

MODO

Essential keyboard shortcuts for Luxology's immersive modelling, painting and rendering tool

Navigation shortcuts

Fit items to viewport	A
Go to mouse location in viewport	G
Viewport Properties	O
Maximize selected viewport	0 (zero) on numeric keypad
Go to Top view	1 on numeric keypad
Go to Front view	2 on numeric keypad
Go to Right view	3 on numeric keypad
Zoom out	,
Zoom in	.
Selected viewport turntable	/
Fit selected items to viewport	Shift+A

Selection shortcuts

Remove selected	Backspace
Delete selected	Delete
Invert selection	[
Select all connected geometry]
Select more	Up arrow
Select less	Down arrow
Select previous loop	Left arrow
Select next loop	Right arrow
Group items	Ctrl+G
Select All [2]	Ctrl+A
Add to scene selection	Shift-click on Item List
Copy selection [1]	Ctrl+C
Vertex mode	1
Edge mode	2
Polygon mode	3
Materials mode	4
Item mode	5
Pivot mode	6
Center mode	7
Cut current selection [1]	Ctrl+X
Enable/Disable Snap	F4

Next selection mode	Space
Switch foreground and background items	,

View shortcuts

Hide selected geometry	H
Unhide geometry	U
Shaded view	4 on numeric keypad
Textured view	5 on numeric keypad
Reflection view	6 on numeric keypad
Wireframe view	7 on numeric keypad
Sketch view	8 on numeric keypad
Vertex map view	9 on numeric keypad
Select Through mode (toggle on/off)	;
Align workplane to geometry	Home
Align workplane to selection	Shift+Home
Reset workplane	End
Step workplane to new position	Page Up
Step workplane to new position	Page Down

Tool shortcuts

Bevel tool	B
Edge Slice tool	C
Reset tool	Ctrl+D
Open Tool Properties	K
Reduce scale of tool handles	-
Increase scale of tool handles	=
Drop current tool	Q
Scale tool	R
Element Move tool	T
Transform	Y
Activate Move tool	W

Geometry Modifier shortcuts

Convert poly type	Tab
Subdivide polygons	Shift+D
Extend edge	Z



In partnership with



Geometry Modifier shortcuts (continued)

Extrude	X
Flip poly normals	F
Lock selected geometry	J
Unlock all geometry	I
Create polygon face	P
Make polygon from selected vertices	Ctrl+B
Axis Rotate	Shift+E
Transform/Rotate	E
Edge Spin	V

Workspace shortcuts

Input editor	F2
Form editor	F3
Graph editor	F7
Toggle Palettes	~
New Layer	N
Run script/macro	F6
Open Preview window	F8
Render	F9
Render Current View	F10

Fairly conventional shortcuts

Open (Load scene) [1]	Ctrl+O
Copy [1]	Ctrl+C
Cut [1]	Ctrl+X
Paste [1]	Ctrl+V
Undo (Set in Preferences, the default is 100) [1]	Ctrl+Z
Save [1]	Ctrl+S
Save As [1]	Ctrl+Shift+S
Close window [1]	Ctrl+W
Select All [2]	Ctrl+A
Help mode (toggle on/off)	F1
Escape from operation or selection	Esc
Quit [1]	Ctrl+Q

Footnotes

[1] On a Mac, use Cmd instead of Ctrl

[2] Over a 3D view will align viewport to selection