

Substance Painter (Mac) cheat sheet

General

Tab	Hide Interface
Cmd + Z	Undo
Cmd + Y	Redo
F9	Mode Painting
F10	Mode Rendering (Iray)
Cmd + O	Open project
Cmd + W	Close project
Cmd + S	Save Project
Shift + Cmd + S	Save As Project
Cmd + N	New project
Cmd + Q	Quit Application
--	
]	Increase tool size
[Decrease tool size
Invert	grayscale tool
P	Pick stroke material
L	Symmetry
D	Lazy Mouse
--	
F4	Swap 2D / 3D view
F5	Camera Perspective
F6	Camera Orthographic
C	Display next channel
M	Display material
B	Display next additional map
Space	Toggle particles animation
Shift + Cmd + E	Export textures
F	Center the whole mesh
U	Toggle quick mask edition
Y	Clear quick mask
I	Invert quick mask
F1	Viewport layout 3D/2D
F2	Viewport layout 3D only
F3	Viewport layout 2D only
Option + Q	Texture set isolate
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1	Select Paint tool
Cmd + 1	Select Paint tool + Particles

2	Select Eraser tool
Cmd + 2	Select Eraser tool + Particles
3	Select Projection tool
Cmd + 3	Select Projection tool + Particles
4	Select Polygon Fill
5	Select Smudge tool
6	Select Clone tool (relative source)
Cmd + 6	Select Clone tool (absolute source)

Mouse shortcuts

Left click	Use tool / paint
Shift + Left click	Draw straight lines
Ctrl + Shift + Left click	Draw straight lines with snapping
Option + Left arrow	Camera rotate
Shift + Cmd + Left click	Camera snap rotate
Option + Cmd + Left click	Camera translate
Camera	translate (alternative)
Middle click	Camera zoom
S + Left click	Stencil rotate
Shift + S + Left click	Stencil snap rotate
S + Right click	Stencil zoom
Cmd + Right click	Change tool Size / Hardness
Cmd + Left click	Change tool Flow / Rotation
Shift + Right click	Rotate environment
Option + Cmd + Right click	Texture set selection
Right click	Click in viewport Quick menu
V + Left click	Set Clone tool source location

Other

N	Ignore stencil mask
A	Resume previous stroke

Non-editable shortcuts

Cmd + C	Copy layer
Cmd + X	Cut layer
Cmd + V	Paste layer
Del	Delete layer
Cmd + D	Duplicate layer
Cmd + G	Group layer
Option + Cmd + C	Copy layer content
Option + Cmd + V	Paste layer content
Option + Left click	Display mask in viewport
Shift + Left click	Disable/Enable mask
Left arrow / Right arrow	Cycle through the cameras

Manipulators' shortcuts for the triplanar projection:

Q	Show/hide
W	Translate
E	Rotate
R	Scale
T	Change (object/world)
- or +	Decrease/Increase size

Manipulators' shortcuts for the UV projection:

Q	Show/hide
Shift	(hold) Snapping On
Cmd	Symmetrical selection
- or +	Decrease/Increase size

Drag and drop materials and smart materials on a portion of a mesh:

Cmd + Left click + Move the mouse	Drag & drop
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Source: support.allegorithmic.com

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More information: defkey.com/substance-painter-mac-shortcuts

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