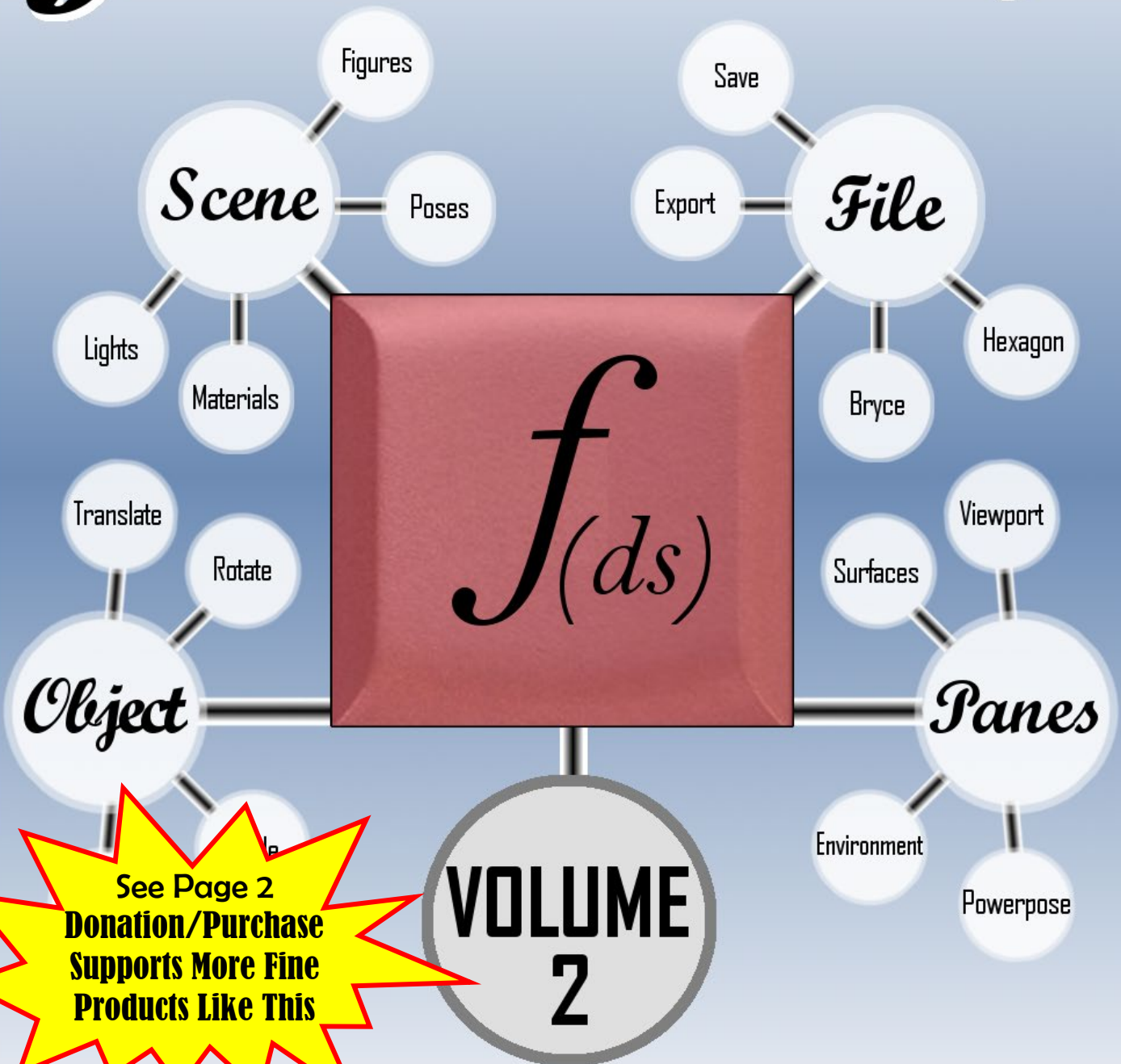


DAZ Studio 4.7

DaDs \$3

# *functionality*



See Page 2  
Donation/Purchase  
Supports More Fine  
Products Like This

**Comprehensive Guide To Finding  
Functions, Commands And Controls**

## Functionality for Daz Studio 4 Volume 2 of 2

### End User License Agreement (EULA)

This tutorial, herein referred to as the “product”, is provided as-is with no warranties either expressed or implied. The publisher retains all copyright ownership and reserves all rights to this product. Paid for “Donation/Purchase” versions of this product are only available directly from the publisher, or an authorized vendor/reseller as determined by publisher.

- \* You **MAY** copy, share or distribute unmodified copies of this product in PDF form without prior written permission from the publisher. You **MAY** post unmodified copies of this product in PDF form on social media, directly on web pages, or as links in online forums. You **MAY** create, copyright and sell products using the techniques and information contained within this product.
- \* You **MAY NOT** modify, change or create derivative works based upon this product in any form or fashion or by any method. You **MAY NOT** sell this product or include this product in any package or collection that is for sell. You **MAY NOT** claim authorship in any form to this product.

By using this product, you agree to fully comply with all portions of this license. If you do not agree with this license, then do not use this product and destroy/delete all copies of this product in your possession.



Copyright © 2015-2019, Winterbrose Arts & Graphics. All Rights Reserved.

**DONATE** to support creation and distribution of useful products like this one. If you like this product, please consider visiting our website and supporting the time and resources that went into production:

[FUNCTIONALITY for Daz Studio 4](#)

Never miss out on what is going on at Winterbrose Arts & Graphics!  
Click here to receive various news, announcements and special offers:

[SUBSCRIBE](#)

## **TABLE OF CONTENTS**

<b>Searching Data.....</b>	<b>4</b>
<b>Function Lister.....</b>	<b>6</b>
SPECIAL .....	6
NUMERIC .....	12
A .....	12
B.....	39
C.....	57
D .....	84
E.....	97
F .....	104
G .....	131
H .....	134
I.....	137
J.....	153
K .....	153
L .....	154
M.....	164
N .....	182
O .....	188
P .....	197
Q .....	220
R.....	220
S .....	235
T.....	279
U .....	285
V .....	290
W.....	302
X .....	305
Y .....	305
Z.....	305
<b>Conclusion .....</b>	<b>310</b>

# Searching Data

The method by which you will search through the listings of commands and functions or their descriptions will depend almost entirely on the PDF Reader that is being used to read these volumes. Here are some of the common terms used in apps for locating information within a PDF file:

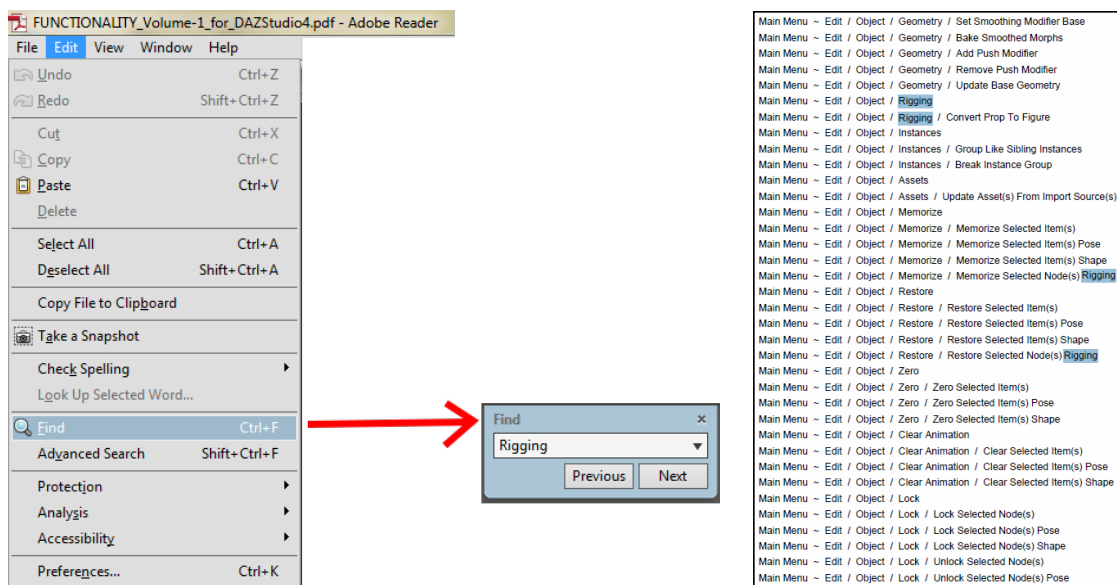
***FIND***

***SEARCH***

***LOCATE***

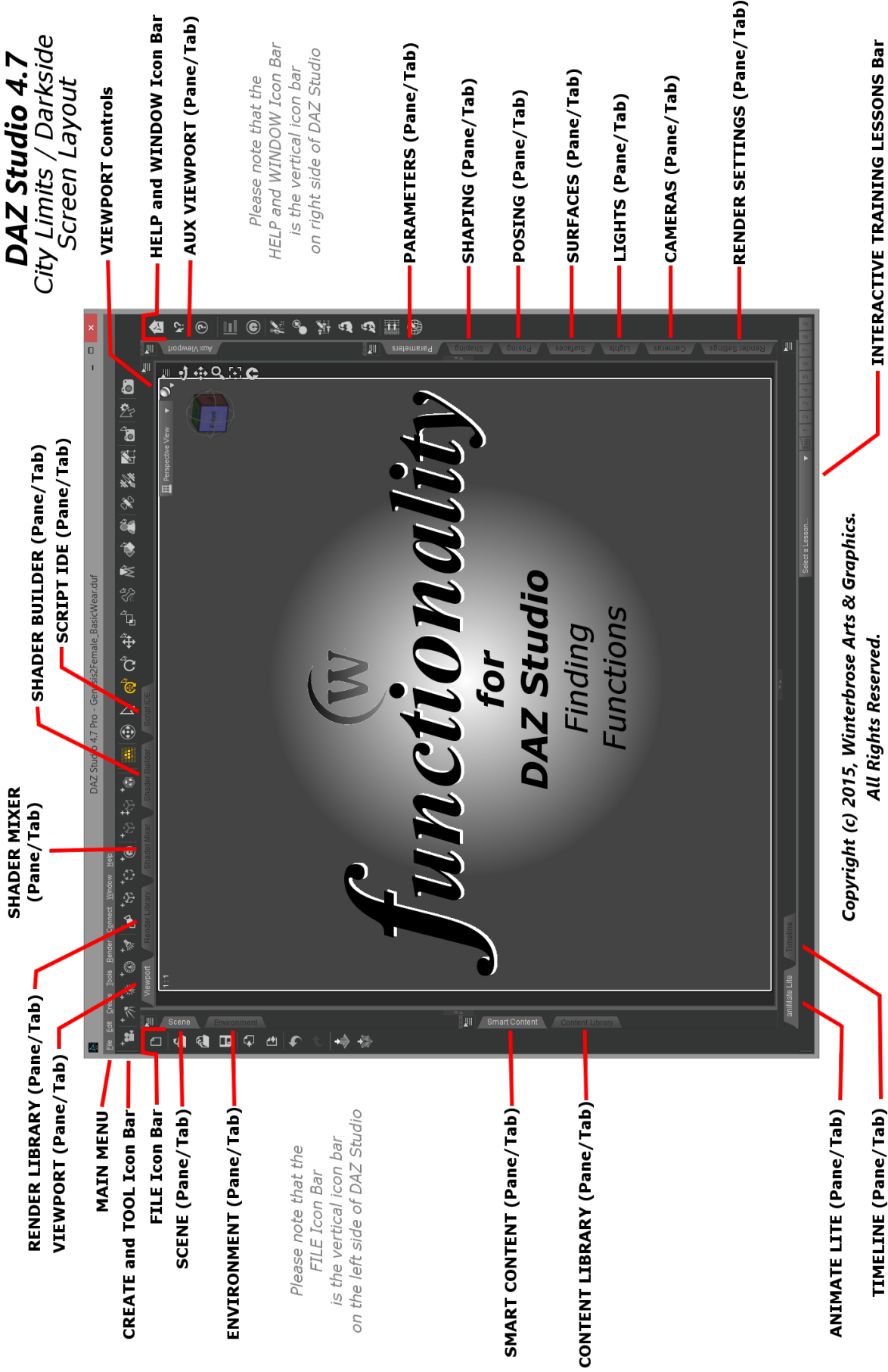
***DISCOVER***

In the demonstration below, we used the Adobe Reader to search for the word "Rigging" within this document. There were many resulting pages but you can see the clipping from page 29 below.



Using the search function of your PDF Reader/Viewer will get you the results more quickly and accurately than if you try to search manually.

## DAZ Studio 4.7 City Limits / Darkside Screen Layout



# Function Lister

This section lists most functions/commands that are available in alphanumeric groups within DAZ Studio.  
Be sure to refer to the screen layout guide if you do not know where to find menus and panes.

