

Application

Right click	Display Context Menu
Alt + Q or Alt + F4	Quit Viz Artist
Alt + C	Show/Hide Viz Command Console
Alt + V	Show Video Output Configuration Window
Ctrl + Right arrow	mouse click on Show Console button Show Performance Analyzer Window
F9	Show Import Window
F10	Show Archive Window
F11	Show Viz Configuration Panel
F12	Show On Air Window
Alt + Q or Alt + F4	Quit Viz Engine

Integer and float

Shift + Alt + Left click + Move the	Increase/Decrease very large steps (100)
mouse	
Alt + Left click + Move the mouse	Increase/Decrease large steps (10)
Left click + Move	Increase/Decrease normal steps
the mouse	(1)
Ctrl + Left click + Move the mouse	Increase/Decrease small steps (0.1)
Shift + Ctrl + Left click + Move the mouse	Increase/Decrease very small steps (0.01)

Asset view

F2	Rename an item
Ctrl + F	Focus on the search input field
Ctrl + U	Copy the UUID of the item to the clipboard
Ctrl + Shift + U	Copy the path of the item to the clipboard
Ctrl + I	Check in an item
Ctrl + A	Add a new scene or material (if the type is selected)
Ctrl + O	Check out an item
Ctrl + R	Reference search on this item

Ctrl + E	Export an Image
Ctrl + -	Zoom in
Ctrl + +	Zoom out
Ctrl + Y	Switch between icon and list view
Ctrl + C	Сору
Ctrl + X	Cut
Ctrl + V	Paste

Scene tree

General	
Ctrl + 1	Show Tree View
Ctrl + 2	Show Sort View
Ctrl + 3	Show Search View
Ctrl + 4	Show DVE Media Asset Manager
Ctrl + 5	Show Texture Media Asset Manager
Ctrl + R	Refresh
Ctrl + A	Select all Containers
Ctrl + Shift + A	Toggle the auto grab focus. This toggles the auto grab focus to and from the Property Editor. When auto grab focus is on the Property Editor, the shortcuts below do not work

Tip: This enables a user to work with objects without the need to click into the Property Editor again.

Home	Go to Top Container
End	Go to Last Container
Page Up	Go to top of page
Page Down	Go to bottom of page
Cursor	up Scroll up the Container list
Cursor	down Scroll down the Container list
Enter	Open or close the Container tree
Right arrow	ENTER (numeric keyboard) Open or close the Container tree
Basic view controls	
Ctrl + Insert	Insert New Container (the new Container is created above the

Ctrl + Right click	Multi select Containers
Ctrl + Del	Delete Selected Container(s)
Ctrl + O	Open Tree
Ctrl + I	Collapse Tree
Ctrl + L	Lock Selected Container(s)
Ctrl + Shift + L	Unlock Selected Container(s)
Ctrl + G	Group Selected Container(s)
Ctrl + Shift + G	Ungroup Selected Container(s)
Ctrl + H	Hide Selected Container(s)
Ctrl + Shift + H	Show Selected Container(s)
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + S	Save the Scene
Ctrl + Left click	(click on container name and drag) Copy Selected Container(s)
Ctrl + C	Copy Selected Container(s) to Clipboard
Ctrl + V	Paste Containers from Clipboard (they are created one hierarchical level underneath selected container)
Ctrl + X	Cut Selected Container(s)
Left click	(click on container name and drag) Move Selected Container(s)
Alt + Left click	(click on container name and drag) Move Selected Container and retain transformation properties
Left click	(Leftclick on container Properties and drag) Copy Properties of Container
Ctrl + M	Merge Group
Ctrl + Shift + M	Split Container
Sort	
Ctrl + Q	Sort by Vertices
Ctrl + W	Sort by Render Time
Ctrl + E	Sort by Texture Size
Ctrl + T	Toggle Unique for Texture Size

