

Shade 8

Quick Reference

This Quick Reference Card lists Shade 8 operations and their shortcut key combinations. Please refer to the list for Windows or Mac OS X according to your operating system.

Figure Window

Windows

Mac OS X

Zoom out (Shrink)	Ctrl + []	⌘ + []
Zoom in (Magnify)	Ctrl + []	⌘ + []
Zoom out centered on the 3D cursor	(Ctrl) or [Z] + [Zoom out] button in the Tool box window	option + [Zoom out] button in the Tool box window
Zoom in centered on the 3D cursor	(Ctrl) or [Z] + [Zoom in] button in the Tool box window	option + [Zoom in] button in the Tool box window
Zoom out centered on the mouse cursor	Space + (Ctrl) or [Z] +click in the Figure window	option + Space +click in the Figure window
Zoom in centered on the mouse cursor	Space + [X] +click in the Figure window	⌘ + Space +click in the Figure window
Restrict the direction of the 3D cursor	Shift +move cursor in the Figure window	Shift +move cursor in the Figure window
Scroll	Space +drag in the Figure window	Space +drag in the Figure window
Scroll with the angle restricted	Space +drag in the Ruler	Space +drag in the Ruler
Turn on Rotate function	Shift + Space +drag in the Figure window	Shift + Space + drag in the Figure window
Turn off Rotate function	Shift + Space +click in the Figure window	Shift + Space + click in the Figure window
Toggle Snap	[S] (Lower case input mode)	[S] (Lower case input mode)
Toggle Grid	[G] (Lower case input mode)	[G] (Lower case input mode)
Toggle Large Cursor display	[A] (Lower case input mode)	[A] (Lower case input mode)
Hide selected objects	Ctrl + [/]	⌘ + [/]
Hide unselected objects	Ctrl + [-]	⌘ + [-]
Show selected objects	Ctrl + [*]	⌘ + [*]
Show all objects	Ctrl + [+]	⌘ + [+]
Fit all displayed objects within the three views	Select [Fit to Window] from the Figure menu	Select [Fit to Window] from the Figure menu
Show only the Top view	Ctrl + Shift + [T]	⌘ + control + [T]
Show only the Front view	Ctrl + Shift + [G]	⌘ + control + [G]
Show only the Side view	Ctrl + Shift + [H]	⌘ + control + [H]
Show only Pers view	Ctrl + Shift + [Y]	⌘ + control + [Y]
Show the Shared view	Ctrl + Shift + [F]	⌘ + control + [F]

Mouse Wheel Operations

Zoom out the Figure window	Roll down the mouse wheel	Roll down the mouse wheel
Zoom in the Figure window	Roll up the mouse wheel	Roll up the mouse wheel
Slow zoom speed in the Perspective view	Ctrl + Roll the mouse wheel	control + Roll the mouse wheel
Scroll	Roll the mouse wheel with the applied window active	Roll the mouse wheel with the applied window active
Scroll the window in a transverse direction	Shift + roll the mouse wheel with the applied window active	Shift + roll the mouse wheel with the applied window active

Numeric Input for a Slider

Enter a numeric value for a slider (Numeric input dialog)	Ctrl + click the slider	option + click the slider
Enter a numeric value for a slider (Direct input)	Click the text box adjacent to the slider	Click the text box adjacent to the slider