SPECIAL
"object", Change Parent Aux Viewport (Pane/Tab) ~ Right-Click "object" / Change "object" Parent
"object", Change Parent Scene (Pane/Tab) ~ Right-Click "object" / Change "object" Parent
"object", Delete Aux Viewport (Pane/Tab) ~ Right-Click "object" / Delete "object"
"object", Delete Scene (Pane/Tab) ~ Right-Click "object" / Delete "object"
"object", Select Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select "object"
"object", Select Scene (Pane/Tab) ~ Left-Click "object"
((cameras)) New Camera Main Menu ~ Create / New Camera
((enable:disable)) Advanced View Timeline ~ Right-Click Timeline Tab / Advanced View

((enable:disable)) Auto Hide View Controls Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls
((enable:disable)) Auto Hide View Controls ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls
((enable:disable)) Auto Hide View Options Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options
((enable:disable)) Auto Hide View Options ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options
((enable:disable)) Consolidate Properties Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Consolidate Properties
((enable:disable)) Cube View Controls Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Cube View Controls
((enable:disable)) Cube View Controls ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Cube View Controls
((enable:disable)) Display All Items Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display All Items
((enable:disable)) Display All Items Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display All Items
((enable:disable)) Display Followers Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers
((enable:disable)) Display Selected and Fitted Item(s) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected and Fitted Item(s)
((enable:disable)) Display Selected and Fitted Item(s) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display Selected and Fitted Item(s)

((enable:disable)) Display Selected Item(s) Only Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected Item(s) Only
((enable:disable)) Display Selected Item(s) Only Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display Selected Item(s) Only
((enable:disable)) Display Separate Items Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Display Separate Items
((enable:disable)) Docked View Controls Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Docked View Controls
((enable:disable)) Docked View Controls ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Docked View Controls
((enable:disable)) Main Lesson Strip ~ Right-Click Select a Lesson / Main
((enable:disable)) Persistent Group Expansion Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Persistent Group Expansion
((enable:disable)) Viewport Selectability Scene (Pane/Tab) ~ S {viewport selectability icons}
((enable:disable)) Visibility Scene (Pane/Tab) ~ V {visibility icons}
((lights)) New Distant Light Main Menu ~ Create / New Distant Light
((lights)) New Linear Point Light Main Menu ~ Create / New Linear Point Light
((lights)) New Point Light Main Menu ~ Create / New Point Light



<p>((lights)) New Spotlight Main Menu ~ Create / New Spotlight</p>
<p>((LOD)) Level of Detail, Add Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Add Level of Detail</p>
<p>((LOD)) Level of Detail, Add ((to)) Figure Geometry Main Menu ~ Edit / Figure / Geometry / Add Level Of Detail</p>
<p>((LOD)) Level of Detail, Object Geometry Add Main Menu ~ Edit / Object / Geometry / Add Level Of Detail</p>
<p>((myWorkspace)) Customize Main Menu ~ Window / Workspace / Customize</p>
<p>((myWorkspace)) Customize Colors Main Menu ~ Window / Style / Customize Colors</p>
<p>((myWorkspace)) Delete Layout(s) Main Menu ~ Window / Workspace / Delete Layout(s)</p>
<p>((myWorkspace)) Delete Style(s) Main Menu ~ Window / Style / Delte Style(s)</p>
<p>((myWorkspace)) Save Layout As Main Menu ~ Window / Workspace / Save Layout As</p>
<p>((myWorkspace)) Save Style As Main Menu ~ Window / Style / Save Style As</p>
<p>((myWorkspace)) Select Layout Main Menu ~ Window / Workspace / Select Layout</p>
<p>((myWorkspace)) Select Style Main Menu ~ Window / Style / Select Style</p>

((on:off)) Preview Lights ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Preview Lights
((primitives)) Create New Cone Main Menu ~ Create / New Primitive / Type = "Cone"
((primitives)) Create New Cube Main Menu ~ Create / New Primitive / Type = "Cube"
((primitives)) Create New Cylinder Main Menu ~ Create / New Primitive / Type = "Cylinder"
((primitives)) Create New Plane Main Menu ~ Create / New Primitive / Type = "Plane"
((primitives)) Create New Primitive: Origin Main Menu ~ Create / New Primitive / Origin
((primitives)) Create New Primitive: Origin Object Center Main Menu ~ Create / New Primitive / Origin = "Object Center"
((primitives)) Create New Primitive: Origin World Center Main Menu ~ Create / New Primitive / Origin = "World Center"
((primitives)) Create New Sphere Main Menu ~ Create / New Primitive / Type = "Sphere"
((primitives)) Create New Torus Main Menu ~ Create / New Primitive / Type = "Torus"
((show:hide)) Aspect Frame Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame
((show:hide)) Aspect Frame ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame

((show:hide)) Camera Cube Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube
((show:hide)) Camera Cube ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube
((show:hide)) Center Axes Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
((show:hide)) Center Axes ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
((show:hide)) Floor Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Floor
((show:hide)) Floor ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Floor
((show:hide)) Hidden Properties Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
((show:hide)) Hidden Properties Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
((show:hide)) Hidden Properties Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Show Hidden Properties
((show:hide)) Pose Tool Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool
((show:hide)) Pose Tool ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool
((show:hide)) Sub Items Render Settings (Pane/Tab) ~ Left-Click Editor / Show Sub Items

<p>((show:hide)) Thirds Guide  Aux Viewport (Pane/Tab) ~  Left-Click Viewport Options / Show Thirds Guide</p>
<p>((show:hide)) Thirds Guide  ViewPort (Pane/Tab) ~  Left-Click Viewport Options / Show Thirds Guide</p>
<p><b>NUMERIC</b></p>
<p>128 x 128, Change Preview Size to  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 128 X 128</p>
<p>256 x 256, Change Preview Size to  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 256 X 256</p>
<p>64 x 64, Change Preview Size to  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 64 X 64</p>
<p><b>A</b></p>
<p>About DAZ Studio  Main Menu ~  Help / About Daz Studio</p>
<p>About Installed Plugins  Main Menu ~  Help / About Installed Plugins</p>
<p>abs, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / abs</p>
<p>Accept  Render Library (Pane/Tab) ~  Left-Click folder dropdown-menu / Accept</p>
<p>acos, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / acos</p>

ActivePose Main Menu ~ Tools / Activepose
Activity Bar, Enable Main Menu ~ Window / Workspace / Enable Activity Bar
Add Asset Content Library (Pane/Tab) ~ Add Asset
Add Function Block abs Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / abs
Add Function Block acos Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / acos
Add Function Block ambient Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ambient
Add Function Block area Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / area
Add Function Block asin Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / asin
Add Function Block atan Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atan
Add Function Block atmosphere Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atmosphere
Add Function Block attribute Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / attribute
Add Function Block bake3d Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / bake3d

Add Function Block calculatenormal Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / calculatenormal
Add Function Block caustic Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / caustic
Add Function Block ceil Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ceil
Add Function Block clamp Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / clamp
Add Function Block color Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / color
Add Function Block comp Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / comp
Add Function Block concat Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / concat
Add Function Block cos Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / cos
Add Function Block ctransform Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ctransform
Add Function Block depth Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / depth
Add Function Block Deriv Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Deriv
Add Function Block determinant Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / determinant

<p>Add Function Block diffuse          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / diffuse</p>
<p>Add Function Block displacement          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / displacement</p>
<p>Add Function Block distance          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / distance</p>
<p>Add Function Block Du          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Du</p>
<p>Add Function Block Dv          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Dv</p>
<p>Add Function Block environment          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / environment</p>
<p>Add Function Block exp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / exp</p>
<p>Add Function Block faceforward          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / faceforward</p>
<p>Add Function Block filterstep          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / filterstep</p>
<p>Add Function Block floor          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / floor</p>
<p>Add Function Block fresnel          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / fresnel</p>
<p>Add Function Block illuminate          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / illuminate</p>

<p>Add Function Block incident          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / incident</p>
<p>Add Function Block indirectdiffuse          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / indirectdiffuse</p>
<p>Add Function Block inversesqrt          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / inversesqrt</p>
<p>Add Function Block length          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / length</p>
<p>Add Function Block lightsource          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / lightsource</p>
<p>Add Function Block log          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / log</p>
<p>Add Function Block match          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / match</p>
<p>Add Function Block max          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / max</p>
<p>Add Function Block min          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / min</p>
<p>Add Function Block mix          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mix</p>
<p>Add Function Block mod          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mod</p>
<p>Add Function Block normal          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normal</p>



Add Function Block normalize(normal) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(normal)
Add Function Block normalize(vector) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(vector)
Add Function Block ntransform Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ntransform
Add Function Block occlusion Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / occlusion
Add Function Block opposite Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / opposite
Add Function Block option Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / option
Add Function Block phong Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / phong
Add Function Block photonmap Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / photonmap
Add Function Block point Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / point
Add Function Block pow Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / pow
Add Function Block ptlined Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ptlined
Add Function Block random Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / random

<p>Add Function Block rayinfo          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rayinfo</p>
<p>Add Function Block reflect          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / reflect</p>
<p>Add Function Block refract          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / refract</p>
<p>Add Function Block renderinfo          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / renderinfo</p>
<p>Add Function Block rotate          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rotate</p>
<p>Add Function Block round          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / round</p>
<p>Add Function Block setcomp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setcomp</p>
<p>Add Function Block setxcomp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setxcomp</p>
<p>Add Function Block setycomp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setycomp</p>
<p>Add Function Block setzcomp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setzcomp</p>
<p>Add Function Block shadename          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadename</p>
<p>Add Function Block shadow          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadow</p>

<p>Add Function Block sign          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sign</p>
<p>Add Function Block sin          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sin</p>
<p>Add Function Block smoothstep(color)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(color)</p>
<p>Add Function Block smoothstep(float)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(float)</p>
<p>Add Function Block solar          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / solar</p>
<p>Add Function Block specular          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specular</p>
<p>Add Function Block specularbrdf          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specularbrdf</p>
<p>Add Function Block spline(float)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(float)</p>
<p>Add Function Block spline(vector)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(vector)</p>
<p>Add Function Block sqrt          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sqrt</p>
<p>Add Function Block step(color)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(color)</p>
<p>Add Function Block step(float)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(float)</p>

<p>Add Function Block subsurface          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / subsurface</p>
<p>Add Function Block surface          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / surface</p>
<p>Add Function Block tan          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / tan</p>
<p>Add Function Block texture          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / texture</p>
<p>Add Function Block textureinfo          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / textureinfo</p>
<p>Add Function Block trace(color)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(color)</p>
<p>Add Function Block trace(float)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(float)</p>
<p>Add Function Block transform          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transform</p>
<p>Add Function Block transmission          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transmission</p>
<p>Add Function Block vector          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vector</p>
<p>Add Function Block vtransform          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vtransform</p>
<p>Add Function Block xcomp          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / xcomp</p>

<p>Add Function Block ycomp            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ycomp</p>
<p>Add Function Block zcomp            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / zcomp</p>
<p>Add Level of Detail (LOD)            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Edit / Geometry / Add Level of Detail</p>
<p>Add Level of Detail (LOD), Figure Geometry            Main Menu ~            Edit / Figure / Geometry / Add Level Of Detail</p>
<p>Add Level of Detail (LOD), Object Geometry            Main Menu ~            Edit / Object / Geometry / Add Level Of Detail</p>
<p>Add Macros Block Ambient            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Ambient</p>
<p>Add Macros Block Deg2Rad            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Deg2Rad</p>
<p>Add Macros Block Diffuse            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Diffuse</p>
<p>Add Macros Block Displace            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Displace</p>
<p>Add Macros Block Environment            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Environment</p>
<p>Add Macros Block Faceforward            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Faceforward</p>
<p>Add Macros Block Format            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Format</p>

<p>Add Macros Block GI          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI</p>
<p>Add Macros Block GI Light          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI Light</p>
<p>Add Macros Block IBL Light          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IBL Light</p>
<p>Add Macros Block Image          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image</p>
<p>Add Macros Block Image2          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image2</p>
<p>Add Macros Block IndirectDiffuse          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse</p>
<p>Add Macros Block IndirectDiffuse(Surface)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse(Surface)</p>
<p>Add Macros Block IsSubSurfacePass          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IsSubSurfacePass</p>
<p>Add Macros Block Light Attenuation          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Light Attenuation</p>
<p>Add Macros Block Metallic          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Metallic</p>
<p>Add Macros Block Occlusion          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion</p>
<p>Add Macros Block Occlusion(Surface)          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion(Surface)</p>

<p>Add Macros Block Opacity            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Opacity</p>
<p>Add Macros Block Plastic            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Plastic</p>
<p>Add Macros Block Point Shadow            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Point Shadow</p>
<p>Add Macros Block Rad2Deg            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Rad2Deg</p>
<p>Add Macros Block Reflection            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Reflection</p>
<p>Add Macros Block Shading Normal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shading Normal</p>
<p>Add Macros Block Shadow            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shadow</p>
<p>Add Macros Block Specular            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular</p>
<p>Add Macros Block Specular2            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular2</p>
<p>Add Macros Block SplitColor            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / SplitColor</p>
<p>Add Macros Block Subsurface            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Subsurface</p>
<p>Add Macros Block Value            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Value</p>

Add Noises Block cellnoise(color) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(color)
Add Noises Block cellnoise(float) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(float)
Add Noises Block cellnoise(point) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(point)
Add Noises Block cellnoise(vector) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(vector)
Add Noises Block noise(color) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(color)
Add Noises Block noise(float) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(float)
Add Noises Block noise(point) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(point)
Add Noises Block noise(vector) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(vector)
Add Noises Block pnoise(color) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(color)
Add Noises Block pnoise(float) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(float)
Add Noises Block pnoise(point) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(point)
Add Noises Block pnoise(vector) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(vector)



<p>Add Noises Block wnoise            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / wnoise</p>
<p>Add Operations Block add            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / add</p>
<p>Add Operations Block compare            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / compare</p>
<p>Add Operations Block cross product            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / cross product</p>
<p>Add Operations Block divide            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / divide</p>
<p>Add Operations Block dot product            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / dot product</p>
<p>Add Operations Block equal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / equal</p>
<p>Add Operations Block greater            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater</p>
<p>Add Operations Block greater or equal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater or equal</p>
<p>Add Operations Block invert            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / invert</p>
<p>Add Operations Block multiply            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / multiply</p>
<p>Add Operations Block smaller            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller</p>