Scene Editor

General	
Enter	Add new Key Frame in Stage of selected container
Ctrl + Left click	(click and drag) Copy container(s)
Shift + Left click	(Click on Snap) Create Snapshot in RGBA
Alt + Left click	on Snap (Click on Snap) Create Snapshot in RGBA
Ctrl + Del or Backspace	Delete container
Space or Left click	Cancel selection of container(s)
Ctrl + Left click	Cancel selection of one out of multiple selected Containers
Left click + Right click	Move Container on the z axis
Ctrl + Left click	Select multiple Containers
Ctrl + F1	Scene Editor Shortcut Help
Right arrow	Select next container down in tree hierarchy
Down arrow	Select next container in tree
Left arrow	Select parent container
Up arrow	Select previous container in tree
Middle click	(middle click on P) Switch additional performance information on
В	Toggle bounding box on/off
Ctrl + Num + or Ctrl + Num -	Zoom in / out
Camera	
[0 - 9]	Switch Camera from 1 to 10
Num 0	Switch to Back Camera
Num 2	Switch to Bottom Camera
Num 7	Switch to Front Camera
Num 4	Switch to Left Camera
Num 8	Switch to Top Camera
P + Left click	(click and drag (left-right)) Change Position of Camera in X
P + Middle click	(click and drag (up-down)) Change Position of Camera in y
P + Right click	(click and drag (up-down)) Change Position of Camera in z
O + Right click	(click and drag (up-down)) Orbit

	in X (Rotate Camera around Selected Object in X)
O + Left click	(Left mouse button click and drag (left-right)) Orbit in y (Rotate Camera around Selected Object in y)
O + Middle click	(click and drag (left-right)) Orbit in z (Rotate Camera around Selected Object in z)
Т	Move Camera to show the Selected Container
I + Left click	(click and drag (left-right)) Pan Camera
R	Reset Camera Transformation
Num 6	Switch to Right Camera
I + Middle click	(click and drag (up-down)) Tilt Camera
I + Right click	(click and drag (left-right)) Twist Camera
U + Left click	(click and drag (left-right)) Zoom Camera
Orthogonal view	
Left click + Move the mouse	(click and drag on background) Pan
Z + Left click + Move the mouse	(click and drag) Rubberband Zoom In
X + Left click	(click and drag) Rubberband Zoom Out
Animation	
Ctrl + Left click	(click handle and drag) Manipulate single handle
Shift + Left click	(click handle and drag) Mirror Handles
D	Reset handle of selected Key Frame in animation path
Text editor	
Ctrl + C	Сору
Ctrl + X	Cut
Ctrl + V	Paste
Ctrl + Y	Redo
Ctrl + A	Select all
Ctrl + Z	Undo

Stage

General	
Ctrl + 1	Show Obj. Editor
Ctrl + 2 or Shift + Page Down	Dopesheet View
Ctrl + 3 or Shift + Page Up	Spline View
Ctrl + 4 Stage Tree	Dope/Spline View
Home	Jump to Top Container
End	Jump to Last Container
Page Down	Move a page down in the tree
Page Up	Move a page up in the tree
Up arrow	Scroll up the tree
Down arrow	Scroll down the tree
[A - Z]	(Press the first letter of the item name) Jump to an item (Director, Actor, or Channel), in the tree
Enter or Num Enter	Open or close the selected tree
Stage Views	
Space	Start/Continue Animation Forward
Shift + Enter	Start Animation Backwards
Ctrl + Home	Set Time-line Marker/Value to Start
Ctrl + End	Set Time-line Marker/Value to End (not when infinity is selected)
Home	
	Set View to 0
End	Set View to 0 Set View to End director
End Ctrl + Left arrow / Right arrow	Set View to 0 Set View to End director Move the Time-line Marker one field
End Ctrl + Left arrow / Right arrow Left arrow / Right arrow	Set View to 0 Set View to End director Move the Time-line Marker one field Move the Time-line Marker more than one field at a time. This, for example, in 1080i50 format, moves the time-line marker five fields, left or right, and in 1080i60 the movement is six fields, left or right

