# 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 ıtems |
| 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 |

## 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) |

## 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

*Last modification: 3/31/2021 5:43:15 AM*

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

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