<p>Add Operations Block smaller or equal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller or equal</p>
<p>Add Operations Block subtract            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / subtract</p>
<p>Add Operations Block unequal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / unequal</p>
<p>Add Push Modifier ((to)) Object Geometry            Main Menu ~            Edit / Object / Geometry / Add Push Modifier</p>
<p>Add Push Modifier,            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Edit / Geometry / Add Push Modifier</p>
<p>Add Push Modifier, Figure Geometry            Main Menu ~            Edit / Figure / Geometry / Add Push Modifier</p>
<p>Add Selected Properties to Favorites            Cameras (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Add Selected Properties to Favorites            Lights (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Add Selected Properties to Favorites            Parameters (Pane/Tab) ~            Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Add Selected Properties to Favorites            Posing (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Add Selected Properties to Favorites            Shaping (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Add to Network            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Repository "block" / Add to Network</p>

<p>Add User Function Block dzClamp            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzClamp</p>
<p>Add User Function Block dzColorVal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzColorVal</p>
<p>Add User Function Block dzEnvironment            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzEnvironment</p>
<p>Add User Function Block dzFloatToColor            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzFloatToColor</p>
<p>Add User Function Block dzNormal            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzNormal</p>
<p>Add User Function Block dzTexture            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzTexture</p>
<p>Add User Macros Skin            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros / Skin</p>
<p>Add Variables Block alpha            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / alpha</p>
<p>Add Variables Block Ci            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ci</p>
<p>Add Variables Block Cl            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Cl</p>
<p>Add Variables Block Cs            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Cs</p>
<p>Add Variables Block dPdttime            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdttime</p>

<p>Add Variables Block dPdu            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdu</p>
<p>Add Variables Block dPdv            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdv</p>
<p>Add Variables Block dtime            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dtime</p>
<p>Add Variables Block du            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / du</p>
<p>Add Variables Block dv            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dv</p>
<p>Add Variables Block E            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / E</p>
<p>Add Variables Block I            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / I</p>
<p>Add Variables Block L            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / L</p>
<p>Add Variables Block N            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / N</p>
<p>Add Variables Block ncomps            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / ncomps</p>
<p>Add Variables Block Ng            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ng</p>
<p>Add Variables Block Ns            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ns</p>

<p>Add Variables Block Oi            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Oi</p>
<p>Add Variables Block OI            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / OI</p>
<p>Add Variables Block Os            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Os</p>
<p>Add Variables Block P            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / P</p>
<p>Add Variables Block PI            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / PI</p>
<p>Add Variables Block Ps            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ps</p>
<p>Add Variables Block s            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / s</p>
<p>Add Variables Block t            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / t</p>
<p>Add Variables Block time            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / time</p>
<p>Add Variables Block u            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / u</p>
<p>Add Variables Block User Variable            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / User Variable</p>
<p>Add Variables Block v            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / v</p>

add, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / add
Adjust Rigging To Shape Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Adjust Rigging To Shape
Adjust Rigging To Shape, Figure Rigging Main Menu ~ Edit / Figure / Rigging / Adjust Rigging To Shape
Advanced View ((enable:disable)) Timeline ~ Right-Click Timeline Tab / Advanced View
Aim at Selection, View Main Menu ~ Edit / View / Aim At Selection
Align Shader Mixer (Pane/Tab) ~ Edit / Align
Align Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align
Align Selected Brick Bottoms Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Bottoms
Align Selected Brick Bottoms Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Bottoms
Align Selected Brick Lefts Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Lefts
Align Selected Brick Lefts Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Lefts
Align Selected Brick Rights Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Rights

Align Selected Brick Rights Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Rights
Align Selected Brick Tops Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Tops
Align Selected Brick Tops Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Tops
Align, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Align
All, Collapse Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All
All, Expand Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
All, Select Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select All
All, Select Aux Viewport (Pane/Tab) ~ Right-Click Viewport / Select All
All, Select Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All
alpha, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / alpha
Altitude, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Altitude
Always on Top Main Menu ~ Window / Always On Top

<p>Ambient Occlusion, Insert Lighting Function Shadow Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Ambient Occlusion</p>
<p>ambient, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ambient</p>
<p>Ambient, Add Macros Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Ambient</p>
<p>Ambient, Insert Lighting Function Environment Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Ambient</p>
<p>aniMate2            Main Menu ~            Tools / Animate2</p>
<p>aniMate2 Constraints, Pane ((show:hide))            Main Menu ~            Window / Panes (Tabs) / Animate2 Constraints</p>
<p>aniMate2, Pane ((show:hide))            Main Menu ~            Window / Panes (Tabs) / Animate2</p>
<p>Animation, Change Animation Length            Timeline (Pane/Tab) ~            Left-Click-drag AnimationRange Marker</p>
<p>Animation, Change Frame Location            Timeline (Pane/Tab) ~            Left-Click PlayRange</p>
<p>Animation, Clear            Parameters (Pane/Tab) ~            Left-Click Active Pane Options / Clear Animation</p>
<p>Animation, Clear            Parameters (Pane/Tab) ~            Right-Click Parameters Tab / Clear Animation</p>
<p>Animation, Clear            Posing (Pane/Tab) ~            Right-Click Posing Tab / Clear Animation</p>



<p>Animation, Clear  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation</p>
<p>Animation, Clear  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation</p>
<p>Animation, Clear Figure  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure</p>
<p>Animation, Clear Figure  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure</p>
<p>Animation, Clear Figure Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Pose</p>
<p>Animation, Clear Figure Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure Pose</p>
<p>Animation, Clear Figure Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Pose</p>
<p>Animation, Clear Figure Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Clear Animation / Clear Figure Pose</p>
<p>Animation, Clear Figure Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Shape</p>
<p>Animation, Clear Figure Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure Shape</p>
<p>Animation, Clear Figure Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation / Clear Figure Shape</p>
<p>Animation, Clear Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s)</p>

<p>Animation, Clear Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s)</p>
<p>Animation, Clear Selected Item(s) Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Animation, Clear Selected Item(s) Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Animation, Clear Selected Item(s) Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Animation, Clear Selected Item(s) Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Animation, Clear Selected Item(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Animation, Clear Selected Item(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Animation, Clear Selected Item(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Animation, Create a Keyframe at the Current Time  Timeline (Pane/Tab) ~  Create keys</p>
<p>Animation, Delete the Keys at the Current Time  Timeline (Pane/Tab) ~  Delete keys</p>
<p>Animation, End of  aniMate Lite (Pane/Tab) ~  Left-Click-drag End of Animation</p>
<p>Animation, Loop  Timeline (Pane/Tab) ~  Loop</p>

<p>Animation, Play / Pause Timeline (Pane/Tab) ~ Play / pause</p>
<p>Animation, Skip to Next Frame Timeline (Pane/Tab) ~ Next frame</p>
<p>Animation, Skip to Next Keyframe Timeline (Pane/Tab) ~ Next keyframe</p>
<p>Animation, Skip to Playrange End Timeline (Pane/Tab) ~ Skip to end</p>
<p>Animation, Skip to Playrange Start Timeline (Pane/Tab) ~ Skip to start</p>
<p>Animation, Skip to Previous Frame Timeline (Pane/Tab) ~ Previous frame</p>
<p>Animation, Skip to Previous Keyframe Timeline (Pane/Tab) ~ Previous keyframe</p>
<p>Annotate Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Annotate Block</p>
<p>Apply Shader Mixer (Pane/Tab) ~ Apply</p>
<p>Apply Area Light to Selected Surface(s) Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply Area Light to Selected Surface(s)</p>
<p>Apply Smoothing Modifier Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Apply Smoothing Modifier</p>
<p>Apply Smoothing Modifier ((to)) Object Geometry Main Menu ~ Edit / Object / Geometry / Apply Smoothing Modifier</p>

<p>Apply Smoothing Modifier, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Apply Smoothing Modifier</p>
<p>Apply to Current Camera Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply to Current Camera</p>
<p>Apply to Selected Camera(s) Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply to Selected Camera(s)</p>
<p>Apply to Selected Surface(s) Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply to Selected Surface(s)</p>
<p>Area Light, Insert Root Light Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light</p>
<p>area, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / area</p>
<p>Area, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Area</p>
<p>Arrange Shader Mixer (Pane/Tab) ~ Edit / Arrange</p>
<p>Arrange Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Arrange</p>
<p>Array, Insert Utility Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Array</p>
<p>asin, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / asin</p>
<p>Aspect Frame ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame</p>

<p>Aspect Frame ((show:hide))  ViewPort (Pane/Tab) ~  Left-Click Viewport Options / Show Aspect Frame</p>
<p>Aspect Ratio, Adjust To Backdrop  Environment (Pane/Tab) ~  Left-Click Active Pane Options / Adjust Aspect Ratio To Backdrop</p>
<p>Asset Icon View, Set  Content Library (Pane/Tab) ~  Asset Icon View</p>
<p>Asset List View, Set  Content Library (Pane/Tab) ~  Asset List View</p>
<p>Asset(s), Update from Import Source(s)  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Update Asset(s) from Import Source(s)</p>
<p>Asset, Add  Content Library (Pane/Tab) ~  Add Asset</p>
<p>Asset, Copy  Content Library (Pane/Tab) ~  Copy Asset</p>
<p>Asset, Paste  Content Library (Pane/Tab) ~  Paste Asset</p>
<p>Asset, Remove  Content Library (Pane/Tab) ~  Remove Asset</p>
<p>Assets Per Page, Decrease  Content Library (Pane/Tab) ~  Decrease Assets Per Page</p>
<p>Assets Per Page, Increase  Content Library (Pane/Tab) ~  Increase Assets Per Page</p>
<p>Assets, Object  Main Menu ~  Edit / Object / Assets</p>

Assets, Update Asset(s) from Import Source(s) ((for)) Object Main Menu ~ Edit / Object / Assets / Update Asset(s) From Import Source(s)
atan, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atan
atmosphere, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atmosphere
attribute, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / attribute
Audio Main Menu ~ Edit / Audio
Auto Bake Textures Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Auto Bake Textures
Auto Bake Textures Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Auto Bake Textures
Auto Hide View Controls ((enable:disable)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls
Auto Hide View Controls ((enable:disable)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls
Auto Hide View Options ((enable:disable)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options
Auto Hide View Options ((enable:disable)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options
Auto-Arrange Bricks Shader Mixer (Pane/Tab) ~ Edit / Arrange / Auto-Arrange Bricks

<p>Auto-Arrange Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Arrange / Auto-Arrange Bricks</p>
<p>Auto-Arrange From Selected Brick(s)            Shader Mixer (Pane/Tab) ~            Edit / Arrange / Auto-Arrange From Selected Brick(s)</p>
<p>Auto-Arrange From Selected Brick(s)            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Arrange / Auto-Arrange From Selected Brick(s)</p>
<p>Automatically Refresh Images            Surfaces (Pane/Tab) ~            Left-Click Active Pane Options / Automatically Refresh Images</p>
<p>Automatically Refresh Images            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Automatically Refresh Images</p>
<p>Aux Viewport, Pane ((show:hide))            Main Menu ~            Window / Panes (Tabs) / Aux Viewport</p>
<b>B</b>
<p>Back View            Aux Viewport (Pane/Tab) ~            Left-Click View Selection / Back View</p>
<p>Back View            ViewPort (Pane/Tab) ~            Left-Click View Selection / Back View</p>
<p>Back, Go            Content Library (Pane/Tab) ~            Go Back</p>
<p>Back, Move Selected Brick(s) To            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Back</p>
<p>Backdrop            Environment (Pane/Tab) ~            Active Type / Backdrop</p>

<p>Backdrop [Camera], Insert Texture Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Backdrop [Camera]</p>
<p>Backdrop, Adjust Dimensions To            Environment (Pane/Tab) ~            Left-Click Active Pane Options / Adjust Dimensions To Backdrop</p>
<p>Backdrop, Adjust Aspect Ratio To            Environment (Pane/Tab) ~            Left-Click Active Pane Options / Adjust Aspect Ratio To Backdrop</p>
<p>Backdrop, Enable/Disable Horizontal Flip            Environment (Pane/Tab) ~            Active Type / Backdrop / Flip Horizontal</p>
<p>Backdrop, Enable/Disable Render Visibility            Environment (Pane/Tab) ~            Active Type / Backdrop / Visible in Render</p>
<p>Backdrop, Enable/Disable Vertical Flip            Environment (Pane/Tab) ~            Active Type / Backdrop / Flip Vertical</p>
<p>Backdrop, No Rotation            Environment (Pane/Tab) ~            Active Type / Backdrop / Rotation / Left-Click dropdown-menu / No Rotation</p>
<p>Backdrop, Rotate 180 degrees            Environment (Pane/Tab) ~            Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate 180 degrees</p>
<p>Backdrop, Rotate Left 90 degrees            Environment (Pane/Tab) ~            Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Left 90 degrees</p>
<p>Backdrop, Rotate Right 90 degrees            Environment (Pane/Tab) ~            Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Right 90 degrees</p>
<p>Background Color, Browse for            Environment (Pane/Tab) ~            Active Type / Backdrop / Background / Left-Click dropdown-menu / Browse</p>
<p>Background Color, Change            Environment (Pane/Tab) ~            Active Type / Backdrop / Background / Color</p>



Background Color, Set to None Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / None
Bake Figure IK to FK, Figure Inverse Kinematics Main Menu ~ Edit / Figure / Inverse Kinematics / Bake Figure IK To FK
Bake Smoothed Morphs Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Bake Smoothed Morphs
Bake Smoothed Morphs ((onto)) Object Geometry Main Menu ~ Edit / Object / Geometry / Bake Smoothed Morphs
Bake Smoothed Morphs, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Bake Smoothed Morphs
Bake Textures, Auto Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Auto Bake Textures
Bake Textures, Auto Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Auto Bake Textures
Bake To Transforms Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms
Bake To Transforms Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Bake To Transforms
Bake To Transforms Posing (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms
Bake To Transforms Posing (Pane/Tab) ~ Right-Click Posing Tab / Bake To Transforms
Bake To Transforms, Figure Main Menu ~ Edit / Figure / Bake To Transforms