	moves the time-line marker 50 fields, left or right, and in 1080i60 the movement is 60 fields, left or right
Del	Delete Selected Key Frame(s)
Middle click + Move the mouse	Pan View
Wheel up and wheel down	Zoom Time Axis In or Out
Shift + Z or Shift + Y	Zoom Time Axis to Selected Channel
Shift + X	Zoom Time Axis to whole Animation
Wheel up and wheel down or Z or Y or Ctrl + Num +	Zoom Spline/Dopesheet View In
Wheel up and wheel down or X or Ctrl + Num -	Zoom Spline/Dopesheet View Out
Shift + A	Zoom Spline View to whole Spline
Shift + Q	Zoom Time Axis and Spline View to view all Key Frames of selected Channel
Shift + W	Zoom Time and Value Axis to View All Key Frames
Z + Middle click + Move the mouse	Zoom Time Axis In/Out
A + Middle click + Move the mouse	Zoom Value Axis in Spline Editor In/Out
C + Left click + Move the mouse	Copy Selected Key Frame
Μ	Bring View to Time-line Marker
Ctrl + R	Reverse the Order of Selected Key Frames
Ctrl + G	Snap to Grid on/off
Ctrl + 8	Set Time Axis to Seconds
Ctrl + 9	Set Time Axis to Frames
Ctrl + 0	Set Time Axis to Fields
J	Move Time-line Marker to nearest Key Frame
T + Left click	(click on Director Bar) Scale a Portion of Selected Director

This shows a region where Key Frames can be scaled.

S + Left click	(click and drag) Rubber band Selection
Z + Left click	(click and drag) Zoom in onto specific region
S + Left click	(click on Director Bar) Insert a new Stop Point
Ctrl + Z	View Spline 1 (Rotation Channel Only)
Ctrl + X	View Spline 2 (Rotation Channel Only)
Ctrl + C	View Spline 3 (Rotation Channel Only)
Tab	(a Key frame must be highlighted first) Jump to next Key Frame
Shift + Tab	Jump to previous Key Frame
Esc	Escape from moving a Key Frame

Import

File	
Ctrl + 1	Select Fonts for import
Ctrl + 2	Select Images for import
Ctrl + 3	Select Geometries for import
Ctrl + 4	Select Scenes for import
Ctrl + 5	Select Audio for import
Ctrl + 6	Select Video for import
Ctrl + 7	Select Archives for import
Archive	
Ctrl + 1	View Scenes for import
Ctrl + 2	View Geometries for import
Ctrl + 3	View Materials for import
Ctrl + 4	View for Materials Advanced for import
Ctrl + 5	View Image for import
Ctrl + 6	View Fonts for import
Ctrl + 7	View Video Clips for import
Ctrl + 8	View Substances for import
Ctrl + 9	View All files
Ctrl + E	Entry Point View
Ctrl + O	Folder View

On Air

Esc	Return to Server Panel
Shift + Backspace	Show or hide the VGA Preview window (not available on VGA version)

Polygon Plug-in Editor

Ctrl + F1	Open Shortcut list
Shift + Left click	Sharpen Edge of Selected Point or Points
Del	Delete Selected Point(s)
Left click	Add New Anchor Point
Left click + Move the mouse	Add new Bezier point
Insert + Left click	Create New Spline
С	Close/Open Active Spline
Left click	(click on the first point to toggle open / closed) Close Spline
Н	Enable/Disable Spline Info
Alt	Move Active Spline
Ctrl + C	Сору
Ctrl + X	Cut
Ctrl + V	Paste
S	Select Point or Spline
Ctrl + Left click	Move Anchor point
Ctrl + Left click	Move handles
Shift + Left click	Move single handle
Left click	(click on existing point with Left mouse button) Remove an Anchor point
S + Left click + Move the mouse	Rectangular selection
Shift + Left click + Move the mouse	(left mouse button drag on point) Convert straight point to Bezier

Script Editor

Ctrl + C	Сору
Ctrl + X	Cut
Ctrl + V or Shift + Insert	Paste
Middle click	(Click the Middle mouse button

	to paste the selected text at the Mouse pointer location if enabled in the Viz Engine Configuration's User Interface section) Copy and Paste
F3	Search for Search String
F4	Search for Selected Text
F5	Comment
F6	Uncomment
Tab	Increase Indent
Shift + Tab	Decrease Indent
Ctrl + Z	Undo
Source: Viz Artist guide	

Source: Viz Artist guide

Last modification: 2023. 05. 12. 13:57:27

More information: defkey.com/hu/viz-artist-4-4-shortcuts

Customize this PDF...