctrl + 0	Merge Objects
Ctrl + F	Show Search Bar
Ctrl + U	Show Fitter
Ctrl + I	Project Information
Alt + G	Group Objects
Shift + G	Expand Object Group
Alt	(when creating object) New Object as Parent Object
Shift	(when creating object) New Object as Child Object
Right click	Select Object, Including Child Objects

Picture preview

Shift + R	Render to Picture Viewer
Ctrl + F	Fullscreen Mode
Space	Play
A	Set as A
B	Set as B
S	Swap AB
I	Set as Preview Start
O	Set as Preview End
+ or -	Zoom In/Out
Double click	Switch 100% and Fullscreen

Motion tracking

Alt + Middle click	Move Sequence
Alt + Right click	Scale Sequence
Alt + 0	Sequence Fullscreen
Ctrl + Left click	Create User Track
Left click	Lasso Selection
Alt	Zoom

Project

Ctrl + B	Open Render Settings
Ctrl + D	Open Project Settings
Ctrl + E	Open Preferences
Ctrl + I	Open Project Information
Shift + F1	Activate Object Manager
Shift + F2	Activate Materials Manager
Shift + F3	Open Timeline (Dope Sheet)
Shift + F4	Open Layer Manager
Shift + F5	Open Attributes Manager
Shift + F6	Open Picture Viewer
Shift + F7	Open Coordinates Manager
Shift + F8	Activate Asset Browser
Shift + F9	Activate Structure Manager
Shift + F10	Open Console
Shift + F11	Open Script Manager
Shift + F12	Open Customize Commands
V	Open Heads Up Display pop-up

Material manager

Ctrl + Shift + O	Load Materials
Ctrl + N	New Material
Alt + Left click + Move the mouse	(drag and drop) Replace Material by Another
Ctrl + Shift + N	New PBR Material
Ctrl + Option + N	New Node Material

Attribute manager

Right click + Arrow keys	Parameter to Default
Alt + Arrow keys or Shift + Arrow keys	Increase/Decrease Parameter Change Speed
Shift + F5	New Attribute Manager

Timeline

Shift + F3	Open Timeline Window
Space	Key Mode / F-Curve Mode
Ctrl + Space	Make New F-Curve Timeline with Selected Tracks
F9	Record Active Objects
Q	Record Current State
F6	Play Backwards / Stop
F7	Stop Playback
F8	Play Forwards / Stop
Ctrl + F9	Autokeying
Q	Add Keyframe to Selected Track at Current Time
Shift + F	Go to Start of Animation
Ctrl + F	Go to Previous Key
F	Go to Previous Frame
Ctrl + G	Go to Next Key
G	Go to Next Frame
Shift + G	Go to End
Ctrl + P	Go to First Key
Ctrl + 0	Go to Last Key
S	Frame Selected
H	Frame All
Ctrl + F	Go to Current Frame (Cursor

	Dependent)
Alt + F	Go to Start
Alt + G	Go to End
Alt + H	Frame Preview Range
Shift + N	Go to Next Marker
Shift + P	Go to Previous Marker
Ctrl + Shift + P	Go to First Marker
Ctrl + Shift + 0	Go to Last Marker
R	Region Tool
Alt + R	Ripple Edit
Alt + A	Automatic Mode
Ctrl + F	Show Search Bar (Cursor Dependent)
Ctrl + U	Show Filter

Key interpolation

A	Auto Tangents
B	Break Tangents
0	Zero Angle (tangents)
L	Zero Length (tangents)
C	Clamp
Alt + L	Linear
Alt + T	Step
Alt + 5	Soft
Alt + 1	Ease In
Alt + E	Ease Ease
Alt + O	Ease Out

Bodypaint

Alt + .	Rotate Brush Clockwise
Alt + [	Rotate Brush Counterclockwise
, or [	Increase Brush Size
. or]	Decrease Brush Size
Shift +]	Increase Brush Hardness
Shift + [	Decrease Brush Hardness
Ctrl + I	Increase Brush Pressure
Ctrl + [	Decrease Brush Pressure

Modeling

For these shortcuts, press the keys in the sequence described.

