# Modo 12.1 cheat sheet

#### General / System

F1	Help
Ctrl + I	Open saved image
Ctrl + Q	Quit Modo
Alt + F12	Config file save
Alt + R	Brings up the last tool used, ignoring UI interactions and selections

### Viewports: Navigation

Shift + Alt + Left click	Pan view
Ctrl + Alt + Left click	Zoom to mouse position
Ctrl + Alt + Right click	Box zoom
Shift + A	Fit selected (zooms to selected elements)

## **Viewports: 3D viewport Options**

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

0	Maximize/minimize the viewport within the group
1	Top (press again to toggle top/bottom view)
Shift + 1	(Mac) Bottom
Win + 1	(Windows) Bottom

# Viewports: Tabbed Viewport

Note: The following keyboard shortcuts only work on Mac.

# Viewports: Item List

Shift + D	Instance selected layer(s) (only
	in Items mode)

## Viewports: Channel List

I Select modifier input

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.

Alt + Q Selection mode/Transform tools

#### **Modeling: General Modeling**

Q	Drop active tool
Space	Cycle-through Component modes
Shift + Tab	Toggle Catmull-Clark subdivision surfaces

## Modeling: Action Center/Axis

Alt + Z Element

## **Modeling: Tools**

Transform

#### **Animation: Timeline**

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

# **Animation: Preview Viewport**

Source: Foundry

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More information: defkey.com/modo-12-

shortcuts?filter=basic

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