



# LightWave 3D cheat sheet

## 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 + Left click +<br>Move the mouse           | Pan                       |
| Ctrl + Alt + Left<br>click + Move the<br>mouse | 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 collapse |

## 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        |
| Down arrow         | Select next item           |
| Up arrow           | Select previous item       |
| Shift + Up arrow   | Select first item          |
| Shift + Down arrow | Select last item           |
| Ctrl + Down arrow  | Select next sibling        |
| Ctrl + Up arrow    | Select previous sibling    |
| Alt + F7           | Show / hide safe areas     |
| Alt + F8           | Show / hide field chart    |
| Num 0              | Toggle fullscreen viewport |

|                          |         |
|--------------------------|---------|
| 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   |

## 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    |

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More information: [defkey.com/id/lightwave-3d-shortcuts](https://defkey.com/id/lightwave-3d-shortcuts)

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