Modo 12.1 cheat sheet

General / System

F1	Help
Ctrl + N	New scene
Ctrl + O	Open saved scene
Ctrl + I	Open saved image
Ctrl + W	Close current scene
Ctrl + Shift + W	Close all open scenes
Ctrl + S	Save current scene
Ctrl + Shift + S	Save scene as...
Ctrl + Q	Quit Modo
Alt + F12	Config file save
Shift + F5	Run script
Ctrl + Z	Undo
Ctrl + Shift + Z	Redo
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Del	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
Shift + Ctrl + Tab	Layout switcher, organized by most recent

Viewports: Navigation

Alt + Left click	Rotate view
Alt + Middle click	Rotate viewport Z axis (bank) view
Alt + Right click	'Flick' rotate
Shift + Alt + Left click	Pan view
Shift + Alt + Right click	Pan up/down only
Ctrl + Alt + Left click	Zoom to mouse position
Ctrl + Alt + Right click	Box zoom
.	Zoom in (only in component modes)
Shift + .	Zoom in x2
,	Zoom out (only in component modes)
Shift + ,	Zoom out x2
G	Center the view on the cursor's position
/	Turntable (only in component modes)
Shift + /	When turntable is running, displays upright turntable
Wheel up and wheel down	Zoom view in and out to mouse pointer
A	Fit (zoom to scene extents/all items)
Shift + A	Fit selected (zooms to selected elements)
Ctrl + A	Align selected (aligns view to the current selection)
Ctrl + Shift + 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.

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

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

Viewports: Tabbed Viewport

Note: The following keyboard shortcuts only work on Mac.

Ctrl + Shift + Home	Open first tab
Ctrl + Shift + End	Open last tab
Ctrl + Shift + Page Up	Open next tab
Ctrl + Shift + Page Down	Open last tab

Viewports: Item List

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

Viewports: Channel List

I	Select modifier input
O	Select modifier output
C	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 + Space	GL viewport view type
Ctrl + 3	Open pop-over
Alt + Q	Selection mode/Transform tools
Alt + `	Open palette
Shift + `	Properties and options
B	Brushes pie menu (only when a Brush tool is active)
Alt + Space	Animation shortcuts (only in the Animation layout)

Modeling: General Modeling

Q	Drop active tool
Ctrl + Tab or Cmd + Tab	Toggle the Tool HUD
K	Tool properties pop-over

Note: The tool needs to be active for this shortcut to work.

Esc	Escape current operation/drop active selection
Space	Cycle-through Component modes
Shift + Space	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
Shift + [1 - 9]	Select layer 1-10
Alt + Space	Quick access pop-over
M	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
Shift + Tab	Toggle Catmull-Clark subdivision surfaces
Num + or 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	Pivot center, parent axis

Modeling: Selection

Alt + Shift + A	Select all
Up arrow	More (select next plausible element in loop)
Shift + Up arrow	Select expand
Down arrow	Less (de-select last element)
Shift + Down arrow	Shrink
Left arrow	Select previous loop
Shift + Left arrow	Select previous loop add
Right arrow	Select next loop
Shift + Right arrow	Select next loop add
L	Select loop
Alt + L	Select ring
]	Connected
[	Invert selection
Shift +]	Close loop
Shift + 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

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

Modeling: Work Plane

Home	Align to geometry under cursor
Shift + Home	Align to selection (average of all selected)
Ctrl + Home	Align to viewport
End	Reset the Work Plane

Shift + End	Open Work Plane pop-over
Page Up	Walk +
Page Down	Walk -
Num *	Toggle visibility
Alt + O	Offset Work Plane to geometry position under cursor

Modeling: Snapping

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

Modeling: Tools

Transform	
W	Move
E	Rotate
Alt + Shift + E	Planar rotate
R	Scale
Shift + R	Uniform scale
Y	Transform
Deform	
Ctrl + E	Bend
T	Element move (Tweak)
Ctrl + T	Soft drag
Shift + Y	Flex tool
Shift + S	Smooth tool
Duplicate	
Shift + X	Extrude
Shift + L	Radial sweep
Shift + Q	Grow quad row from edge
Z	Extend edge
Shift + V	Mirror tool
Mesh Edit	
Backspace	Delete
Shift + Backspace	Remove
Ctrl + Backspace	Collapse
B	Bevel
Shift + B	Polygon bevel
Alt + B	Sketch extrude
Ctrl + B	Create polygon of given type from vertex selection
C	Edge slice
Shift + C	Polygon slice
Alt + C	Loop slice
D	Subdivide selected geometry
Shift + D	Open subdivide options
F	Flip polygon normal
Ctrl + L	Split face by selected vertices
P	Make polygon
Shift + T	Triple polygons (convert to triangles)
V	Spin edge
Alt + V	Spin quads
Curves	
Shift + O	Make open curve
Ctrl + P	Make closed curve
Vertex Tools	
Shift + W	Weight tool
Shift + M	Morph tool

Paint & Sculpt

B	Open brush tips pie menu (only when tool is active)
O	Open large color picker pop-over (hover over UI color picker)
S	Swap foreground/background colors
Shift + Left click + Move the mouse	Reposition the node and any child nodes further down the chain.
Ctrl + Left click	Create a new node between an existing one.
Middle click + Left click	Remove individual nodes.
E	Image ink rotate left
R	Image ink rotate right
D	Image ink scale up
F	Image ink scale down
Shift + 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

Shift + Alt + Left click + Move the mouse	Move camera item
Shift + Alt + Right click + Move the mouse	Move up/down direction only
Alt + Left click + Move the mouse	Rotate around target distance
Alt + Right click + Move the mouse	Rotate around Z axis
Ctrl + Middle click + Move the mouse	Image ink scale up/down
Ctrl + Alt + Left click + Move the mouse	Move forward/backward only
Ctrl + Alt + Right click + Move the mouse	Adjust focal length
Wheel up and wheel down	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

Shift + Z	Select all animated items
Z	Select all animated channels

Animation: Hierarchy

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

Animation: Timeline

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

Shift + Up arrow	Go to first frame
Ctrl + Up arrow	Go to first keyframe
Ctrl + Left arrow	Go to previous keyframe
Shift + Left arrow	Go back one frame
/	Start/stop animation playback
Shift + Right arrow	Go forward one frame
Ctrl + Right arrow	Go to next keyframe
Ctrl + Down arrow	Go to last keyframe

Animation: Setting Keyframes

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

Animation: Graph Editor

A	Fit selected
Ctrl + F	Fit visible
Shift + F	Fit visible width
Alt + Left click	Pan view
Ctrl + Alt + Left click	Scale view
Alt + Right click	Scale graph size
Ctrl + Alt + Right click	Box zoom (drag box to zoom)
Ctrl + Shift + V	Paste insert keyframes to selected channels
Ctrl + Alt + V	Paste replace keyframes to selected channels

Animation: Render

F9	Render
Ctrl + F9	Render visible
Shift + F9	Render selected
F10	Render current view

Alt + Shift + F9	Open render display window

Animation: Preview Viewport

F8	Open preview viewport
Ctrl + F	Focus under cursor
Wheel up and wheel down	Preview zoom
Middle click + Move the mouse	Jump the preview out to the original focal length (only when zoomed in)

Source: Foundry

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More information: *defkey.com/modo-12-shortcuts*

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