



Marmoset Toolbag 4 cheat sheet

Item

Alt + Left click	Orbit
Alt + Middle click	Pan
Alt + Right click or Wheel up and wheel down	Zoom/dolly
W or A or S or D or Q or R	Fps navigation
Alt + Q	Pan up
Alt + A	Pan left
Alt + E	Pan down
Alt + D	Pan right
Alt + W	Dolly in
Alt + S	Dolly out
Shift + Right click	Sky rotation

File

Ctrl + N	Open scene
Ctrl + O	Save scene
Ctrl + S	Save scene as
Shift + Ctrl + S	Import model
Ctrl + I	Export > Marmoset Viewer
Shift + Ctrl + V or Ctrl + Q	Quit

Edit

Ctrl + Z	Undo
Shift + Ctrl + Z	Redo
Ctrl + Y	Undo camera
Shift + Ctrl + Y	Redo camera
Q	Select
W	Translate
E	Rotate
R	Scale
T	Transform (all)
Ctrl + T	Toggle local / World space
Ctrl	Snapping (hold while translating or rotating)
Ctrl + /	Plugins > Run again
Ctrl + ,	Preferences

View

Ctrl + H	Hide/show selection
Shift + Ctrl + D	Deselect
Ctrl + F	Frame selection
Shift + Ctrl + F	Frame scene
.	Next viewport mode
,	Previous viewport mode
Shift + Space	Maximize viewport
Ctrl + U	Show guides
Ctrl + Enter	Full screen

Scene

Ctrl + K	Add camera
Ctrl + L	Add light (spot)
Ctrl + G	Group selection
Ctrl + D	Duplicate selection
Shift + L	Lock selection
Up arrow / Down arrow	Item selection
Left arrow / Right arrow	Expand/collapse scene items
Left click + Move the mouse	Item visibility toggle

Texture

Ctrl + A	Select all
Shift + Ctrl + D	Select none

Material

Ctrl + M	New material
Ctrl + Backspace	Clear unused
Shift + Ctrl + A	Apply to selection

You can also drag & drop material onto mesh in viewport.

Left click + Move the mouse	(Drag & Drop on Material Slot) Load map
Left click + Move the mouse	(Drag & Drop onto Material preview) Smart load

Render

F10	Viewport
F9	Viewport to clipboard
F11	All images
Ctrl + B	Bake all
Ctrl + R	Enable raytracing

Window

Shift + Ctrl + L	Library
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Help > Dev

Shift + Ctrl + R	Reload shaders
Shift + Ctrl + P	Performance
Ctrl + ~	Console

Select

Ctrl + Left click	Select additional
Double click	(Double Click mesh in viewport) Select applied material

Animation

P	Play/pause animation
Left arrow / Right arrow	Next/ previous frame
Insert	Add keyframe
Del	Delete keyframe(s)
Ctrl + Left arrow / Right arrow	Move keyframe(s) 1 frame
Ctrl + Shift + Left arrow / Right arrow	Move keyframe(s) 10 frame
Shift + Left click	Timeline scale tool: To activate, hold Shift and left mouse button click to set the start point, and click again (while holding shift to set the endpoint). This will bring up the timeline scale interface
Left click + Move the mouse	Keyframe scale tool: To activate, click and drag in the keyframe editor to select multiple keyframes. to scale from center, hold alt and click on the scale interface

Up arrow / Down arrow	Selection range (timeline)
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Baker

Ctrl + B	Item
[or]	Paint offset/skew
[0 - 9]	Brush size
Ctrl + [	Flow
Ctrl +]	Sharpness

Painting

B	Paint
E	Erase
F	Flood fill
G	Gradient
S	(Rectangle, Ellipse, Wand) Selection (cycle key)
; or `	Culling
[0 - 9]	Opacity
[or]	Size
Shift + [or Shift +]	Hardness
; or `	Culling

Source: Marmoset Toolbag

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More information: defkey.com/bs/marmoset-toolbag-4-shortcuts

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