<p>bake3d, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / bake3d</p>
<p>Baked Textures, Refresh            Surfaces (Pane/Tab) ~            Left-Click Active Pane Options / Refresh Baked Textures</p>
<p>Baked Textures, Refresh            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Refresh Baked Textures</p>
<p>Baked Textures, Use            Surfaces (Pane/Tab) ~            Left-Click Active Pane Options / Use Baked Textures</p>
<p>Baked Textures, Use            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Use Baked Textures</p>
<p>Baker, Insert Root Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Baker</p>
<p>Bank Left (Roll -), View            Main Menu ~            Edit / View / Bank Left (Roll -)</p>
<p>Bank Right (Roll +), View            Main Menu ~            Edit / View / Bank Right (Roll +)</p>
<p>Barefoot Dancer Lesson            Lesson Strip ~            Left-Click Select a Lesson / Interactive Lessons / Barefoot Dancer</p>
<p>Base Light, Insert Root Light Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light</p>
<p>Batch Convert, Pane ((show:hide))            Main Menu ~            Window / Panes (Tabs) / Batch Convert</p>
<p>Binary Operation, Insert Mathematical Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Binary Operation</p>

Block, Annotate Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Annotate Block
Block, New Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block
Block, Remove Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Remove Block
Bone Order, Lock Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Lock Bone Order
Bottom View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Bottom View
Bottom View ViewPort (Pane/Tab) ~ Left-Click View Selection / Bottom View
Bottoms, Align Selected Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Bottoms
Bounding Box, Solid Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box
Bounding Box, Solid ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box
Bounding Box, Wire Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box
Bounding Box, Wire ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box
Breakpoint, Toggle Script IDE (Pane/Tab) ~ Debug / Toggle Breakpoint

<p>Brick Altitude, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Altitude</p>
<p>Brick Ambient Occlusion, Insert Lighting Function Shadow            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Ambient Occlusion</p>
<p>Brick Area Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light</p>
<p>Brick Area, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Area</p>
<p>Brick Array, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Array</p>
<p>Brick Backdrop [Camera], Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Backdrop [Camera]</p>
<p>Brick Baker, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Baker</p>
<p>Brick Base Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light</p>
<p>Brick Binary Operation, Insert Mathematical Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Binary Operation</p>
<p>Brick Bottoms, Align Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Bottoms</p>
<p>Brick Brick Displacement, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Brick Displacement</p>
<p>Brick Brick, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Brick</p>

<p>Brick BSDF, Insert Lighting Function Specular            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / BSDF</p>
<p>Brick Calculate Normal, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Calculate Normal</p>
<p>Brick Carrara Marble, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Carrara Marble</p>
<p>Brick Caustic Light [Camera], Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]</p>
<p>Brick Caustics [Surface], Insert Lighting Function Root Setting            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Caustics [Surface]</p>
<p>Brick Checker, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Checker</p>
<p>Brick Clamp or Step, Insert Mathematical Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step</p>
<p>Brick Clay, Insert Lighting Function Special            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Clay</p>
<p>Brick Clouds, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Clouds</p>
<p>Brick Color Components, Insert Utility Function Color            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Components</p>
<p>Brick Color Transform, Insert Utility Function Color            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Transform</p>
<p>Brick Compare, Insert Mathematical Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Compare</p>

<p>Brick Dead End, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Dead End</p>
<p>Brick Depth Cue, Insert Volume Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Depth Cue</p>
<p>Brick Depth, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Depth</p>
<p>Brick Displacement, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Displacement</p>
<p>Brick Distance, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Distance</p>
<p>Brick Distant Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light</p>
<p>Brick DS Default Displacement, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / DS Default Displacement</p>
<p>Brick DS Default Material, Insert Lighting Function Special            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / DS Default Material</p>
<p>Brick Edge Blend, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Edge Blend</p>
<p>Brick Environment Color Map, Insert Lighting Function Environment            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Color Map</p>
<p>Brick Environment Map, Insert Lighting Function Environment            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Map</p>
<p>Brick Face Forward, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Face Forward</p>

<p>Brick File String, Insert Utility Function String            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / File String</p>
<p>Brick Fractal Sum, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Fractal Sum</p>
<p>Brick Fresnel, Insert Lighting Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Fresnel</p>
<p>Brick Gel Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light</p>
<p>Brick Glossy, Insert Lighting Function Specular            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Glossy</p>
<p>Brick Granite, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Granite</p>
<p>Brick If Else, Insert Utility Function Control            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control / If Else</p>
<p>Brick Image Map, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Image Map</p>
<p>Brick Image String, Insert Utility Function String            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / Image String</p>
<p>Brick Imager, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Imager</p>
<p>Brick Indirect Diffuse Map, Insert Lighting Function Environment            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse Map</p>
<p>Brick Indirect Diffuse, Insert Lighting Function Environment            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse</p>

<p>Brick Indirect Light [Camera], Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]</p>
<p>Brick Lefts, Align Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Lefts</p>
<p>Brick Length, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Length</p>
<p>Brick Light Decay, Insert Lighting Function Falloff            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff / Light Decay</p>
<p>Brick Marble, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Marble</p>
<p>Brick Matrix Ntransform, Insert Geometric Function Transformation            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix NTransform</p>
<p>Brick Matrix Transform, Insert Geometric Function Transformation            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix Transform</p>
<p>Brick Mix, Insert Mathematical Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Mix</p>
<p>Brick Noise, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Noise</p>
<p>Brick Normal Map, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normal Map</p>
<p>Brick Normalize, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normalize</p>
<p>Brick Ntransform, Insert Geometric Function Transformation            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / NTransform</p>



<p>Brick Occlusion, Insert Lighting Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Occlusion</p>
<p>Brick Photon Mapper [Camera], Insert Lighting Function Root Setting            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Photon Mapper [Camera]</p>
<p>Brick Point Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light</p>
<p>Brick Point, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Point</p>
<p>Brick Random, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Random</p>
<p>Brick Ray Depth, Insert Utility Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Depth</p>
<p>Brick Ray Marcher, Insert Volume Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Ray Marcher</p>
<p>Brick Ray Type Test, Insert Utility Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Type Test</p>
<p>Brick Reflect and Refract, Insert Lighting Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract</p>
<p>Brick Reflect, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Reflect</p>
<p>Brick Refract, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Refract</p>
<p>Brick Rights, Align Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Rights</p>

<p>Brick Shader Builder Block, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Shader Builder Block</p>
<p>Brick Shadow Catcher, Insert Lighting Function Shadow            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Shadow Catcher</p>
<p>Brick Simple Fog, Insert Volume Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Simple Fog</p>
<p>Brick Skin, Insert Lighting Function Special            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Skin</p>
<p>Brick Smoke, Insert Volume Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Smoke</p>
<p>Brick Special, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special</p>
<p>Brick Specular, Insert Lighting Function Specular            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Specular</p>
<p>Brick Spline, Insert Mathematical Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Spline</p>
<p>Brick Spot Light, Insert Root Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light</p>
<p>Brick Spots, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Spots</p>
<p>Brick Standard Shadows [Light], Insert Lighting Function Shadow            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Standard Shadows [Light]</p>
<p>Brick Subsurface Scattering, Insert Lighting Function Ray Tracing            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Subsurface Scattering</p>

<p>Brick Sum, Insert Mathematical Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Sum</p>
<p>Brick Surface, Insert Root          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Surface</p>
<p>Brick Tile, Insert Texture Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tile</p>
<p>Brick Tiler, Insert Texture Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tiler</p>
<p>Brick Toon Outline, Insert Geometric Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Toon Outline</p>
<p>Brick Toon, Insert Lighting Function Special          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Toon</p>
<p>Brick Tops, Align Selected          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Align / Selected Brick Tops</p>
<p>Brick Trace, Insert Lighting Function Ray Tracing          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Trace</p>
<p>Brick Transform, Insert Geometric Function Transformation          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Transform</p>
<p>Brick Unary Operation, Insert Mathematical Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Unary Operation</p>
<p>Brick Variable [Fixed], Insert Utility Function Value          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Fixed]</p>
<p>Brick Variable [Root Context], Insert Utility Function Value          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Root Context]</p>

<p>Brick Velvet, Insert Lighting Function Special            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Velvet</p>
<p>Brick Volume, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Volume</p>
<p>Brick Voronoi, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Voronoi</p>
<p>Brick Wave 2D, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 2D</p>
<p>Brick Wave 3D, Insert Texture Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 3D</p>
<p>Brick XYZ Components, Insert Geometric Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / XYZ Components</p>
<p>Brick(s) To Back, Move Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Back</p>
<p>Brick(s) To Front, Move Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Front</p>
<p>Brick(s), Auto-Arrange From Selected            Shader Mixer (Pane/Tab) ~            Edit / Arrange / Auto-Arrange From Selected Brick(s)</p>
<p>Brick(s), Auto-Arrange From Selected            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Arrange / Auto-Arrange From Selected Brick(s)</p>
<p>Brick(s), Copy Selected            Shader Mixer (Pane/Tab) ~            Copy Selected Brick(s)</p>
<p>Brick(s), Copy Selected            Shader Mixer (Pane/Tab) ~            Edit / Copy Selected Brick(s)</p>

Brick(s), Copy Selected Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Copy Selected Brick(s)
Brick(s), Cut Selected Shader Mixer (Pane/Tab) ~ Cut Selected Brick(s)
Brick(s), Cut Selected Shader Mixer (Pane/Tab) ~ Edit / Cut Selected Brick(s)
Brick(s), Cut Selected Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Cut Selected Brick(s)
Brick(s), Delete Selected Shader Mixer (Pane/Tab) ~ Delete Selected Brick(s)
Brick(s), Delete Selected Shader Mixer (Pane/Tab) ~ Edit / Delete Selected Brick(s)
Brick(s), Delete Selected Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Delete Selected Brick(s)
Brick(s), Group Selected Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Group Selected Brick(s)
Brick(s), Move Selected To Back Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Back
Brick(s), Move Selected To Front Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Front
Brick(s), Paste Shader Mixer (Pane/Tab) ~ Edit / Paste Brick(s)
Brick(s), Paste Shader Mixer (Pane/Tab) ~ Paste Brick(s)

Brick(s), Paste Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Paste Brick(s)
Brick, Align Bottoms ((of)) Selected Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Bottoms
Brick, Align Lefts ((of)) Selected Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Lefts
Brick, Align Rights ((of)) Selected Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Rights
Brick, Align Tops ((of)) Selected Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Tops
Brick, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Brick
Bricks location, Browse to Custom Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Browse to Custom Bricks location
Bricks, Auto-Arrange Shader Mixer (Pane/Tab) ~ Edit / Arrange / Auto-Arrange Bricks
Bricks, Auto-Arrange Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Arrange / Auto-Arrange Bricks
Bricks, Browse to Custom ((bricks)) location Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Browse to Custom Bricks location
Bricks, Group Selected Shader Mixer (Pane/Tab) ~ Edit / Group Selected Bricks
Bricks, Insert Custom Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Custom Bricks

Bricks, Insert Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions
Bricks, Insert Geometric Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric
Bricks, Insert Geometric Function Transformation Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation
Bricks, Insert Lighting Function Environment Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment
Bricks, Insert Lighting Function Falloff Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff
Bricks, Insert Lighting Function Ray Tracing Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing
Bricks, Insert Lighting Function Root Setting Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings
Bricks, Insert Lighting Function Shadow Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows
Bricks, Insert Lighting Function Special Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special
Bricks, Insert Lighting Function Specular Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular
Bricks, Insert Mathematical Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical
Bricks, Insert Root Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots

Bricks, Insert Root Light Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights
Bricks, Insert Texture Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures
Bricks, Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility
Bricks, Insert Utility Function Color Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color
Bricks, Insert Utility Function Control Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control
Bricks, Insert Utility Function Ray Tracing Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing
Bricks, Insert Utility Function String Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String
Bricks, Insert Utility Function Value Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Value
Bricks, Insert Volume Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume
Bricks, Refresh Custom Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Custom Bricks
Bricks, Refresh Custom Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Refresh Custom Bricks
Browse for Background Color Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Browse



<p>Browse to category location            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click Shader Categories Section / Browse to category location</p>
<p>Browse to Custom Bricks location            Shader Mixer (Pane/Tab) ~            Left-Click Active Pane Options / Browse to Custom Bricks location</p>
<p>Browse to Custom Bricks location            Shader Mixer (Pane/Tab) ~            Left-Click Brickyard / Right-Click Repository Section / Browse to Custom Bricks location</p>
<p>Browse to file location            Content Library (Pane/Tab) ~            Right-Click "asset" / Browse to file location</p>
<p>Browse to location            Render Library (Pane/Tab) ~            Right-Click Render Library / Browse to location</p>
<p>Bryce, Send to            Main Menu ~            File / Send To Bryce</p>
<p>BSDF, Insert Lighting Function Specular Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / BSDF</p>
<b>C</b>
<p>Calculate Normal, Insert Geometric Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Calculate Normal</p>
<p>calculatenormal, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / calculatenormal</p>
<p>Camera Cube ((show:hide))            Aux Viewport (Pane/Tab) ~            Left-Click Viewport Options / Hide Camera Cube</p>
<p>Camera Cube ((show:hide))            ViewPort (Pane/Tab) ~            Left-Click Viewport Options / Hide Camera Cube</p>

<p>Camera(s) Preset (.ds*), Save As Deprecated  Main Menu ~  File / Save As / Deprecated / Camera(s) Preset (.ds*)</p>
<p>Camera(s) Preset, Save As  Main Menu ~  File / Save As / Camera(s) Preset</p>
<p>Camera(s), Apply to Selected  Shader Builder (Pane/Tab) ~  Left-Click Catalog / Right-Click "shader" / Apply to Selected Camera(s)</p>
<p>Camera, Apply to Current  Shader Builder (Pane/Tab) ~  Left-Click Catalog / Right-Click "shader" / Apply to Current Camera</p>
<p>Camera, Create New  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Create / New Camera</p>
<p>Camera, Create New  Shader Builder (Pane/Tab) ~  Left-Click Catalog / Right-Click "shader" / Create New Camera</p>
<p>Camera, New  Main Menu ~  Create / New Camera</p>
<p>Cameras, Delete All  Cameras (Pane/Tab) ~  Left-Click Active Pane Options / Delete / Delete All Cameras</p>
<p>Cameras, Delete All  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Delete / Delete All Cameras</p>
<p>Cameras, Delete All  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Delete / Delete All Cameras</p>
<p>Cameras, Delete All  Main Menu ~  Edit / Delete / Delete All Cameras</p>
<p>Cameras, Delete All  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Delete / Delete All Cameras</p>

