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.

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**Backspace**: To zoom out.

**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 it's 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.

**Double-click** on the 3D model to zoom in on that object.

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

**Hold down the mouse-wheel button to pan.**

Mobile Device Gestures

**Tap** on the 3D model to select an object.

**Double-tap** on the 3D model to zoom in on the object.

**Three finger drag** to pan in the selected direction.

**Pinch open and closed** to adjust the zoom level.

**Drag** to rotate.

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