



Keyboard Shortcuts

Spacebar: Hold down **spacebar** and click to move the camera in the direction the mouse is moved.

W, S, A, and D keys: Use to pan the camera in the selected direction (up, down, left, and right).

←→ arrow keys: Use to rotate the camera in the selected direction.

-/=: Hold down the **dash** key to zoom out or hold down the **equals** key to zoom towards the model.

Shift: Hold down and click to select multiple objects.

H: Pressing the **H** key cycles between the solid and hidden states of selected objects.

V: Pressing the **V** key cycles between the solid and transparent states of selected objects.

O: Pressing the **O** key hides all unselected objects and shows and solidifies all selected objects.

P: Hold down and click to select the object's parent.

T: Hold down and click to select through transparent objects.

X or **Y:** Hold down and click on the model to rotate only in the x- or y-axis.

Home: Press the **Home** key to reset the camera view to its original position.

End: Press the **End** key to unhide all hidden objects.

1-6: Pressing each of these keys sets the camera to a predefined view. The views are: **1:** Anterior, **2:** Posterior, **3:** Right, **4:** Left, **5:** Superior, **6:** Inferior

7-0: Holding the **Ctrl** key and pressing keys **7-0** will store your current view. Press this numeric key again (without holding **Ctrl**) to return to the stored view at a later time.

Mouse Buttons

Click on the 3D model to select an object. The object will turn blue and its name and location will appear in the status bar above the model.

Click on the 3D model and drag your mouse to rotate the camera in the direction the mouse is moved.

Double-click on the 3D model to zoom in on the object that was double-clicked.

Double-click on the white background to reset the zoom level of the camera to its initial state.

Use the **mouse-wheel** to adjust the zoom level of the camera.