Objects

Windows

Mac OS X

Change the cursor coordinates without selecting	(Ctrl) or [Z] + click in the Figure window	(option) + click in the Figure window
Additionally select or deselect an object	(Ctrl) + select the object with a Selection box	(⌘) + select the object with a Selection box
Select multiple objects with a selected objects	Enclose with drag and press (Ctrl), and release a mouse button	Enclose with drag and press (⌘), and release a mouse button
Translate the selected objects	(Shift)+[X] + drag in the Figure window Release the [X] key while dragging to restrict the direction to multiples of 45°	(⌘)+(Shift) + drag in the Figure window Release (⌘) key while dragging to restrict direction to multiples of 45°
Translate and copy the selected objects	(Ctrl) or [Z] + (Shift) + drag in the Figure window Release (Ctrl) or [Z] while dragging to restrict the direction to multiples of 45°	(option) + (Shift) + drag in the Figure window Release (option) while dragging to restrict dir. to multiples of 45°
Copy the selected objects at the same position	(Ctrl) or [Z] + (Shift) + click in the Figure window	(option) + (Shift) + click in the Figure window
Inverse Kinematics operation on the joint hierarchy	(Alt) + [1] ~ (Alt) + [9] (in lower case mode)	(⌘) + (control) + [1] ~ (⌘) + (control) + [9] (in lower case mode)
Offset move the ball joint path or camera path	(Alt) + [0] (in lower case mode)	(⌘) + (control) + [0] (in lower case mode)
Use the same tool consecutively	(Ctrl) or [Z] + choose a tool (Create, Move, Copy Tool and parts of Part tool)	(option) + choose a tool (Create, Move, Copy tool and parts of Part tool)
Create a disk/sphere with the same radius as the previous disk/sphere	Select "Disc"/"Sphere" from Create tool and click in the Figure window	Select "Disc"/"Sphere" from Create tool and click in the Figure window
Create a point light with the same radius as the previous point light	Select "Point light" from Create tool and click in the Figure window	[Select "Point light" from Create window and click in the Figure window
Round or bevel an edge with the same radius as the previous one	(Ctrl) or [Z] + select "Round edge"/"Beveled edge" in Modify tool	(option) + select "Round edge"/"Beveled edge" from Modify tool
Create a part which contains the selected object	(Ctrl) or [Z] + select "Part" from Part tool	(option) + select "Part" from Part tool
Create a curved surface which contains the selected line object	(Ctrl) or [Z] + select "Curved surface" in Part tool	(option) + select "Curved surface" in Part tool

Manipulating Control Points in the Modify Mode

Enter the Modify mode	(Ctrl) + [M]	(⌘) + (control) + [M] (Lower case input mode)
Exit the Modify mode	[finish button] or [Enter]	[finish button] or [return] or [enter]
Select a control point	Click the control point	Click the control point
Additionally select or deselect a control point	(Ctrl) + click the control point	(⌘) + click the control point
Select all control points	(Ctrl) + [A]	(⌘) + [A]
Deselect all control points	(Ctrl) or [Z] + click on an empty area without any control points	(option) + click at an empty area without any control points
Select multiple control points with a selection box	(Shift) + enclose control points and drag	(Shift) + enclose control points and drag
OR selection	(Shift) + enclose control points and drag	(Shift) + enclose control points and drag
AND selection	(Ctrl) or [Z] + enclose control points	(option) + enclose control points and drag
SUBTRACT selection	[X] + enclose control points	(⌘) + enclose control points and drag
Select the next control point (forward sequential selection)	Select a control point and press (Ctrl) + [M]	Select a control point and (⌘) + (option) + [M]
Select the previous control point (backward sequential selection)	Select a control point and press (Shift) + [M]	Select a control point and (⌘) + (Shift) + [M]
Move the selected control point (1)	Drag one of the selected control points	Drag one of the selected control points
Move the selected control points (2)	(Shift) + [X] + drag an empty space without any control points. Release the [X] key while dragging to restrict the direction to multiples of 45°	(Shift) + (Shift) + drag an empty space without any control points. Release (⌘) while dragging to restrict the direction to multiples of 45°
Add or re-create a tangent handle	[Z] + drag the anchor point	(option) + drag the anchor point
Change the length of a tangent handle with the direction fixed	Press (Shift) + drag the tangent handle	Press (Shift) + drag the tangent handle
Release the linkage of the tangent handles	(Ctrl) or [Z] + click or drag the tangent handle	(option) + click or drag the tangent handle
Add a control point	[X] + [Z] + drag across a line object	(⌘) + (option) + drag across a line object
Delete a control point	[X] + [Z] + click the control point	(⌘) + (option) + click the control point
Delete the selected control points	[Backspace] or [Delete]	[delete]
Delete the selected objects	[Backspace] or [Delete]	[delete]
Delete the tangent handle	[X] + click the tangent handle	(⌘) + click the tangent handle
Add a control point at the edge of a polygon mesh	[X] + [Z] + drag a control point across the edge	(⌘) + (option) + drag a control point across the edge
Add a control point in any space of a polygon mesh	[Z] + drag from the control point toward the space	(option) + drag from the control point toward the space
Add an edge between two control points of a polygon mesh	[Z] + drag between two control points	(option) + drag between two control points

