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## Cinema 4D Cheat Sheet

### Common Shortcuts (Key Bindings)

Keyboard and mouse shortcuts are defined in **Window > Customization > Command Manager**.

#### Mac users:

The **ALT** key is labeled **OPTION** on the keyboard.

The **CTRL** key is labeled **CONTROL**. The **COMMAND** ⌘ key will also work.

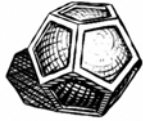
### Viewport Navigation

|                                                                       |                                |
|-----------------------------------------------------------------------|--------------------------------|
| Orbit ( <i>and pan / tilt in Camera Mode navigation</i> ) .....       | <b>ALT + left mouse drag</b>   |
| .....                                                                 | <i>or 3 + left mouse drag</i>  |
| "Move Camera" ( <i>track left / right, pedestal up / down</i> ) ..... | <b>ALT + middle mouse drag</b> |
| .....                                                                 | <i>or 1 + left mouse drag</i>  |
| "Scale Camera" ( <i>dolly or zoom</i> ) .....                         | <b>ALT + right mouse drag</b>  |
| .....                                                                 | <i>or 2 + left mouse drag</i>  |
| .....                                                                 | <i>or mouse wheel</i>          |
| Zoom In ( <i>dolly forward</i> ) .....                                | <b>+ (plus)</b>                |
| Zoom Out ( <i>dolly backward</i> ) .....                              | <b>- (minus)</b>               |
| Field of View / Film Zoom .....                                       | <b>2 + right mouse drag</b>    |
| Frame Geometry .....                                                  | <b>H</b>                       |
| Frame Selected Objects .....                                          | <b>O</b>                       |
| Frame Selected Elements ( <i>sub-object components</i> ) .....        | <b>S</b>                       |

### Viewport Display

|                                                                                         |                              |
|-----------------------------------------------------------------------------------------|------------------------------|
| Shading menu .....                                                                      | <b>N</b>                     |
| "Gouraud" ( <i>shaded / solid; total misnomer, not actually Gouraud shading</i> ) ..... | <b>A</b>                     |
| "Gouraud (Lines)" ( <i>lines on shaded</i> ) .....                                      | <b>B</b>                     |
| Lines ( <i>wireframe, isoparms, box, skeleton</i> ) .....                               | <b>G</b>                     |
| Materials ( <i>toggle on / off</i> ) .....                                              | <b>Q</b>                     |
| All Views .....                                                                         | <b>F5</b>                    |
| Single View ( <i>perspective, top, right, front</i> ) .....                             | <b>F1, F2, F3, F4</b>        |
| Toggle Active View ( <i>maximize / minimize view</i> ) .....                            | <b>Page Up</b>               |
| .....                                                                                   | <i>or middle mouse click</i> |

**Note:** Strongly recommend disabling middle mouse click for Toggle Active View, because it conflicts with the "Move Camera" shortcut: ALT + middle mouse drag.



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## Commands

|                                                                        |                                      |
|------------------------------------------------------------------------|--------------------------------------|
| Undo .....                                                             | CTRL + Z                             |
| Redo .....                                                             | CTRL + Y                             |
| Undo View .....                                                        | CTRL + SHIFT + Z                     |
| Redo View .....                                                        | CTRL + SHIFT + Y                     |
| Duplicate object ( <i>viewport transform or Object Manager</i> ) ..... | CTRL + left mouse drag               |
| Group Objects .....                                                    | ALT + G                              |
| Reset Attribute .....                                                  | right mouse click on attribute arrow |

## Windows / Palettes

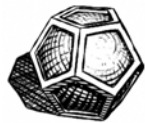
|                                          |                  |
|------------------------------------------|------------------|
| Commander ( <i>global search</i> ) ..... | SHIFT + C        |
| Asset Browser ( <i>toggle</i> ) .....    | SHIFT + F8       |
| Material Manager ( <i>toggle</i> ) ..... | SHIFT + F2       |
| Picture Viewer .....                     | SHIFT + F6       |
| Node Editor .....                        | ALT + SHIFT + F2 |

## Transforms

|                                                                             |                                                  |
|-----------------------------------------------------------------------------|--------------------------------------------------|
| “Move” tool ( <i>position / translate</i> ) .....                           | E                                                |
| Rotate tool .....                                                           | R                                                |
| Scale tool .....                                                            | T                                                |
| Lock Axis ( <i>transform without manipulator gizmo</i> ) .....              | X, Y, Z                                          |
| Snap ( <i>toggle</i> ) .....                                                | SHIFT + S                                        |
| Quantize ( <i>momentary incremental transform</i> ) .....                   | left mouse drag + SHIFT ( <i>in that order</i> ) |
| Axis Modification ( <i>transform object pivot / origin / anchor</i> ) ..... | L                                                |
| Axis Display ( <i>axis and transform gizmo display</i> ) .....              | ALT + D                                          |
| Reset Transforms .....                                                      | ALT + 0 ( <i>zero</i> )                          |

## Selection

|                                         |                               |
|-----------------------------------------|-------------------------------|
| Brush Selection .....                   | 9                             |
| Brush Radius .....                      | [ ] ( <i>angle brackets</i> ) |
| Rectangle Selection .....               | 0                             |
| Select All .....                        | CTRL + A                      |
| Deselect All .....                      | CTRL + SHIFT + A              |
| Add to Selection .....                  | SHIFT + left mouse click      |
| Remove from Selection .....             | CTRL + left mouse click       |
| Select Children in Object Manager ..... | middle mouse click            |



## Modeling

|                                                                                        |       |
|----------------------------------------------------------------------------------------|-------|
| Toggle Parent Generator ( <i>enable / disable generator of selected object</i> ) ..... | Q     |
| Mesh tools menu .....                                                                  | M     |
| Mesh selection menu .....                                                              | U     |
| Complete operation ( <i>e.g. Line Cut, Loop Cut</i> ) .....                            | ESC   |
| "Toggle Modeling Mode" ( <i>cycle through component modes</i> ) .....                  | ENTER |

**Note:** Strongly recommend removing or changing the **ENTER** shortcut, because it conflicts with standard data entry methods. Also recommend creating shortcuts for Model or Object modes. By default, we can enter component mode with a keystroke, but we can't *exit*.

## Animation

|                                                        |                       |
|--------------------------------------------------------|-----------------------|
| Record Active Objects ( <i>create keyframe</i> ) ..... | F9                    |
| Autokeying .....                                       | CTRL + F9             |
| Play / Pause .....                                     | F8                    |
| Go to Start / End .....                                | SHIFT + F / SHIFT + G |
| Previous Keyframe / Next Keyframe .....                | CTRL + F / CTRL + G   |
| Previous Frame / Next Frame .....                      | F / G                 |

## Notes on function keys:

Function keys may be reserved for operating system commands such as screen brightness. Extra steps may be required to use the function keys within an application. These procedures are specific to different operating systems and hardware manufacturers, and may include the following:

1. Hold the **FUNCTION** key, labeled **FN** on the keyboard, then press the desired function key, such as **F1**.
2. Enable or disable Function Lock to toggle the behavior of function keys. Hold the **FUNCTION** key, then press the **ESC** key.
3. Change the keyboard settings within the system BIOS.
4. Change the keyboard settings within the manufacturer software. For example, on macOS, go to **Apple Menu > System Settings > Keyboard > Keyboard Shortcuts** and enable the option **Use all F1, F2, etc. keys as standard function keys**.