Modo 12.1 raccourcis clavier

General / System

F1	Help
Ctrl + N	New scene
Ctrl + O	Open saved scene
Ctrl + I	Open saved image
Ctrl + W	Close current scene
Ctrl + Maj + W	Close all open scenes
Ctrl + S	Save current scene
Ctrl + Maj + S	Save scene as
Ctrl + Q	Quit Modo
Alt + F12	Config file save
Maj + F5	Run script
Ctrl + Z	Undo
Ctrl + Maj + Z	Redo
Ctrl + X	Cut
Ctrl + C	Сору
Ctrl + V	Paste
Suppr	Delete (not available in Items mode)
Ctrl + R	Brings up the last tool used
Alt + R	Brings up the last tool used, ignoring UI interactions and selections
Maj + Ctrl + Tab	Layout switcher, organized by most recent

Viewports: Navigation

Alt + Clic gauche	Rotate view
Alt + Clic du milieu	Rotate viewport Z axis (bank) view
Alt + Clic droit	'Flick' rotate
Maj + Alt + Clic gauche	Pan view
Maj + Alt + Clic droit	Pan up/down only
Ctrl + Alt + Clic gauche	Zoom to mouse position
Ctrl + Alt + Clic droit	Box zoom
	Zoom in (only in component modes)

Maj + .	Zoom in x2
3	Zoom out (only in component modes)
Maj + ,	Zoom out x2
G	Center the view on the cursor's position
1	Turntable (only in component modes)
Maj + /	When turntable is running, displays upright turntable
Molette de la souris vers le haut et la roue vers le bas	Zoom view in and out to mouse pointer
A	Fit (zoom to scene extents/all items)
Maj + A	Fit selected (zooms to selected elements)
Ctrl + A	Align selected (aligns view to the current selection)
Ctrl + Maj + A	Fit and align selected (zooms and aligns the view to the current selection)

Viewports: 3D viewport Options

Enter values on the numeric keypad and move the pointer over the target viewport to select.

0	Open the viewport options pop- over
0	Maximize/minimize the viewport within the group
•	Perspective
1	Top (press again to toggle top/bottom view)
Maj + 1	(Mac) Bottom
Win + 1	(Windows) Bottom
Maj + 1	(Linux) Bottom
2	Front (press again to toggle front/back view)
Maj + 2	(Mac) Back
Win + 2	(Windows) Back
Maj + 2	(Linux) Back
3	Right (press again to toggle right

	/left view)
Maj + 3	(Mac) Left
Win + 3	(Windows) Left
Maj + 3	(Linux) Left
4	Shaded
5	Texture
6	Reflection
7	Wireframe
8	Solid
9	Vertex Map
/	Wireframe None
Maj + /	Wireframe Light
Ctrl + /	Wireframe Dark
=	Toggle viewport smoothing

Viewports: Tabbed Viewport

Note: The following keyboard shortcuts only work on Mac.

Ctrl + Maj + Debut	Open first tab
Ctrl + Maj + End	Open last tab
Ctrl + Maj + Pg Préc	Open next tab
Ctrl + Maj + Pg Suiv	Open last tab

Viewports: Item List

F	In Items selection mode, locate selected item (layer). In other modes flip polygons
Maj + Clic gauche	arrow Expand/close all (also in Shader Tree)
1	Swap foreground/background layers
Ctrl + D	Duplicate selected layer(s) (only in Items mode)
Maj + D	Instance selected layer(s) (only in Items mode)
Ν	New Mesh Item
L	New locator item (only in Items mode)

Viewports: Channel List

1	Select modifier input
0	Select modifier output
С	Channel haul on (only in Items
	mode)

Viewports: Floating Windows

F2	Modeling toolbox
F3	Sculpt/paint toolbox
F4	Setup toolbox
F5	Command History viewport
F6	Presets viewport
F7	Graph Editor
F8	Render preview
F11	Snapping pop-over
`	Toggle window visibility

Viewports: Pie Menus

Note: Pie menus are quick contextual pop-up menus that appear using keystroke combinations. Menu items are laid out in a wheel so you can access them gesturally for speedier workflow. To open, press the keyboard shortcut, then click in the 3D viewport to open. If you want the pie menu to appear immediately, go to System > Preferences > Input Remapping and enable Open Pies Immediately.