Browser Window

Windows

Mac OS X

Select [Parent] part	[←]	[←]
Select [Child] object / part	[→]	[→]
Select [Child] object / part included in a part	(Ctrl)+[→]	(option)+[→]
Select [Sister] object/part	[↑]	[↑]
Select [Brother] object / part	[↓]	[↓]
Name an object / part	Double-click the object/part in the Browser	Double-click the object/part in the Browser
Expand / hide the hierarchy of a part	(Ctrl) or [Z] +click the Part box	(option)+ click the Part box
Select multiple objects/parts collectively	(Shift)+ click the object/part at the end of the selection with the first object/part selected	(Shift)+ click the object/part at the end of the selection with the first object/part selected
Additionally select or deselect a object/part	(Ctrl) + click the object to be additionally selected or deselected	(⌘) + click the object to be additionally selected or deselected

Rendering

Rendering	(Ctrl)+[R] or [Render] button in the Image window	(⌘)+[R] or [Render] button in the Image window
Rendering all objects	(Ctrl)+(Shift)+[R] or (Shift)+[Render] button in the Image window	(⌘)+(Shift)+[R] or (Shift)+[Render] button in the Image window
Partial rendering (render a portion of an image)	(Ctrl) or [Z] in the Image window + drag	(option)+ drag in the Image window

Image Window

Zoom out centered on the click point	(Ctrl) or [Z]+(Space)+ click in the Image window	(option)+(Space)+ click in the Image Window
Zoom in centered on the click point	(Space)+[X]+ click in the Image window	(⌘)+(Space)+ click
Scroll	(Space)+ drag in the Image window	(Space)+ drag in the Image window

Controller Window

Control Bar	(Ctrl)+[0]	(⌘)+[0]
Tool Box	(Ctrl)+[1]	(⌘)+[1]
Aggregate	(Ctrl)+[2]	(⌘)+[2]
Camera	(Ctrl)+[3]	(⌘)+[3]
Distant Light	(Ctrl)+[4]	(⌘)+[4]
Background	(Ctrl)+[5]	(⌘)+[5]
Surface	(Ctrl)+[6]	(⌘)+[6]
Object information	(Ctrl)+[1]	(⌘)+[1]
Browser	(Ctrl)+[9]	(⌘)+[9]

Aggregate Palette

Split/Integrate all controller windows	[Z]+ click [Split/Integrate] button of Aggregate window	(option)+ click [Split/Integrate] Button of Aggregate window
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Color Operations

Clear base colors of all objects within a part	((Ctrl) or [Z])+ click the Diffuse Color check box	(option)+ click the Diffuse Color check box
Specify a color with the Windows Color Picker	Click the Color box	Click the Color box
Edit the color name list	Double-click color box in the Color list	Double-click the Color box in the Color list

Camera Window

Windows

Mac OS X

Create a line object/spot light/camera connecting Eye point	Select each from the [Memory] pop-up menu in the Camera window	Select each from the [Memory] pop-up menu in the Camera window
Load a line object/spot light as Eye point/Target point	Select [Object] from the [Restore] pop-up menu in the Camera window	Select [Object] from the [Restore] pop-up menu in the Camera window
Change the Eye point position/Target point position/ang	[Space]+ drag in the PERS view (choose function in the Camera window)	[Space]+ drag in the PERS view (choose function in the Camera window)
Move the target point parallel to the line of sight without changing the field of view	[Ctrl] or [Z] + drag vertically while Zoom button is enabled (Camera palette virtual joystick only)	[option]+ drag vertically while Zoom button is enabled (Camera palette virtual joystick only)
Move the Eye point and Target point parallel to the XZ plane	[Ctrl] or [Z] + drag while Eye & target button is enabled (Camera palette virtual joystick only)	[option]+ drag while Eye & target button is enabled (Camera palette virtual joystick only)

Distant Light Window

Enter the numeric value for the Distant Light direction	[Ctrl]+ click the hemisphere for which the direction of the light to be set	[option]+ click the hemisphere for which the direction of the light to be set
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Motion Setting Window