M then A	Create Point
B, M then B	Bridge
M then C	Brush
M then D	Close Polygon Hole
M then E	Create Polygon
M then F	Edge Cut
M then G	Iron
K then M then K	Knife
M then I	Magnet
M then H	Mirror
M then L	Set Point Value
M then O	Slide
M then P	Stitch and Sew
M then Q	Weld
M then R	Weight Subdivision Surfaces
M then S	Bevel
D then M then T	Extrude
I then M then W	Extrude Inner / Inset
M then X	Matrix Extrude
M then Y	Smooth Shift
M then Z	Normal Move
M then -	Normal Scale
M then ,	Normal Rotate
U then P	Split
U then R	Reverse Normals
U then E	Remove N-gons
U then S	Subdivide
U then Z	Melt
U then C	Collapse
U then T	Triangulate N-gons
U then D	Disconnect
U then A	Align Normals
C	Make Editable
U then G	Retriangulate N-gons
U then U	Un-triangulate
7 + Left click	Move Object without Children
E	Move
R	Rotate

T	Scale
Space	Toggle Active Tool
Enter	Toggle Modeling Mode
Shift + Z	Undo (action)
X	X-Axis / Heading
Y	Y-Axis / Pitch
Z	Z-Axis / Bank
Ctrl + A	Select All
U then W	Select Connected
Shift + Ctrl + A	Deselect All
8	Lasso Selection
9	Live Selection
0	Rectangle Selection
U then I	Invert
U then X	Convert Selection
U then Q	Outline Selection
U then F	Fill Selection
U then Y	Grow Selection
U then B	Ring Selection
U then L	Loop Selection
U then K	Shrink Selection
U then H	Volume Mesh
U then V	Mirror Selection

Editor

Shift + F1	Object Manager
Shift + F2	Materials Manager
Shift + F3	Timeline
Shift + F4	Layer Manager
Shift + F5	Attributes Manager
Shift + F6	Picture Viewer
Shift + F7	Coordinates Manager
Shift + F8	Content Browser
Shift + F9	Structure Manager
Shift + F11	Script Manager
Shift + F12	Customize Commands Manager
W	Change Coordinates System
Shift + W	Close Window
Backspace or Del	Delete

V	(hold) Heads Up Display
Q	Togle Parent Generator
J + Left click	Modify Interactive Animation Timeline
Ctrl + F1	Help (Select Property Name)

Sculpting

Shift	Smooth for All Brushes
Ctrl	Reverse Brush Effect
Alt + X or Alt + Y or Alt + Z	Switch Symmetry
T + Left click	Move / Scale / Rotate Template

Rendering

Ctrl + B	Render Settings
Alt + B	Make Preview
Alt + R	Interactive Render Region
Ctrl + R	Render Active Viewport
Shift + R	Render to Picture Viewer
Ctrl + Shift + R	Render to Picture Viewer (IR)

Viewport

Ctrl + R	Render View
Ctrl + Shift + Y	Redo Camera View
Ctrl + Shift + Z	Undo Camera Move
2 + Right click	(hold 2) Adjust Camera Focal Length
Alt + D	Show Axis
Alt + V	Configure All Views
Shift + V	Configure View
F1	View 1
F2	View 2
F3	View 3
F4	View 4
F5	All Views
A	Redraw View
H	Frame Geometry
S	Frame Selected Elements
N	Open Display
N then A	Gourad Shading Mode

N then B	Gourad Shading with Wireframe
N then C	Quick Shading Mode
N then D	Quick Shading with Wireframe
N then E	Constant Shading Mode
N then F	Hidden Lines Mode
N then G	Lines Mode (Wireframe Only)
N then H	Wireframe Mode
N then I	Isoparms Mode
N then K	Box Mode
N then L	Skeleton Mode
N then O	Tags Mode
N then P	Use Backface Culling
N then Q	Use Textures
N then R	View Active Objects in X-Ray
Alt + A	Isoline Editing Mode

Asset browser

Ctrl + N	New
Ctrl + F	Search Bar
U	Computer
D	Desktop
H	Home Directory
P	Presets
C	Catalogs
R	Recent Items
S	Search Results
F	Favorites

Last modification: 15/9/2023 11:58:48 AM

More information: *defkey.com/bn/cinema-4d-2023-shortcuts*

Customize this PDF...