Cameras, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Cameras
Cameras, Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Cameras
Cameras, Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Cameras
Cameras, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Cameras
Cancel Render Library (Pane/Tab) ~ Left-Click folder dropdown-menu / Cancel
Carrara Marble, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Carrara Marble
Cartoon Shaded Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Cartoon Shaded
Cartoon Shaded ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Cartoon Shaded
Categorize Content Library (Pane/Tab) ~ Right-Click "asset" / Categorize
category location, Browse to Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shader Categories Section / Browse to category location
Category, Create New Sub Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shader Categories Section / New Sub Category
Caustic Light [Camera], Insert Root Light Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]

caustic, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / caustic
Caustics [Surface], Insert Lighting Function Root Setting Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Caustics [Surface]
ceil, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ceil
cellnoise(color), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(color)
cellnoise(float), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(float)
cellnoise(point), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(point)
cellnoise(vector), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(vector)
Center Axes ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
Center Axes ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
Change "object" Parent Aux Viewport (Pane/Tab) ~ Right-Click "object" / Change "object" Parent
Change "object" Parent Scene (Pane/Tab) ~ Right-Click "object" / Change "object" Parent
Change Animation Length Timeline (Pane/Tab) ~ Left-Click-drag AnimationRange Marker

<p>Change Background Color  Environment (Pane/Tab) ~  Active Type / Backdrop / Background / Color</p>
<p>Change Frame Location  Timeline (Pane/Tab) ~  Left-Click PlayRange</p>
<p>Change Parent, Figure  Main Menu ~  Edit / Figure / Change Parent</p>
<p>Change Parent, Object  Main Menu ~  Edit / Object / Change Parent</p>
<p>Change Preview Size to 128 x 128  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 128 X 128</p>
<p>Change Preview Size to 256 x 256  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 256 X 256</p>
<p>Change Preview Size to 64 x 64  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size / 64 X 64</p>
<p>Character Preset (.ds*), Save As Deprecated  Main Menu ~  File / Save As / Deprecated / Character Preset (.ds*)</p>
<p>Character Preset, Save As  Main Menu ~  File / Save As / Character Preset</p>
<p>Checker, Insert Texture Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Checker</p>
<p>Children, Deselect  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Deselect Children</p>
<p>Children, Select  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Select Children</p>

Children, Selected Down Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children Down
Children, Selected To Bottom Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children To Bottom
Children, Selected To Top Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children To Top
Children, Selected Up Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children Up
Ci, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ci
Cl, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Cl
Clamp or Step, Insert Mathematical Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step
clamp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / clamp
Clamp, Insert Mathematical Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step
Clay, Insert Lighting Function Special Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Clay
Clear Animation Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation
Clear Animation Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation

<p>Clear Animation  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation</p>
<p>Clear Animation  Posing (Pane/Tab) ~  Right-Click Posing Tab / Clear Animation</p>
<p>Clear Animation  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation</p>
<p>Clear Animation  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation</p>
<p>Clear Animation Clear Figure  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure</p>
<p>Clear Animation Clear Figure  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure</p>
<p>Clear Animation Clear Figure Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Pose</p>
<p>Clear Animation Clear Figure Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure Pose</p>
<p>Clear Animation Clear Figure Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Pose</p>
<p>Clear Animation Clear Figure Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Clear Animation / Clear Figure Pose</p>
<p>Clear Animation Clear Figure Pose, Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Figure Pose</p>
<p>Clear Animation Clear Figure Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Shape</p>

<p>Clear Animation Clear Figure Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Figure Shape</p>
<p>Clear Animation Clear Figure Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Figure Shape</p>
<p>Clear Animation Clear Figure Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation / Clear Figure Shape</p>
<p>Clear Animation Clear Figure Shape, Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Figure Shape</p>
<p>Clear Animation Clear Figure, Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Figure</p>
<p>Clear Animation Clear Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s)</p>
<p>Clear Animation Clear Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s)</p>
<p>Clear Animation Clear Selected Item(s) Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Clear Animation Clear Selected Item(s) Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Clear Animation Clear Selected Item(s) Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Clear Animation Clear Selected Item(s) Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Clear Animation Clear Selected Item(s) Pose, Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Selected Item(s) Pose</p>



<p>Clear Animation Clear Selected Item(s) Pose, Object  Main Menu ~  Edit / Object / Clear Animation / Clear Selected Item(s) Pose</p>
<p>Clear Animation Clear Selected Item(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s) Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s) Shape, Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s) Shape, Object  Main Menu ~  Edit / Object / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Clear Animation Clear Selected Item(s), Figure  Main Menu ~  Edit / Figure / Clear Animation / Clear Selected Item(s)</p>
<p>Clear Animation Clear Selected Item(s), Object  Main Menu ~  Edit / Object / Clear Animation / Clear Selected Item(s)</p>
<p>Clear Animation, Object  Main Menu ~  Edit / Object / Clear Animation</p>
<p>Clear Console  Script IDE (Pane/Tab) ~  Debug / Clear Console</p>
<p>Clear Errors  Script IDE (Pane/Tab) ~  Debug / Clear Errors</p>

<p>Clear Generated Morphs  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Assets / Clear Generated Morphs</p>
<p>Clear Generated Morphs, Figure  Main Menu ~  Edit / Figure / Clear Generated Morphs</p>
<p>Clear Output  Script IDE (Pane/Tab) ~  Debug / Clear Output</p>
<p>Clear Recent Files  Main Menu ~  File / Open Recent / Clear Recent Files</p>
<p>Clear Selection  Aux Viewport (Pane/Tab) ~  Right-Click Viewport / Clear Selection</p>
<p>Clear Selection  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Clear Selection</p>
<p>Clear Selection  Scene (Pane/Tab) ~  Right-Click "object" / Select / Clear Selection</p>
<p>Clipboard, Copy to  Script IDE (Pane/Tab) ~  Edit / Copy to Clipboard</p>
<p>Clipboard, Copy to  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Copy to Clipboard</p>
<p>Clipboard, Cut to  Script IDE (Pane/Tab) ~  Edit / Cut to Clipboard</p>
<p>Clipboard, Cut to  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Cut to Clipboard</p>
<p>Clipboard, Paste from  Script IDE (Pane/Tab) ~  Edit / Paste from Clipboard</p>

Clipboard, Paste from Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Paste from Clipboard
Clone Asset, Save As Support Asset Main Menu ~ File / Save As / Support Asset / Clone Asset
Close All Scripts Script IDE (Pane/Tab) ~ File / Close All Scripts
Close Pane aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Close Pane
Close Pane Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Close Pane
Close Pane Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Close Pane
Close Pane Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Environment (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Lights (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Lights (Pane/Tab) ~ Right-Click Lights Tab / Close Pane

Close Pane Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Close Pane
Close Pane Posing (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Posing (Pane/Tab) ~ Right-Click Posing Tab / Close Pane
Close Pane Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Close Pane
Close Pane Scene (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

Close Pane Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Close Pane
Close Pane Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Close Pane
Close Pane Timeline ~ Right-Click Timeline Tab / Close Pane
Close Pane ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Pane, aniMate Lite aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Close Script Script IDE (Pane/Tab) ~ File / Close Script
Close Script Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Close Script
Close Shader Shader Mixer (Pane/Tab) ~ File / Close Shader
Close Shader Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Close Shader
Clouds, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Clouds

<p>CMS, Start  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Start CMS</p>
<p>CMS, Stop  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Stop CMS</p>
<p>Collapse  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse</p>
<p>Collapse  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse</p>
<p>Collapse  Parameters (Pane/Tab) ~  Right-Click Properties Section / Collapse</p>
<p>Collapse  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse</p>
<p>Collapse  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse</p>
<p>Collapse  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse</p>
<p>Collapse All  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All</p>
<p>Collapse All  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All</p>
<p>Collapse All  Parameters (Pane/Tab) ~  Right-Click Properties Section / Collapse All</p>
<p>Collapse All  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All</p>

<p>Collapse All  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Collapse / Collapse All</p>
<p>Collapse All  Scene (Pane/Tab) ~  Right-Click "object" / Collapse / Collapse All</p>
<p>Collapse All  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All</p>
<p>Collapse All  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Collapse All</p>
<p>Collapse All  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All</p>
<p>Collapse All  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Collapse All</p>
<p>Collapse from Selection  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Collapse / Collapse from Selection</p>
<p>Collapse Selected  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>
<p>Collapse Selected  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>
<p>Collapse Selected  Parameters (Pane/Tab) ~  Right-Click Properties Section / Collapse Selected</p>
<p>Collapse Selected  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>
<p>Collapse Selected  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>

<p>Collapse Selected  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>
<p>Color Brick Color Components, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Components</p>
<p>Color Brick Color Transform, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Transform</p>
<p>Color Bricks, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color</p>
<p>Color Map, Insert Lighting Function Environment Brick Environment  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Color Map</p>
<p>color, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / color</p>
<p>Colors, Customize  Main Menu ~  Window / Style / Customize Colors</p>
<p>Colors, Setup  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Setup Colors</p>
<p>comp, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / comp</p>
<p>Companion Files, Create ((for)) Poser  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Create Poser Companion Files</p>
<p>compare, Add Operations Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / compare</p>
<p>Compare, Insert Mathematical Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Compare</p>



<p>Compatibility Bases, Object Set Default Main Menu ~ Edit / Object / Set Default Compatibility</p>
<p>Compatibility Bases, Set Default Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Set Default Compatibility Bases</p>
<p>Compile Network Shader Builder (Pane/Tab) ~ Left-Click Catalog / Compile Network</p>
<p>Compile Network Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Compile Network</p>
<p>Compile RenderMan Shaders Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Compile RenderMan Shaders</p>
<p>Compile RenderMan Shaders Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Compile RenderMan Shaders</p>
<p>Compile Shader Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Compile Shader</p>
<p>concat, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / concat</p>
<p>Consolidate Properties ((enable:disable)) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Consolidate Properties</p>
<p>Consolidate Properties, Enable/Disable Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Consolidate Properties</p>
<p>Content DB Editor Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Editor</p>
<p>Content DB Maintenance Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Maintenance</p>

Content DB Maintenance Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Maintenance
Content Directory Manager Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content Directory Manager
Content Library, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Content Library
Content Management Service, Start Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Start CMS
Content Management Service, Stop Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Stop CMS
Content, Finding Your Lesson Strip ~ Left-Click Select a Lesson / II - Content / I - Finding Your Content
Content, Loading Your Lesson Strip ~ Left-Click Select a Lesson / II - Content / II - Loading Your Content
Content, Migrate Old Database Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Migrate Old Content Database
Control Brick If Else, Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control / If Else
Control Bricks, Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control
Convert Figure to Prop Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Prop
Convert Figure to Prop, Figure Rigging Main Menu ~ Edit / Figure / Rigging / Convert Figure To Prop

<p>Convert Figure to Weight Mapping  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Weight Mapping</p>
<p>Convert Figure to Weight Mapping, Figure Rigging  Main Menu ~  Edit / Figure / Rigging / Convert Figure To Weight Mapping</p>
<p>Convert General Weight to TriAx Weight  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert General Weight to TriAx Weight</p>
<p>Convert General Weight to TriAx Weight, Figure Rigging  Main Menu ~  Edit / Figure / Rigging / Convert General Weight To Triax Weight</p>
<p>Convert Prop to Figure  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert Prop to Figure</p>
<p>Convert Prop to Figure, Object Rigging  Main Menu ~  Edit / Object / Rigging / Convert Prop To Figure</p>
<p>Convert Spaces to Tabs  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Convert Spaces to Tabs</p>
<p>Convert Tabs to Spaces  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Convert Tabs to Spaces</p>
<p>Convert To Lowercase  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Convert To Lowercase</p>
<p>Convert to SubD  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Geometry / Convert to SubD</p>
<p>Convert to SubD, Figure Geometry  Main Menu ~  Edit / Figure / Geometry / Convert To Subd</p>
<p>Convert to SubD, Object Geometry  Main Menu ~  Edit / Object / Geometry / Convert To Subd</p>

<p>Convert To Uppercase  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Convert To Uppercase</p>
<p>Convert TriAx Weight to General Weight  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert TriAx Weight to General Weight</p>
<p>Convert TriAx Weight to General Weight, Figure Rigging  Main Menu ~  Edit / Figure / Rigging / Convert Triax Weight To General Weight</p>
<p>Convert TriAx/General Weight to Blended Weight  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert TriAx/General Weight to Blended Weight</p>
<p>Convert TriAx/General Weight to Blended Weight, Figure Rigging  Main Menu ~  Edit / Figure / Rigging / Convert Triax/General Weight To Blended Weight</p>
<p>Copy  Content Library (Pane/Tab) ~  Right-Click "asset" / Copy</p>
<p>Copy  Main Menu ~  Edit / Copy</p>
<p>Copy  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Copy</p>
<p>Copy  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Copy</p>
<p>Copy  Parameters (Pane/Tab) ~  Right-Click Properties Section / Copy</p>
<p>Copy  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Copy</p>
<p>Copy  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Copy</p>

Copy Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy
Copy Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click "misc" Code / Right-Click Code Editor / Copy
Copy Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Log / Right-Click Log Data / Copy
Copy Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy
Copy Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy
Copy Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy
Copy Asset Content Library (Pane/Tab) ~ Copy Asset
Copy Figure Main Menu ~ Edit / Copy / Copy Figure
Copy Figure Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure
Copy Figure Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy / Copy Figure
Copy Figure Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy / Copy Figure
Copy Figure Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure

Copy Figure Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure
Copy Figure Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy / Copy Figure
Copy Figure Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure
Copy Figure Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure
Copy Figure Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy / Copy Figure
Copy Selected Brick(s) Shader Mixer (Pane/Tab) ~ Copy Selected Brick(s)
Copy Selected Brick(s) Shader Mixer (Pane/Tab) ~ Edit / Copy Selected Brick(s)
Copy Selected Brick(s) Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Copy Selected Brick(s)
Copy Selected Item(s) Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Item(s)
Copy Selected Item(s) Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)
Copy Selected Item(s) Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Copy Selected Item(s)
Copy Selected Item(s) Lights (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Item(s)

Copy Selected Item(s) Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)
Copy Selected Item(s) Lights (Pane/Tab) ~ Right-Click Lights Tab / Copy Selected Item(s)
Copy Selected Item(s) Main Menu ~ Edit / Copy / Copy Selected Item(s)
Copy Selected Item(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)
Copy Selected Item(s) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy / Copy Selected Item(s)
Copy Selected Item(s) Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy / Copy Selected Item(s)
Copy Selected Item(s) Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)
Copy Selected Item(s) Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)
Copy Selected Item(s) Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy / Copy Selected Item(s)
Copy Selected Item(s) Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)
Copy Selected Item(s) Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)
Copy Selected Item(s) Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy / Copy Selected Item(s)

Copy Selected Surface(s) Main Menu ~ Edit / Copy / Copy Selected Surface(s)
Copy Selected Surface(s) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Surface(s)
Copy Selected Surface(s) Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Surface(s)
Copy Selected Surface(s) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Copy Selected Surface(s)
Copy to Clipboard Script IDE (Pane/Tab) ~ Edit / Copy to Clipboard
Copy to Clipboard Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Copy to Clipboard
cos, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / cos
Create a Keyframe at the Current Time Timeline (Pane/Tab) ~ Create keys
Create Custom Action Content Library (Pane/Tab) ~ Right-Click "asset" / Create Custom Action
Create Macro from Input Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Create Macro from Input
Create New Camera Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Create New Camera
Create New Folder Render Library (Pane/Tab) ~ New Folder



Create New Light Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Create New Light
Create New Primitive Main Menu ~ Create / New Primitive
Create New Primitive Type Main Menu ~ Create / New Primitive / Type
Create New Primitive Type Cone Main Menu ~ Create / New Primitive / Type = "Cone"
Create New Primitive Type Cube Main Menu ~ Create / New Primitive / Type = "Cube"
Create New Primitive Type Cylinder Main Menu ~ Create / New Primitive / Type = "Cylinder"
Create New Primitive Type Plane Main Menu ~ Create / New Primitive / Type = "Plane"
Create New Primitive Type Sphere Main Menu ~ Create / New Primitive / Type = "Sphere"
Create New Primitive Type Torus Main Menu ~ Create / New Primitive / Type = "Torus"
Create New Primitive: Origin Main Menu ~ Create / New Primitive / Origin
Create New Primitive: Origin Object Center Main Menu ~ Create / New Primitive / Origin = "Object Center"
Create New Primitive: Origin World Center Main Menu ~ Create / New Primitive / Origin = "World Center"

Create New Script Script IDE (Pane/Tab) ~ File / New Script
Create New Shader Shader Builder (Pane/Tab) ~ Left-Click Catalog / New Shader
Create New Shader Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shaders Section / New Shader
Create New Shader Shader Mixer (Pane/Tab) ~ File / New Shader
Create New Sub Category Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shader Categories Section / New Sub Category
Create Poser Companion Files Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Create Poser Companion Files
Create Thumbnail Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Create Thumbnail
Create Tools ((hide:show)) Lesson Strip ~ Right-Click Select a Lesson / Create uncheck/check
Creator Tools ((hide:show)) Lesson Strip ~ Right-Click Select a Lesson / Creator Tools uncheck/check
cross product, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / cross product
Cs, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Cs
ctransform, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ctransform

<p>Cube View Controls ((enable:disable))  Aux Viewport (Pane/Tab) ~  Left-Click Viewport Options / Cube View Controls</p>
<p>Cube View Controls ((enable:disable))  ViewPort (Pane/Tab) ~  Left-Click Viewport Options / Cube View Controls</p>
<p>Current Camera, Apply to  Shader Builder (Pane/Tab) ~  Left-Click Catalog / Right-Click "shader" / Apply to Current Camera</p>
<p>Custom Bricks location, Browse to  Shader Mixer (Pane/Tab) ~  Left-Click Active Pane Options / Browse to Custom Bricks location</p>
<p>Custom Bricks, Insert  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Custom Bricks</p>
<p>Custom Bricks, Refresh  Shader Mixer (Pane/Tab) ~  Left-Click Active Pane Options / Refresh Custom Bricks</p>
<p>Customize  Main Menu ~  Window / Workspace / Customize</p>
<p>Customize Colors  Main Menu ~  Window / Style / Customize Colors</p>
<p>Cut  Content Library (Pane/Tab) ~  Right-Click "asset" / Cut</p>
<p>Cut Selected Brick(s)  Shader Mixer (Pane/Tab) ~  Cut Selected Brick(s)</p>
<p>Cut Selected Brick(s)  Shader Mixer (Pane/Tab) ~  Edit / Cut Selected Brick(s)</p>
<p>Cut Selected Brick(s)  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Cut Selected Brick(s)</p>

<p>Cut to Clipboard  Script IDE (Pane/Tab) ~  Edit / Cut to Clipboard</p>
<p>Cut to Clipboard  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Edit / Cut to Clipboard</p>
<b>D</b>
<p>Database, Search  Content Library (Pane/Tab) ~  Left-Click Search Type / Database</p>
<p>DAZ 3D Website, Go to Camera Presets Video  Cameras (Pane/Tab) ~  Video: Camera Presets</p>
<p>DAZ 3D Website, Go to Cameras Editor Video  Cameras (Pane/Tab) ~  Video: Cameras Editor</p>
<p>DAZ 3D Website, Go to Light Presets Video  Lights (Pane/Tab) ~  Video: Light Presets</p>
<p>DAZ 3D Website, Go to Lights Editor Video  Lights (Pane/Tab) ~  Video: Lights Editor</p>
<p>DAZ 3D Website, Go to Parameters Video  Parameters (Pane/Tab) ~  Video: Parameters</p>
<p>DAZ 3D Website, Go to Posing Video  Posing (Pane/Tab) ~  Video: Posing</p>
<p>DAZ 3D Website, Go to Render Settings Video  Render Settings (Pane/Tab) ~  Video: Render Settings</p>
<p>DAZ 3D Website, Go to Shaping Video  Shaping (Pane/Tab) ~  Video: Shaping</p>

<p>DAZ 3D Website, Go to Surfaces Video  Surfaces (Pane/Tab) ~  Video: Surfaces</p>
<p>DAZ 3D, Go to Smart Content Files Video  Smart Content (Pane/Tab) ~  Video: Files</p>
<p>DAZ 3D, Go to Smart Content Products Video  Smart Content (Pane/Tab) ~  Video: Products</p>
<p>DAZ 3D, Go to Website  Smart Content (Pane/Tab) ~  DAZ 3D Store</p>
<p>DAZ Studio, About  Main Menu ~  Help / About Daz Studio</p>
<p>DAZ Studio, Register  Main Menu ~  Help / Register Daz Studio</p>
<p>DB Maintenance, Content  Smart Content (Pane/Tab) ~  Left-Click Active Pane Options / Content DB Maintenance</p>
<p>Dead End, Insert Utility Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Dead End</p>
<p>Debugger  Script IDE (Pane/Tab) ~  Debug / Debugger</p>
<p>Decrease Assets Per Page  Content Library (Pane/Tab) ~  Decrease Assets Per Page</p>
<p>Decrease Assets Per Page  Render Library (Pane/Tab) ~  Decrease Assets Per Page</p>
<p>Decrease Leveling Speed, View  Main Menu ~  Edit / View / Decrease Leveling Speed</p>

Decrease Move Speed, View Main Menu ~ Edit / View / Decrease Move Speed
Decrease Rotation Speed, View Main Menu ~ Edit / View / Decrease Rotation Speed
Decrease, Frame Counter aniMate Lite (Pane/Tab) ~ Frame Counter Decrease
Deg2Rad, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Deg2Rad
Delete Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete
Delete Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete
Delete Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete
Delete Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Delete
Delete Content Library (Pane/Tab) ~ Right-Click "asset" / Delete
Delete Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete
Delete Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete
Delete Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete

Delete Main Menu ~ Edit / Delete
Delete Script IDE (Pane/Tab) ~ Edit / Delete
Delete Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Delete
Delete "object" Aux Viewport (Pane/Tab) ~ Right-Click "object" / Delete "object"
Delete "object" Scene (Pane/Tab) ~ Right-Click "object" / Delete "object"
Delete All Cameras Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Cameras
Delete All Cameras Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete All Cameras
Delete All Cameras Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete / Delete All Cameras
Delete All Cameras Main Menu ~ Edit / Delete / Delete All Cameras
Delete All Cameras Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Cameras
Delete All Lights Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Lights
Delete All Lights Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete All Lights

Delete All Lights Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete / Delete All Lights
Delete All Lights Main Menu ~ Edit / Delete / Delete All Lights
Delete All Lights Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Lights
Delete Folder Render Library (Pane/Tab) ~ Delete Folder
Delete Layout(s) Main Menu ~ Window / Workspace / Delete Layout(s)
Delete Selected Brick(s) Shader Mixer (Pane/Tab) ~ Delete Selected Brick(s)
Delete Selected Brick(s) Shader Mixer (Pane/Tab) ~ Edit / Delete Selected Brick(s)
Delete Selected Brick(s) Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Delete Selected Brick(s)
Delete Selected Item(s) Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)
Delete Selected Item(s) Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)
Delete Selected Item(s) Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete / Delete Selected Item(s)
Delete Selected Item(s) Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)



Delete Selected Item(s) Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)
Delete Selected Item(s) Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete / Delete Selected Item(s)
Delete Selected Item(s) Main Menu ~ Edit / Delete / Delete Selected Item(s)
Delete Selected Item(s) Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)
Delete Shader Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Delete Shader
Delete Style(s) Main Menu ~ Window / Style / Delete Style(s)
Delete the Keys at the Current Time Timeline (Pane/Tab) ~ Delete keys
Delete Track aniMate Lite (Pane/Tab) ~ Delete Track
Deprecated Camera(s) Preset (.ds*), Save As Main Menu ~ File / Save As / Deprecated / Camera(s) Preset (.ds*)
Deprecated Character Preset (.ds*), Save As Main Menu ~ File / Save As / Deprecated / Character Preset (.ds*)
Deprecated D-Form Preset (.ds*), Save As Main Menu ~ File / Save As / Deprecated / D-Form Preset (.ds*)
Deprecated Light(s) Preset (.ds*), Save As Main Menu ~ File / Save As / Deprecated / Light(s) Preset (.ds*)

<p>Deprecated Materials Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Materials Preset (.ds*)</p>
<p>Deprecated Pose Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Pose Preset (.ds*)</p>
<p>Deprecated Puppeteer Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Puppeteer Preset (.ds*)</p>
<p>Deprecated Render Settings Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Render Settings Preset (.ds*)</p>
<p>Deprecated Shader Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Shader Preset (.ds*)</p>
<p>Deprecated UV Preset (.ds*), Save As  Main Menu ~  File / Save As / Deprecated / Uv Preset (.ds*)</p>
<p>Deprecated, Save As  Main Menu ~  File / Save As / Deprecated</p>
<p>Depth Cue, Insert Volume Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Depth Cue</p>
<p>depth, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / depth</p>
<p>Depth, Insert Geometric Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Depth</p>
<p>Deriv, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Deriv</p>
<p>Deselect Children  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Deselect Children</p>

determinant, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / determinant
Device Settings Main Menu ~ Edit / Device Settings
D-Form Preset (.ds*), Save As Deprecated Main Menu ~ File / Save As / Deprecated / D-Form Preset (.ds*)
DForm, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Dform
D-Former(s) Preset, Save As Main Menu ~ File / Save As / D-Former(s) Preset
D-Former, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New D-Former
D-Former, New Main Menu ~ Create / New D-Former
Dforms, Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Dforms
Dforms, Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Dforms
Dforms, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Dforms
Diffuse Map, Insert Lighting Function Environment Brick Indirect Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse Map
diffuse, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / diffuse

Diffuse, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Diffuse
Diffuse, Insert Lighting Function Diffuse Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Diffuse
Diffuse, Insert Lighting Function Environment Brick Indirect Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse
Dimensions, Adjust To Backdrop Environment (Pane/Tab) ~ Left-Click Active Pane Options / Adjust Dimensions To Backdrop
Directories, Import Mapped Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Import Mapped Directories
Directories, Manage Render Library (Pane/Tab) ~ Left-Click folder dropdown-menu / Manage Directories
Directories, Scan Known for Files Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Scan Known Directories for Files
Disable Sub-Track(s) aniMate Lite (Pane/Tab) ~ Disable Sub-Track(s)
Disconnect Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Disconnect
Displace, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Displace
displacement, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / displacement
Displacement, Insert Geometric Function Brick Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Brick Displacement

Displacement, Insert Root Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Displacement
Display All Items ((enable:disable)) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display All Items
Display All Items ((enable:disable)) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display All Items
Display Followers ((enable:disable)) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers
Display Followers, Enable/Disable Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Display Followers
Display Followers, Enable/Disable Posing (Pane/Tab) ~ Right-Click Posing Tab / Display Followers
Display Followers, Enable/Disable Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers
Display Followers, Enable/Disable Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Display Followers
Display Followers, Enable/Disable Posing (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers
Display Selected and Fitted Item(s) ((enable:disable)) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected and Fitted Item(s)
Display Selected and Fitted Item(s) ((enable:disable)) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display Selected and Fitted Item(s)
Display Selected Item(s) Only ((enable:disable)) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected Item(s) Only