Add a motion point (corner OFF)	[Z]+click in the Motion Box	[option]+ click in the Motion Box
Add a motion point (corner ON)	[Shift]+[X]+[Z]+ click in the Motion Box	[⌘]+[option]+[Shift]+ click in the Motion Box
Add a sequence Key Point (corner OFF)	[Z]+ click in the Sequence Key Box	[option]+ click in the Sequence Key Box
Add a sequence Key point (corner ON)	[X]+[Z]+ click in the Sequence Key Box	[⌘]+[option]+ click in the Sequence Key Box
Create a point only for the joints changed	[Z]+ click in the Sequence Ruler	[option]+ click in the Sequence Ruler
Create a Sequence Key (Motion point is not created)	[Shift]+[X]+[Z]+ click in the Sequence Key Box	[⌘]+[option]+[Shift]+ click in the Sequence Box
Delete a Sequence point/motion point	[-] button in the Motion window	[-] button in the Motion window
Delete the selected Motion Point(s) (Sequence Point(s) remain(s))	[X]+[-] button in the Motion window	[⌘]+[-] button in the Motion window
Select additional points or deselect the selected points	[Ctrl]+ click or [Ctrl]+ drag and enclose points	[⌘]+ click or [⌘]+ drag and enclose the points
Select multiple points	Select a point and then [Shift]+ click another points	Select a point and then [Shift]+ click the other points
Select all points	[Select all] from [Group] pop-up menu in the Motion window	[Select all] from [Group] pop-up menu in the Motion window
Deselect all points	Click an empty space in the Motion Box	Click an empty space in the Motion Box
Select all stray points	Select [Stray points] from the [Selection] pop-up menu in the Motion window	Select [Stray points] from the [Selection] pop-up menu in the Motion window
Move the selected points	Drag a point or [Shift]+[X]+ drag an empty space without any points Release [X] key while dragging to restrict the direction to up and down	Drag a point or [⌘]+[Shift]+ drag an empty space without any points Release [⌘] while dragging to restrict the direction to up and down
Translate and copy the selected points	[Ctrl] or [Z]+[Shift]+ drag an empty space other than a point	[option]+[Shift]+ drag an empty space other than a point
Zoom in a sequence	[Space]+[X]+ click or [Zoom in] button	[⌘]+[Space]+ click or [Zoom in] button
Zoom out a sequence	[Ctrl] or [Z]+[Space]+ click or [Zoom out] button	[option]+[Space]+ click or [Zoom out] button
Zoom in/Zoom out (×2)	[Ctrl] or [Z]+[Zoom in] button or [Zoom out] button)	[option]+ [Zoom in] button or [Zoom out] button)
Reset Zoom factor to ×1	[Shift]+[Zoom in] button or [Zoom out] button)	[Shift]+[Zoom in] button or [Zoom out] button)
Scroll sequence	[Space]+ drag	[Space]+ drag

Special Characters Used to Prefix Object and Part Names - Boolean Rendering, Surface Subdivision and Others (Windows / Mac OS X)

Boolean Operation Characters

*	Cuts out the portion that overlaps another object and applies the surface attributes of the * object (the * object itself is not rendered)
-	Cuts out the portion that overlaps another object (the - object itself is not rendered)
=	Applies the surface attributes of the = object to the portion of another object that is overlapped (the = object itself is not rendered)
\	Logical sum (the portion where another object overlaps the \ object is not rendered)
\$	Logical product (only the portion where another object overlaps the \$ is rendered)
&	Same effect as the = sign (affects only objects in the same hierarchy) Provides the effect of local application when combined with other Boolean operation characters
+	Not affected by the *, -, \ and \$ characters
!	Not affected by the *, -, \ and \$ characters
^	Not affected by the = sign (but is affected by the *, -, \ and \$ characters)

Surface Subdivision Characters

@	No surface subdivision during rendering
>	Subdivide one level coarser during rendering
<	Subdivide one level finer during rendering

Others

#	Exclude from rendering
%	Not affected by Inverse Kinematics
~	Exclude from selection using the mouse in the Figure window
	Target for importing and exporting the pose data
_	Part used for Plug & Socket function