Ctrl + `	Layout switch favorites
Ctrl + 1	GL viewport toggles
Ctrl + 2	GL viewport style
Ctrl + Espace	GL viewport view type
Ctrl + 3	Open pop-over
Alt + Q	Selection mode/Transform tools
Alt + `	Open palette
Maj + `	Properties and options
В	Brushes pie menu (only when a Brush tool is active)
Alt + Espace	Animation shortcuts (only in the Animation layout)

Modeling: General Modeling

Ctrl + Tab ou Cmd Toggle the Tool HUD + Tab

к	Tool properties pop-over	
Note: The tool needs to be active for this shortcut to work.		
Échap	Escape current operation/drop active selection	
Espace	Cycle-through Component modes	
Maj + Espace	Toggle Component mode to Item mode (or last mode)	
=	Tool handles larger	
-	Tool handle smaller	
0	Toggle tool handle visibility (not on the numeric keypad; only on Mac)	
Ctrl + D	Reset tool attributes	
Maj + [1 - 9]	Select layer 1-10	
Alt + Espace	Quick access pop-over	
Μ	Assign material tag	
S	Enable the Slide / Edge Slide tool when in a component mode (Polygons, Edges, or Vertices)	

Note: This shortcut only activates the Slide tool when in component mode. Pressing S in item mode keys a selected channel. For more information, see Using Channels.

Tab	Toggle subdivision surfaces
Maj + Tab	Toggle Catmull-Clark subdivision surfaces
Num + ou Num -	Increase/decrease subdivision level

Modeling: Action Center/Axis

Alt + W	Origin
Alt + E	Pivot
Alt + A	Automatic
Alt + S	Selection
Alt + D	Selection center, auto axis
Alt + Q	Display pie menu
Alt + F	Screen
Alt + Z	Element
Alt + X	Local

Alt +	G
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Pivot center, parent axis

Modeling: Selection

Alt + Maj + A	Select all
Flèche vers le haut	More (select next plausible element in loop)
Maj + Flèche vers le haut	Select expand
Flèche vers le bas	Less (de-select last element)
Maj + Flèche vers le bas	Shrink
Flèche gauche	Select previous loop
Maj + Flèche gauche	Select previous loop add
Flèche droite	Select next loop
Maj + Flèche droite	Select next loop add
L	Select loop
Alt + L	Select ring
]	Connected
1	Invert selection
Maj +]	Close loop
Maj + G	Select between
Alt + 1	Convert selection to vertices
Alt + 2	Convert selection to edges
Alt + 3	Convert selection to polygons
;	Select through toggle

Modeling: Hide/Lock Geometry

Н	Hide selected
Maj + H	Hide unselected
Ctrl + H	Hide invert (toggle state)
U	Show
J	Lock selected
Maj + J	Lock unselected
Ctrl + J	Lock invert (toggle state)
I	Unlock

Modeling: Work Plane

Maj + Debut	Align to selection (average of all selected)
Ctrl + Debut	Align to viewport
End	Reset the Work Plane
Maj + End	Open Work Plane pop-over
Pg Préc	Walk +
Pg Suiv	Walk -
Num *	Toggle visibility
Alt + O	Offset Work Plane to geometry position under cursor

Modeling: Snapping

х	Toggle snap state (hold with tool active for temporary snap)
F11	Open snapping pop-over
Ctrl + Maj + T	Element snap

Modeling: Tools

Transform	
W	Move
E	Rotate
Alt + Maj + E	Planar rotate
R	Scale
Maj + R	Uniform scale
Y	Transform
Deform	
Ctrl + E	Bend
Т	Element move (Tweak)
Ctrl + T	Soft drag
Maj + Y	Flex tool
Maj + S	Smooth tool
Duplicate	
Maj + X	Extrude
Maj + L	Radial sweep
Maj + Q	Grow quad row from edge
Z	Extend edge
Maj + V	Mirror tool
Mesh Edit	
Retour Arrière	Delete
Mai + Retour	Remove

