



# LightWave 3D Spickzettel

## Modeler: General

Shift + N	New object
Ctrl + O	Load object
S	Save object
Ctrl + S	Save object as
Shift + S	Save incremental
Shift + Q	Quit
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Del	Delete
Ctrl + Z	Undo
Z	Redo
Alt + F9	Edit keyboard shortcuts
Alt + F10	Edit menu layout
O	General options
D	Display options
F5	Surface editor
F6	Image editor
F7	Layers panel
F8	Vertex maps panel
F9	Presets panel
Alt + F1	Hide floating windows on / off
Alt + F2	Hide toolbar on / off
F1	Help
Ctrl + G	Points selection mode
Ctrl + H	Polygons selection mode
Ctrl + J	Inclusive volume select mode
Shift + Y	Symmetry mode
N	Numeric panel
W	Statistics panel
I	Point / polygon info panel
Q	Change surface window
0	Toggle fullscreen viewport numeric keypad

## Modeler: Create

Shift + X	Box
Shift + O	Ball

F10	Manage fonts
Shift + W	Text
+	Points
`	Sketch curve
Ctrl + P	Make open curve

## Modeler: Modify

T	Move
Ctrl + T	Drag
Shift + G	Snap drag
;	DragNet
:	MagNet
[	Shear
F2	Center
F3	Rest on ground
Y	Rotate
F4	Rotate on ground
R	Rotate selection 90° clockwise
~	Bend
Shift + H	Size

## Modeler: Multiply

B	Bevel
Ctrl + B	Edge bevel
Shift + E	Extrude
E	Extender plus
Shift + L	Lathe
Shift + F	Smooth shift
Ctrl + R	Rail extrude
Shift + P	Motion path extrude
Shift + V	Mirror
Ctrl + Y	Array
C	Clone
Shift + K	Knife
Shift + D	Subdivide
Shift + T	Triple
Shift + U	Cut-saw

## Modeler: Construct

K	Remove polygons (leave points)
Shift + B	Boolean
Shift + C	Solid drill
Shift + R	Drill
Shift + I	Connect
Tab	SubPatch activate / deactivate

## Modeler: Detail

M	Merge points
Shift + Z	Merge polygons
Ctrl + U	Unweld polygons
Ctrl + W	Weld points
V	Set value
F	Flip
Ctrl + K	Spin quads
Shift + I	Unify polygons
Ctrl + E	Measure

## Modeler: Map

_	Clear map from selections
Shift + F9	Guess UV viewport

## Modeler: Utilities

F11	Add plugins
Alt + F11	Edit plugins

## Modeler: View

Alt + Links Klick + Bewegen Sie die Maus	Pan
Ctrl + Alt + Links Klick + Bewegen Sie die Maus	Magnify
Ctrl + Q	Zoom
A	Fit all
Shift + A	Fit selected
G	Center view around cursor
.	Zoom in
>	Zoom in x2
,	Zoom out

< Zoom out x2

Insert Insert layer

Home Delete layer

End Object collapser

## Modeler: View

' Swap layers

Page Up Next layer bank

Page Down Previous layer bank

] Select connected

? Invert connected

} Expand selection

{ Contract selection

" Invert selection

/ Drop selection

- Hide selected

= Hide unselected

| Invert hidden

\ Unhide all

## Layout: General

Shift + N Clear scene

Ctrl + O Load scene

+ Load object numeric

S Save scene

Ctrl + S Save scene as

Shift + S Save scene increment

Tab Show / hide floating windows

Alt + F2 Show / hide toolbar

Alt + F3 Show / hide SubPatch cages

Alt + F4 Show / hide motion paths

Alt + F5 Show / hide handles

Alt + F6 Show / hide IK chains

F2 Motion mixer

F8 Presets

Ctrl + F5 Backdrop options

Ctrl + F6 Volumetrics and fog options

Ctrl + F7 Compositing options

Ctrl + F8 Image processing

M	Motion options
Ctrl + F1	Scene editor
Ctrl + F2	Graph editor
F5	Surface editor
F6	Image editor
D	Display options
O	General options
Shift + O	Select objects
Shift + B	Select bones
Shift + L	Select lights
Shift + C	Select cameras
P	Selected item properties
Shift + F1	Auto key create
Enter	Create key
Del	Delete key
Ctrl + Z	Undo
Z	Redo
W	Statistics
F1	Help
Alt + F12	Set content directory
Q	Quit

