



# Lumion 10 cheat sheet

## Navigation

W or Up arrow	Move camera forward
S or Down arrow	Move camera backward
A or Left arrow	Move camera left
D or Right arrow	Move camera right
Q	Move camera up
E	Move camera down
Space + W or Space + S or Space + A or Space + D or Space + Q or Space + E	Move camera very slowly
Shift + W or Shift + S or Shift + A or Shift + D or Shift + Q or Shift + E	Move camera faster
Shift + Space + W or Shift + Space + S or Shift + Space + A or Shift + Space + D or Shift + Space + Q or Shift + Space + E	Move camera very fast
Right click + Move the mouse	Look around
Middle click + Move the mouse	Pan camera
Space + Middle click + Move the mouse	Pan camera very slowly
Shift + Middle click + Move the mouse	Pan camera faster
Shift + Space + Middle click + Move the mouse	Pan camera very fast
Wheel up and wheel down	Move camera forwards / backwards
Ctrl + H	Reset camera pitch to horizontal viewpoint
O + Right click + Move the mouse	Orbit camera. Move the camera so that the crosshairs [ ] are placed at the point on a model that you want to orbit around
Double click +	(double-click on models)

Right click

Instantly teleport to the position  
that you clicked onDouble click + Left  
click(double-click on models)  
Instantly move the camera to the  
model that you clicked on

## Miscellaneous

F1	Editor Quality: 1 Star (All shadow types and some Movie Effects off).
F2	Editor Quality: 2 Stars (Lumion Landscape shadows and OmniShadow off).
F3	Editor Quality: 3 Stars (Lumion Landscape shadows off).
F4	Editor Quality: 4 Stars (Highest quality level. Everything on).
F6	Toggle between automatic and manual update of the High- Quality Preview.
F8	Hold down this key to temporarily show the shadows from Spotlights.
F9	Toggle between low-quality and high-quality trees and plants.
F11	Toggle between Build Mode and Theater Mode. Theater Mode hides the user interface in Build Mode.

Press Shift while adjusting slider values to fine-tune  
them. This will display more digits after the decimal  
point.

## Save and load camera viewpoints

Ctrl + [0 - 9]	Save up to 10 camera viewpoints in Photo Set 1 in Photo Mode. When using MyLumion, the Photos are saved only for MyLumion Panorama Viewpoints
Shift + [0 - 9]	Load previously saved camera Viewpoints. The saved slots are also available as easily accessible thumbnail images in Photo Set 1 in Photo Mode

## Place, select, copy and move

Place button:

Left click	Place a copy of the selected model from the Model Library
V + Left click	Place a new model with +/-0 to 50% random scale
Place button -> Mass Placement function:	
Enter	Accept current Line and start a new Line
Ctrl + Left click	Add a point to the current Line
Right click	Remove a point from the current Line

Place button -> Cluster Placement function:

Ctrl + Left click	Cluster Placement: Place 10 copies of the selected model from the Model Library at random positions
Ctrl + V + Left click	Cluster Placement with random size: Place 10 copies of the selected model from the Model Library at random positions with +/-0 to 50% random size

Select button:

Ctrl + Left click + Move the mouse	Rectangular selection tool for selecting multiple objects.
Ctrl + Left click	(click on an Object Selection icon) Select/De-select an object from the current selection.
Ctrl + Left click	(click anywhere) De-select all objects.
Ctrl + Shift + Left click + Move the mouse	Add new rectangular selection to existing selection.

Move free, Move up and Move horizontal buttons:

Alt + Left click + Move the mouse	Duplicate selected object(s).
H + Left click + Move the mouse	Move the selected object(s) up or down.
X + Left click + Move the mouse	Move the selected object(s) along the X axis. This also applies to the Move and Advanced Move Effects in Movie Mode.
Z + Left click +	Move the selected object(s)

Move the mouse along the Z axis. This also applies to the Move and Advanced Move Effects in Movie Mode.

Place, Move free, Move up and Move horizontal buttons:

G + Left click + Move the mouse	Place or move object(s) to make them snap to the Lumion Terrain while ignoring all other object types.
F + Left click + Move the mouse	Place or move object(s) to make their orientation adapt to the surface below them, provided that the surface is facing the sky, i.e. less than 90 degree angles. Trees and plants are not affected by this function.
Shift + Left click + Move the mouse	Place or move object(s) horizontally with snapping turned off.

Rotate:

R + Left click + Move the mouse	Change the heading of the selected object(s).
Shift	(when rotating selected objects) Temporarily turn the 45 degree angle snapping off.

F + Rotate selected object(s) + Move the mouse cursor to another surface: The heading of the selected objects will match the orientation of the surface below the mouse cursor

K + Rotate selected object(s): Make all of the objects face the mouse cursor.

Scale

L + Left click + Move the mouse	Scale (size) an object using the mouse.
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## Movie mode

Ctrl + [0 - 9]	Use these keys to save up to 10 camera Viewpoints in Photo Set 1 while editing a camera animation in a Clip.
Shift + [0 - 9]	Load previously saved camera Viewpoints. The saved slots are also available as easily accessible thumbnail images in Photo Set 1 in Photo Mode.

Ctrl	(while rendering) While rendering, hold down this key to show the frames per second.
Ctrl	(while mouse cursor is over the Timeline Slider) The frame count can now be displayed above the Timeline by pressing the CTRL key whilst the mouse is over the Timeline Slider. If you select to render to a frame range, the Timeline Slider displays the frame count by default, until you choose to render with another option. Whilst using the frame range option, you can toggle the display to show the seconds counter using the CTRL key whilst the mouse cursor is over the Timeline Slider.

#### Mass Move Effect:

Ctrl + Left click + Move the mouse	Add a Node to the current Path.
Right click	Remove a Node from the current Path.
Shift	A line is drawn to preview curves and smoothing of the Path

## Photo mode

Ctrl + [0 - 9]	Use these keys to save up to 10 camera Viewpoints in Photo Set 1 in Photo Mode.
Shift + [0 - 9]	Load previously saved camera Viewpoints. The saved slots are also available as easily accessible thumbnail images in Photo Set 1 in Photo Mode.

## Material editor

Ctrl	Hold down this key while placing the mouse cursor on a Color Map slot or NormalMap slot to view the alpha channel of the texture.
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## Photo matching effect

Shift	Hold down this key while
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	dragging points on the red and blue lines to move them more accurately.
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*Last modification: AP 1399/4/22 21:23:37*

*More information:* [defkey.com/ps/lumion-10-shortcuts](https://defkey.com/ps/lumion-10-shortcuts)

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