Arrière	
Ctrl + Retour Arrière	Collapse
В	Bevel
Maj + B	Polygon bevel
Alt + B	Sketch extrude
Ctrl + B	Create polygon of given type from vertex selection
С	Edge slice
Maj + C	Polygon slice
Alt + C	Loop slice
D	Subdivide selected geometry
Maj + D	Open subdivide options
F	Flip polygon normal
Ctrl + L	Split face by selected vertices
Р	Make polygon
Maj + T	Triple polygons (convert to triangles)
V	Spin edge
Alt + V	Spin quads
Curves	
Maj + O	Make open curve
Ctrl + P	Make closed curve
Vertex Tools	
Maj + W	Weight tool
Maj + M	Morph tool

Paint & Sculpt

В	Open brush tips pie menu (only when tool is active)
0	Open large color picker pop-over (hover over UI color picker)
S	Swap foreground/background colors
Maj + Clic gauche + Déplacer la souris	Reposition the node and any child nodes further down the chain.
Ctrl + Clic gauche	Create a new node between an existing one.
Clic du milieu + Clic gauche	Remove individual nodes.
E	Image ink rotate left

R	Image ink rotate right
D	Image ink scale up
F	Image ink scale down
Maj + Z	Adjust offset amount (sticky key, only while Brush tool is active)
Multi-Res Sculpting	
Alt + Num +	Subdivision level up
Alt + Num -	Subdivision level down
Ctrl + Num +	Current level up
Ctrl + Num -	Current level down

Camera

Maj + Alt + Clic gauche + Déplacer la souris	Move camera item
Maj + Alt + Clic droit + Déplacer la souris	Move up/down direction only
Alt + Clic gauche + Déplacer la souris	Rotate around target distance
Alt + Clic droit + Déplacer la souris	Rotate around Z axis
Ctrl + Clic du milieu + Déplacer la souris	Image ink scale up/down
Ctrl + Alt + Clic gauche + Déplacer la souris	Move forward/backward only
Ctrl + Alt + Clic droit + Déplacer la souris	Adjust focal length
Molette de la souris vers le haut et la roue vers le bas	Zooms to cursor
Ctrl + A	Auto focus camera (only in a viewport defined as Camera and with auto-focus enabled)
Ctrl + F	Restart preview (only in the Preview viewport)

Animation: Selection

Maj	+ Z	
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Select all animated items

Z Select all animated channels

Animation: Hierarchy

Ctrl + G	Group selected items (under group locator)
Р	Parent in place
Ctrl + P	Parent
Maj + P	Unparent in place
Ctrl + Maj + P	Unparent

Animation: Timeline

Users must be in Items selection mode for these shortcuts to work.

Maj + Flèche vers le haut	Go to first frame
Ctrl + Flèche vers le haut	Go to first keyframe
Ctrl + Flèche gauche	Go to previous keyframe
Maj + Flèche gauche	Go back one frame
1	Start/stop animation playback
Maj + Flèche droite	Go forward one frame
Ctrl + Flèche droite	Go to next keyframe
Ctrl + Flèche vers le bas	Go to last keyframe

Animation: Setting Keyframes

Maj + Y	Key transforms
Maj + E	Key rotations
Maj + W	Key positions
Maj + R	Key scale
S	Key selected channels
Maj + S	Key selected items

Animation: Graph Editor

А	Fit selected
Ctrl + F	Fit visible
Maj + F	Fit visible width

Alt + Clic gauche	Pan view
Ctrl + Alt + Clic gauche	Scale view
Alt + Clic droit	Scale graph size
Ctrl + Alt + Clic droit	Box zoom (drag box to zoom)
Ctrl + Maj + V	Paste insert keyframes to selected channels
Ctrl + Alt + V	Paste replace keyframes to selected channels

Animation: Render

F9	Render
Ctrl + F9	Render visible
Maj + F9	Render selected
F10	Render current view
Alt + Maj + F9	Open render display window

Animation: Preview Viewport

F8	Open preview viewport
Ctrl + F	Focus under cursor
Molette de la souris vers le haut et la roue vers le bas	Preview zoom
Clic du milieu + Déplacer la souris	Jump the preview out to the original focal length (only when zoomed in)
Source: Foundry	

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Plus d'information: defkey.com/fr/modo-12raccourcis-clavier

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