## Layout: Items

Ctrl + O	Load scene
+	Load object numeric
Ctrl + N	Add null
Ctrl + C	Clone selected item
Shift + V	Mirror
-	Clear selected item from scene

## Layout: Modify

T	Move
Y	Rotate
Shift + H	Size
H	Stretch
Ctrl + Y	Path tool
N	Jump to numeric input field
Shift + F5	Coordinate system: World
Shift + F6	Coordinate system: Parent

Shift + F7	Coordinate system: Local
Ctrl + B	IK boost tool
Ctrl + X	IKB calculate
Ctrl + G	Move TCB
Ctrl + D	Sliders
Ctrl + E	Edit tool

## Layout: Setup

Shift + E	Enter bone edit mode
Shift + D	Exit bone edit mode
Shift + F8	Enable IK
=	Add child bone
Ctrl + J	Joint move
Ctrl + T	Tip move
Ctrl + K	Bone twist
Shift + P	Record pivot rotation
R	Record bone rest rotation
Ctrl + U	UnParent bone
Ctrl + W	Mirror hierarchy
Shift + I	Import rig
Shift + J	Export rig
M	Motion options
{	Record minimum joint angles
}	Record maximum joint angles
Ctrl + R	Selected bone active / inactive

## Layout: Utilities

Alt + F11	Edit plugins
Ctrl + Q	Master plugins

## Layout: Render

F9	Render frame
F10	Render scene
F11	Render selected object
Shift + F9	Render motion builder preview

## Layout: View

.	Zoom in
>	Zoom in x2

,	Zoom out
<	Zoom out x2
1	View mode: Back
2	View mode: Top
3	View mode: Right
4	View mode: Perspective
5	View mode: Light
6	View mode: Camera
7	View mode: Schematic
F3	Previous view layout
F4	Next view layout
]	Increase grid
[	Decrease grid
Ctrl + A	Select all object
'	Select item by name
Pfeil nach unten	Select next item
Aufwärtspfeil	Select previous item
Shift + Pfeil nach unten	Select last item
Ctrl + Pfeil nach unten	Select next sibling
Ctrl + Aufwärtspfeil	Select previous sibling
Alt + F7	Show / hide safe areas
Alt + F8	Show / hide field chart
Num 0	Toggle fullscreen viewport

## Refraction index

### Material - Refraction index

Acetone	1.36
Air	1.00029
Alcohol	1.329
Amorphous Selenium	2.92
Calspar1	1.66
Calspar2	1.486
Carbon Disulfide	1.63
Chromium Oxide	2.705
Copper Oxide	2.705

Crown Glass	1.52
Crystal	2.00
Diamond	2.417
Emerald	1.57
Ethyl Alcohol	1.36
Flourite	1.434
Fused Quartz	1.46
Glass	1.5
Heaviest Flint Glass	1.89
Heavy Flint Glass	1.65
Ice	1.309
Iodine Crystal	3.34
Lapis Lazuli	1.61
Light Flint Glass	1.575
Liquid Carbon Dioxide	1.20
Polystyrene	1.55
Quartz 1	1.644
Quartz 2	1.553
Ruby	1.77
Sapphire	1.77
Sodium Chloride (Salt) 1	1.544
Sodium Chloride (Salt) 2	1.644
Sugar Solution (30%)	1.38
Sugar Solution (80%)	1.49
Topaz	1.61
Vacuum	1.00000
Water (20° C)	1.333
Zinc Crown Glass	1.517

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Mehr Informationen: [defkey.com/de/lightwave-3d-tastaturkurzel](http://defkey.com/de/lightwave-3d-tastaturkurzel)

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