<p>Display Selected Item(s) Only ((enable:disable))  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Display Selected Item(s) Only</p>
<p>Display Separate Items ((enable:disable))  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Display Separate Items</p>
<p>Display Separate Items, Enable/Disable  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Display Separate Items</p>
<p>Display Separate Items, Enable/Disable  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Display Separate Items</p>
<p>Display Separate Items, Enable/Disable  Posing (Pane/Tab) ~  Right-Click Posing Tab / Display Separate Items</p>
<p>Display Separate Items, Enable/Disable  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Display Separate Items</p>
<p>distance, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / distance</p>
<p>Distance, Insert Geometric Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Distance</p>
<p>Distant Light, Create New  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Create / New Distant Light</p>
<p>Distant Light, Insert Root Light Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light</p>
<p>Distant Light, New  Main Menu ~  Create / New Distant Light</p>
<p>divide, Add Operations Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / divide</p>

<p>Do Not Sort  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Sorting / Do Not Sort</p>
<p>Do Search  Content Library (Pane/Tab) ~  Do Search</p>
<p>Docked View Controls ((enable:disable))  Aux Viewport (Pane/Tab) ~  Left-Click Viewport Options / Docked View Controls</p>
<p>Docked View Controls ((enable:disable))  ViewPort (Pane/Tab) ~  Left-Click Viewport Options / Docked View Controls</p>
<p>Docking/Undocking, Lock  Main Menu ~  Window / Workspace / Lock Docking/Undocking</p>
<p>Donor Figure, Extract  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Extract Donor Figure</p>
<p>dot product, Add Operations Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / dot product</p>
<p>dPdttime, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdttime</p>
<p>dPdu, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdu</p>
<p>dPdv, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdv</p>
<p>Draw Styles  Lesson Strip ~  Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / III - Draw Styles</p>
<p>DS Default Displacement, Insert Geometric Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / DS Default Displacement</p>

<p>DS Default Material, Insert Lighting Function Special Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / DS Default Material</p>
<p>dtime, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dtime</p>
<p>Du, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Du</p>
<p>du, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / du</p>
<p>Duplicate            Main Menu ~            Edit / Duplicate</p>
<p>Duplicate Node Hierarchies            Main Menu ~            Edit / Duplicate / Duplicate Node Hierarchies</p>
<p>Duplicate Node(s)            Main Menu ~            Edit / Duplicate / Duplicate Node(s)</p>
<p>Duplicate Shader            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Duplicate Shader</p>
<p>Dv, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Dv</p>
<p>dv, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dv</p>
<p>Dynamic Cloth Asset, Save As Support Asset            Main Menu ~            File / Save As / Support Asset / Dynamic Cloth Asset</p>
<p>Dynamic Clothing, Pane ((show:hide))            Main Menu ~            Window / Panes (Tabs) / Dynamic Clothing</p>



dzClamp, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzClamp
dzColorVal, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzColorVal
dzEnvironment, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzEnvironment
dzFloatToColor, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzFloatToColor
dzNormal, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzNormal
dzTexture, Add User Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzTexture
<b>E</b>
E, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / E
Edge Blend, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Edge Blend
Edit Macro Instance Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Edit Macro Instance
Edit Menu Item Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit
Edit Mode Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Edit Mode

Edit Mode Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Edit Mode
Edit Mode Parameters (Pane/Tab) ~ Right-Click Properties Section / Edit Mode
Edit Preferences Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Edit Preferences
Edit Shader Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Edit Shader
Edit Surface Selection Set(s) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Edit Surface Selection Set(s)
Edit Surface Selection Set(s) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Edit Surface Selection Set(s)
Editor ((for)) Render Main Menu ~ Render / Render Editor
Editor, Geometry Main Menu ~ Tools / Geometry Editor
Editor, Image Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Image Editor
Editor, Joint Main Menu ~ Tools / Joint Editor
Editor, Layered Image Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Layered Image Editor
Element Data Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Element Data

<p>Element Data, Figure  Main Menu ~  Edit / Figure / Element Data</p>
<p>Element Data, Object  Main Menu ~  Edit / Object / Element Data</p>
<p>Enable Activity Bar  Main Menu ~  Window / Workspace / Enable Activity Bar</p>
<p>Enable IK ((enable:disable))  Aux Viewport (Pane/Tab) ~  Right-Click "object" / Enable IK</p>
<p>Enable IK, Figure Inverse Kinematics  Main Menu ~  Edit / Figure / Inverse Kinematics / Enable IK</p>
<p>Enable Lesson Strip  Main Menu ~  Window / Workspace / Enable Lesson Strip</p>
<p>Enable Pins, Figure Inverse Kinematics  Main Menu ~  Edit / Figure / Inverse Kinematics / Enable Pins</p>
<p>Enable/Disable Consolidate Properties  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Consolidate Properties</p>
<p>Enable/Disable Display Followers  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Display Followers</p>
<p>Enable/Disable Display Followers  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Display Followers</p>
<p>Enable/Disable Display Followers  Posing (Pane/Tab) ~  Right-Click Posing Tab / Display Followers</p>
<p>Enable/Disable Display Followers  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Display Followers</p>

<p>Enable/Disable Display Followers          Shaping (Pane/Tab) ~          Right-Click Shaping Tab / Display Followers</p>
<p>Enable/Disable Display Separate Items          Parameters (Pane/Tab) ~          Right-Click Parameters Tab / Display Separate Items</p>
<p>Enable/Disable Display Separate Items          Posing (Pane/Tab) ~          Left-Click Active Pane Options / Display Separate Items</p>
<p>Enable/Disable Display Separate Items          Posing (Pane/Tab) ~          Right-Click Posing Tab / Display Separate Items</p>
<p>Enable/Disable Display Separate Items          Shaping (Pane/Tab) ~          Left-Click Active Pane Options / Display Separate Items</p>
<p>Enable/Disable Display Separate Items          Shaping (Pane/Tab) ~          Right-Click Shaping Tab / Display Separate Items</p>
<p>Enable/Disable Horizontal Flip, Backdrop          Environment (Pane/Tab) ~          Active Type / Backdrop / Flip Horizontal</p>
<p>Enable/Disable Persistent Group Expansion          Parameters (Pane/Tab) ~          Right-Click Parameters Tab / Persistent Group Expansion</p>
<p>Enable/Disable Render Visibility, Backdrop          Environment (Pane/Tab) ~          Active Type / Backdrop / Visible in Render</p>
<p>Enable/Disable Sync Region Selection with Scene          Shaping (Pane/Tab) ~          Left-Click Active Pane Options / Sync Region Selection with Scene</p>
<p>Enable/Disable Sync Region Selection with Scene          Shaping (Pane/Tab) ~          Right-Click Shaping Tab / Sync Region Selection with Scene</p>
<p>Enable/Disable Vertical Flip, Backdrop          Environment (Pane/Tab) ~          Active Type / Backdrop / Flip Vertical</p>

End of Animation aniMate Lite (Pane/Tab) ~ Left-Click-drag End of Animation
End, Goto aniMate Lite (Pane/Tab) ~ Goto End
Environment Color Map, Insert Lighting Function Environment Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Color Map
Environment Map, Insert Lighting Function Environment Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Map
environment, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / environment
Environment, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Environment
Environment, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Environment
equal, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / equal
Execute Script IDE (Pane/Tab) ~ Execute
Exit Main Menu ~ File / Exit
ExP Export Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / ExP Export
exp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / exp

Expand Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand
Expand Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand
Expand Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand
Expand Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand
Expand Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand
Expand Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand
Expand All Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
Expand All Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
Expand All Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand / Expand All
Expand All Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
Expand All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Expand / Expand All
Expand All Scene (Pane/Tab) ~ Right-Click "object" / Expand / Expand All

Expand All Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
Expand All Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Expand All
Expand All Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All
Expand All Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Expand All
Expand from Selection Scene (Pane/Tab) ~ Left-Click Active Pane Options / Expand / Expand from Selection
Expand Selected Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected
Expand Selected Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected
Expand Selected Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand / Expand Selected
Expand Selected Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected
Expand Selected Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected
Expand Selected Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected
Export Main Menu ~ File / Export

<p>Extract Donor Figure  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Extract Donor Figure</p>
<p>Extract Donor Figure, Figure Rigging  Main Menu ~  Edit / Figure / Rigging / Extract Donor Figure</p>
<b>F</b>
<p>Face Forward, Insert Geometric Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Face Forward</p>
<p>faceforward, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / faceforward</p>
<p>Faceforward, Add Macros Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Faceforward</p>
<p>Falloff Bricks, Insert Lighting Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff</p>
<p>Favorites  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Favorites</p>
<p>Favorites  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Favorites</p>
<p>Favorites  Parameters (Pane/Tab) ~  Right-Click Properties Section / Favorites</p>
<p>Favorites  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Favorites</p>
<p>Favorites  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Favorites</p>



<p>Favorites, Add Selected Properties to Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Favorites, Add Selected Properties to Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Favorites, Add Selected Properties to Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Favorites, Add Selected Properties to Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Favorites, Add Selected Properties to Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites</p>
<p>Favorites, Remove Selected Properties from Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites</p>
<p>Favorites, Remove Selected Properties from Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites</p>
<p>Favorites, Remove Selected Properties from Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites</p>
<p>Favorites, Remove Selected Properties from Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites</p>
<p>Favorites, Remove Selected Properties from Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites</p>
<p>Figure Main Menu ~ Edit / Figure</p>
<p>Figure Assets Main Menu ~ Edit / Figure / Assets</p>

Figure Assets Update Asset(s) from Import Source(s) Main Menu ~ Edit / Figure / Assets / Update Asset(s) From Import Source(s)
Figure Bake To Transforms Main Menu ~ Edit / Figure / Bake To Transforms
Figure Change Parent Main Menu ~ Edit / Figure / Change Parent
Figure Clear Animation Main Menu ~ Edit / Figure / Clear Animation
Figure Clear Animation Main Menu ~ Edit / Figure / Clear Animation
Figure Clear Animation Clear Figure Main Menu ~ Edit / Figure / Clear Animation / Clear Figure
Figure Clear Animation Clear Figure Pose Main Menu ~ Edit / Figure / Clear Animation / Clear Figure Pose
Figure Clear Animation Clear Figure Shape Main Menu ~ Edit / Figure / Clear Animation / Clear Figure Shape
Figure Clear Animation Clear Selected Item(s) Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s)
Figure Clear Animation Clear Selected Item(s) Pose Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s) Pose
Figure Clear Animation Clear Selected Item(s) Shape Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s) Shape
Figure Clear Generated Morphs Main Menu ~ Edit / Figure / Clear Generated Morphs

Figure Element Data Main Menu ~ Edit / Figure / Element Data
Figure Fit To Main Menu ~ Edit / Figure / Fit To
Figure Geometry Main Menu ~ Edit / Figure / Geometry
Figure Geometry Add Level of Detail Main Menu ~ Edit / Figure / Geometry / Add Level Of Detail
Figure Geometry Add Push Modifier Main Menu ~ Edit / Figure / Geometry / Add Push Modifier
Figure Geometry Apply Smoothing Modifier Main Menu ~ Edit / Figure / Geometry / Apply Smoothing Modifier
Figure Geometry Bake Smoothed Morphs Main Menu ~ Edit / Figure / Geometry / Bake Smoothed Morphs
Figure Geometry Convert to SubD Main Menu ~ Edit / Figure / Geometry / Convert To Subd
Figure Geometry Load UV Set Main Menu ~ Edit / Figure / Geometry / Load UV Set
Figure Geometry Remove Push Modifier Main Menu ~ Edit / Figure / Geometry / Remove Push Modifier
Figure Geometry Remove Smoothing Modifier Main Menu ~ Edit / Figure / Geometry / Remove Smoothing Modifier
Figure Geometry Set Smoothing Modifier Base Main Menu ~ Edit / Figure / Geometry / Set Smoothing Modifier Base

Figure Geometry Triangulate Main Menu ~ Edit / Figure / Geometry / Triangulate
Figure Geometry Update Base Geometry Main Menu ~ Edit / Figure / Geometry / Update Base Geometry
Figure Instances Main Menu ~ Edit / Figure / Instances
Figure Instances Break Instance Group Main Menu ~ Edit / Figure / Instances / Break Instance Group
Figure Instances Group Like Sibling Instances Main Menu ~ Edit / Figure / Instances / Group Like Sibling Instances
Figure Inverse Kinematics Main Menu ~ Edit / Figure / Inverse Kinematics
Figure Inverse Kinematics Bake Figure IK to FK Main Menu ~ Edit / Figure / Inverse Kinematics / Bake Figure IK To FK
Figure Inverse Kinematics Enable IK Main Menu ~ Edit / Figure / Inverse Kinematics / Enable IK
Figure Inverse Kinematics Enable Pins Main Menu ~ Edit / Figure / Inverse Kinematics / Enable Pins
Figure Inverse Kinematics Pin Rot/Tran Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rot/Tran
Figure Inverse Kinematics Pin Rotation Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rotation
Figure Inverse Kinematics Pin Translation Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Translation

Figure Inverse Kinematics Unpin All Main Menu ~ Edit / Figure / Inverse Kinematics / Unpin All
Figure Inverse Kinematics Unpin Selected Main Menu ~ Edit / Figure / Inverse Kinematics / Unpin Selected
Figure Limits Main Menu ~ Edit / Figure / Limits
Figure Limits Off (Rotation) Main Menu ~ Edit / Figure / Limits / Limits Off (Rotation)
Figure Limits On (Rotation) Main Menu ~ Edit / Figure / Limits / Limits On (Rotation)
Figure Lock Main Menu ~ Edit / Figure / Lock
Figure Lock Selected Node(s) Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s)
Figure Lock Selected Node(s) Pose Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s) Pose
Figure Lock Selected Node(s) Shape Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s) Shape
Figure Lock Unlock Selected Node(s) Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s)
Figure Lock Unlock Selected Node(s) Pose Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s) Pose
Figure Lock Unlock Selected Node(s) Shape Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s) Shape

