



KEYBOARD SHORTCUTS - Windows & Linux



GENERAL

Global shortcuts, cursor can be anywhere

	Ctrl	+	S	Save Project	
Ctrl	+	Alt	+	S	Save Project As (New File Name)
	Ctrl	+	Z	Undo	
Ctrl	+	Shift	+	Z	Redo
	Ctrl	+	C	Copy lights	
	Ctrl	+	V	Paste lights	
	Ctrl	+	D	Duplicates selected lights	
	Ctrl	+	X	Deletes selected lights and copies to clipboard	
	Delete			Deletes selected lights	
Ctrl	+	Space Bar		Toggles 'Area Light' setting On/Off	

LIGHT LIST

Global shortcuts, cursor can be anywhere

↑

Select next light up

↓

Select next light down

Shift

+

↑

Move light up list

Shift

+

↓

Move light down list

Ctrl

+

←

↑

→

Move light lat-long position

↓

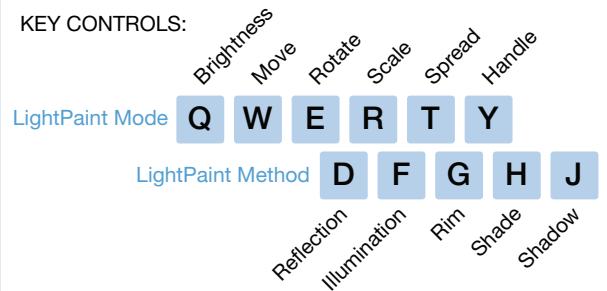
PRESETS

Drag and drop light + Ctrl 3D lights created as Area Lights

RENDER VIEWS, CANVAS, SCRIM LIGHT

Affects the tool selection only in the panel where cursor is positioned

KEY CONTROLS:



		Q	Brightness
		W	Move
Shift	+	W	Move Relative
Alt	+	W	Smart Dolly (Area Lights)
		E	Rotate
		R	Scale
Shift	+	R	Free Scale
		T	Spread (Area Lights)
		Y	Handle Position
		D	Reflection LightPaint mode
		F	Illumination LightPaint mode
		G	Rim LightPaint mode
		H	Shade LightPaint mode
		J	Shadow LightPaint mode



Right mouse button
Select Light (Uses LightPaint mode to pick lights in Render Views)

Keyboard Qualifiers (where applicable)

Hold down	Shift	Horizontal Lock
Hold down	Ctrl	Vertical Lock
Hold down	Alt	Fine Adjust (Reduces mouse sensitivity)



HDR**LIGHT**STUDIO 9.3

KEYBOARD SHORTCUTS - macOS



GENERAL

Global shortcuts, cursor can be anywhere

	Command	+		S	Save Project			
	Command	+		Option	+		S	Save Project As (New File Name)
	Command	+		Z	Undo			
	Command	+		Shift	+		Z	Redo
	Command	+		Shift	+		C	Copy lights
	Command	+		Shift	+		V	Paste lights
	Command	+		D	Duplicates selected lights			
	Command	+		X	Deletes selected lights and copies to clipboard			
				Delete	Deletes selected lights			
	Fn	+		Command	+		Space Bar	Toggles 'Area Light' setting On/Off

LIGHT LIST

Global shortcuts, cursor can be anywhere

		Select next light up
		Select next light down
	+	Move light up list
	+	Move light down list
Command	+	Move light lat-long position

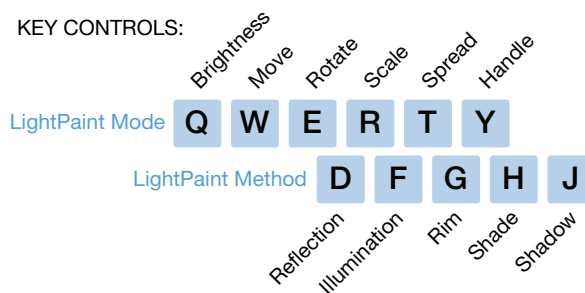
PRESETS

Drag and drop light + 3D lights created as Area Lights

RENDER VIEWS, CANVAS, SCRIM LIGHT

Affects the tool selection only in the panel where cursor is positioned

KEY CONTROLS:



	Q	Brightness
	W	Move
Shift	+ W	Move Relative
Option	+ W	Smart Dolly (Area Lights)
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	D	Reflection LightPaint mode
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	J	Shadow LightPaint mode
	Right mouse button Select Light (Uses LightPaint mode to pick lights in Render Views)	

Keyboard Qualifiers (where applicable)

Hold down		Horizontal Lock
Hold down		Vertical Lock
Hold down		Fine Adjust (Reduces mouse sensitivity)