Figure Memorize Main Menu ~ Edit / Figure / Memorize
Figure Memorize Figure Main Menu ~ Edit / Figure / Memorize / Memorize Figure
Figure Memorize Figure Pose Main Menu ~ Edit / Figure / Memorize / Memorize Figure Pose
Figure Memorize Figure Rigging Main Menu ~ Edit / Figure / Memorize / Memorize Figure Rigging
Figure Memorize Figure Shape Main Menu ~ Edit / Figure / Memorize / Memorize Figure Shape
Figure Memorize Selected Item(s) Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s)
Figure Memorize Selected Item(s) Pose Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s) Pose
Figure Memorize Selected Item(s) Shape Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s) Shape
Figure Memorize Selected Node(s) Rigging Main Menu ~ Edit / Figure / Memorize / Memorize Selected Node(s) Rigging
Figure Morph Loader Advanced Main Menu ~ Edit / Figure / Morph Loader Advanced
Figure Morph Loader Pro Main Menu ~ Edit / Figure / Morph Loader Pro
Figure Move To Floor Main Menu ~ Edit / Figure / Move To Floor

Figure Pose, Paste Main Menu ~ Edit / Paste / Paste Figure Pose
Figure Restore Main Menu ~ Edit / Figure / Restore
Figure Restore Figure Main Menu ~ Edit / Figure / Restore / Restore Figure
Figure Restore Figure Pose Main Menu ~ Edit / Figure / Restore / Restore Figure Pose
Figure Restore Figure Rigging Main Menu ~ Edit / Figure / Restore / Restore Figure Rigging
Figure Restore Figure Shape Main Menu ~ Edit / Figure / Restore / Restore Figure Shape
Figure Restore Selected Item(s) Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s)
Figure Restore Selected Item(s) Pose Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s) Pose
Figure Restore Selected Item(s) Shape Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s) Shape
Figure Restore Selected Node(s) Rigging Main Menu ~ Edit / Figure / Restore / Restore Selected Node(s) Rigging
Figure Rigging Main Menu ~ Edit / Figure / Rigging
Figure Rigging Adjust Rigging To Shape Main Menu ~ Edit / Figure / Rigging / Adjust Rigging To Shape

Figure Rigging Convert Figure to Prop Main Menu ~ Edit / Figure / Rigging / Convert Figure To Prop
Figure Rigging Convert Figure to Weight Mapping Main Menu ~ Edit / Figure / Rigging / Convert Figure To Weight Mapping
Figure Rigging Convert General Weight to TriAx Weight Main Menu ~ Edit / Figure / Rigging / Convert General Weight To Triax Weight
Figure Rigging Convert TriAx Weight to General Weight Main Menu ~ Edit / Figure / Rigging / Convert Triax Weight To General Weight
Figure Rigging Convert TriAx/General Weight to Blended Weight Main Menu ~ Edit / Figure / Rigging / Convert Triax/General Weight To Blended Weight
Figure Rigging Extract Donor Figure Main Menu ~ Edit / Figure / Rigging / Extract Donor Figure
Figure Rigging Transfer Rigging (Figure Space) Main Menu ~ Edit / Figure / Rigging / Transfer Rigging (Figure Space)
Figure Scene Identification Main Menu ~ Edit / Figure / Scene Identification
Figure Set Default Compatibility Bases Main Menu ~ Edit / Figure / Set Default Compatibility Bases
Figure Setup, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Figure Setup
Figure Shape, Memorize Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Memorize / Memorize Figure Shape
Figure Shape, Paste Main Menu ~ Edit / Paste / Paste Figure Shape



Figure Shape, Paste Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape
Figure Shape, Paste Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste / Paste Figure Shape
Figure Shape, Restore Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore / Restore Figure Shape
Figure Shape, Zero Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero / Zero Figure Shape
Figure Symmetry Main Menu ~ Edit / Figure / Symmetry
Figure to Prop, Convert Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Prop
Figure to Weight Mapping, Convert Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Weight Mapping
Figure Transfer Active Morphs Main Menu ~ Edit / Figure / Transfer Active Morphs
Figure Transfer Utility Main Menu ~ Edit / Figure / Transfer Utility
Figure Zero Main Menu ~ Edit / Figure / Zero
Figure Zero Figure Main Menu ~ Edit / Figure / Zero / Zero Figure
Figure Zero Figure Pose Main Menu ~ Edit / Figure / Zero / Zero Figure Pose

Figure Zero Figure Shape Main Menu ~ Edit / Figure / Zero / Zero Figure Shape
Figure Zero Selected Item(s) Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s)
Figure Zero Selected Item(s) Pose Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Pose
Figure Zero Selected Item(s) Shape Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Shape
Figure(s), Paste to Main Menu ~ Edit / Paste / Paste To Figure(s)
Figure(s), Paste to Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste to Figure(s)
Figure, Clear Animation Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Figure Shape
Figure, Copy Main Menu ~ Edit / Copy / Copy Figure
Figure, Copy Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure
Figure, Copy Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy / Copy Figure
Figure, Copy Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy / Copy Figure
Figure, Copy Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure

Figure, Copy Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure
Figure, Copy Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy / Copy Figure
Figure, Copy Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure
Figure, Copy Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure
Figure, Copy Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy / Copy Figure
Figure, Memorize Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure
Figure, Memorize Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure
Figure, Memorize Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Pose
Figure, Memorize Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure Pose
Figure, Memorize Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Pose
Figure, Memorize Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Memorize / Memorize Figure Pose
Figure, Memorize Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Shape

Figure, Memorize Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure Shape
Figure, Memorize Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Shape
Figure, Paste Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose
Figure, Paste Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste Figure Pose
Figure, Paste Pose Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste Figure Pose
Figure, Paste Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose
Figure, Paste Pose Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste / Paste Figure Pose
Figure, Paste Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste / Paste Figure Pose
Figure, Paste Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape
Figure, Paste Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste Figure Shape
Figure, Paste to Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste to Figure
Figure, Paste to Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste to Figure

Figure, Restore Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure
Figure, Restore Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure
Figure, Restore Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose
Figure, Restore Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Pose
Figure, Restore Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose
Figure, Restore Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Figure Pose
Figure, Restore Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape
Figure, Restore Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Shape
Figure, Restore Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape
Figure, Zero Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure
Figure, Zero Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure
Figure, Zero Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose

Figure, Zero Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Pose
Figure, Zero Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose
Figure, Zero Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Figure Pose
Figure, Zero Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape
Figure, Zero Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Shape
Figure, Zero Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape
Figure/Prop Assets, Save As Support Asset Main Menu ~ File / Save As / Support Asset / Figure/Prop Assets
Figures, Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Figures
Figures, Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Figures
Figures, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Figures
File Main Menu ~ File
File Content Smart Content (Pane/Tab) ~ Files

file location, Browse to Content Library (Pane/Tab) ~ Right-Click "asset" / Browse to file location
File Menu Item Script IDE (Pane/Tab) ~ Right-Click Script Editor / File
File, Search Content Library (Pane/Tab) ~ Left-Click Search Type / File
Files, Clear Recent Main Menu ~ File / Open Recent / Clear Recent Files
Files, Scan Known Directories for Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Scan Known Directories for Files
Files, Search Hard Drive(s) for Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Search Hard Drive(s) for Files
Files, Show in Smart Content Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Smart Content > Files
filterstep, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / filterstep
Find [& Replace] Script IDE (Pane/Tab) ~ Find / Find [& Replace]
Find [& Replace] Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find [& Replace]
Find First Script IDE (Pane/Tab) ~ Find / Find First
Find First Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find First

Find Menu Item Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find
Find Next Script IDE (Pane/Tab) ~ Find / Find Next
Find Next Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find Next
Find Previous Script IDE (Pane/Tab) ~ Find / Find Previous
Find Previous Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find Previous
Finding Your Content Lesson Strip ~ Left-Click Select a Lesson / II - Content / I - Finding Your Content
Finding, Loading and Manipulating Content Lesson Lesson Strip ~ Left-Click Select a Lesson / Interactive Lessons / Finding, Loading and Manipulating Content
Fit To, Figure Main Menu ~ Edit / Figure / Fit To
Floor ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Floor
Floor ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Floor
floor, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / floor
Floor, Move To Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Move To Floor



<p>Floor, Move To  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Move To Floor</p>
<p>Floor, Move To  Posing (Pane/Tab) ~  Right-Click Posing Tab / Move To Floor</p>
<p>Folder, Create New  Render Library (Pane/Tab) ~  New Folder</p>
<p>Folder, Delete  Render Library (Pane/Tab) ~  Delete Folder</p>
<p>Format, Add Macros Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Format</p>
<p>Forward, Go  Content Library (Pane/Tab) ~  Go Forward</p>
<p>Fractal Sum, Insert Texture Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Fractal Sum</p>
<p>Frame Counter Decrease  aniMate Lite (Pane/Tab) ~  Frame Counter Decrease</p>
<p>Frame Counter Increase  aniMate Lite (Pane/Tab) ~  Frame Counter Increase</p>
<p>Frame Selection, View  Main Menu ~  Edit / View / Frame Selection</p>
<p>Frame, Change Location  Timeline (Pane/Tab) ~  Left-Click PlayRange</p>
<p>Frame, Skip to Next  Timeline (Pane/Tab) ~  Next frame</p>

Frame, Skip to Previous Timeline (Pane/Tab) ~ Previous frame
Frame, View Aux Viewport (Pane/Tab) ~ View Frame
Frame, View ViewPort (Pane/Tab) ~ View Frame
Frames, Play All Timeline ~ Right-Click Timeline Tab / Play All Frames
fresnel, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / fresnel
Fresnel, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Fresnel
Front View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Front View
Front View ViewPort (Pane/Tab) ~ Left-Click View Selection / Front View
Front, Move Selected Brick(s) To Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Front
Full Screen, Go Main Menu ~ Window / Go Full Screen
Fullscreen, Viewport ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Go Full Screen
Function Block abs, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / abs

Function Block acos, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / acos
Function Block ambient, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ambient
Function Block area, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / area
Function Block asin, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / asin
Function Block atan, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atan
Function Block atmosphere, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / atmosphere
Function Block attribute, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / attribute
Function Block bake3d, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / bake3d
Function Block calculatenormal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / calculatenormal
Function Block caustic, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / caustic
Function Block ceil, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ceil
Function Block clamp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / clamp

Function Block color, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / color
Function Block comp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / comp
Function Block concat, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / concat
Function Block cos, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / cos
Function Block ctransform, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ctransform
Function Block depth, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / depth
Function Block Deriv, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Deriv
Function Block determinant, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / determinant
Function Block diffuse, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / diffuse
Function Block displacement, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / displacement
Function Block distance, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / distance
Function Block Du, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Du

Function Block Dv, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / Dv
Function Block environment, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / environment
Function Block exp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / exp
Function Block faceforward, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / faceforward
Function Block filterstep, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / filterstep
Function Block floor, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / floor
Function Block fresnel, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / fresnel
Function Block illuminate, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / illuminate
Function Block incident, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / incident
Function Block indirectdiffuse, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / indirectdiffuse
Function Block inversesqrt, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / inversesqrt
Function Block length, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / length

Function Block lightsource, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / lightsource
Function Block log, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / log
Function Block match, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / match
Function Block max, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / max
Function Block min, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / min
Function Block mix, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mix
Function Block mod, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mod
Function Block normal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normal
Function Block normalize(normal), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(normal)
Function Block normalize(vector), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(vector)
Function Block ntransform, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ntransform
Function Block occlusion, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / occlusion

Function Block opposite, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / opposite
Function Block option, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / option
Function Block phong, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / phong
Function Block photonmap, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / photonmap
Function Block point, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / point
Function Block pow, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / pow
Function Block ptlined, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ptlined
Function Block random, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / random
Function Block rayinfo, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rayinfo
Function Block reflect, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / reflect
Function Block refract, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / refract
Function Block renderinfo, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / renderinfo

Function Block rotate, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rotate
Function Block round, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / round
Function Block setcomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setcomp
Function Block setxcomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setxcomp
Function Block setycomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setycomp
Function Block setzcomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setzcomp
Function Block shadename, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadename
Function Block shadow, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadow
Function Block sign, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sign
Function Block sin, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sin
Function Block smoothstep(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(color)
Function Block smoothstep(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(float)



Function Block solar, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / solar
Function Block specular, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specular
Function Block specularbrdf, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specularbrdf
Function Block spline(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(float)
Function Block spline(vector), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(vector)
Function Block sqrt, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sqrt
Function Block step(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(color)
Function Block step(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(float)
Function Block subsurface, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / subsurface
Function Block surface, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / surface
Function Block tan, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / tan
Function Block texture, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / texture

Function Block textureinfo, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / textureinfo
Function Block trace(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(color)
Function Block trace(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(float)
Function Block transform, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transform
Function Block transmission, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transmission
Function Block vector, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vector
Function Block vtransform, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vtransform
Function Block xcomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / xcomp
Function Block ycomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ycomp
Function Block zcomp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / zcomp
Functions Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions

G
Gel Light, Insert Root Light Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light
General Weight to TriAx Weight, Convert Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert General Weight to TriAx Weight
Geometry Editor Main Menu ~ Tools / Geometry Editor
Geometry Shell, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Geometry Shell
Geometry Shell, New Main Menu ~ Create / New Geometry Shell
GI Light, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI Light
GI, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI
Glossy, Insert Lighting Function Specular Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Glossy
Go Back Content Library (Pane/Tab) ~ Go Back
Go Forward Content Library (Pane/Tab) ~ Go Forward
Go Full Screen Main Menu ~ Window / Go Full Screen

Go to DAZ 3D Smart Content Files Video Smart Content (Pane/Tab) ~ Video: Files
Go to DAZ 3D Smart Content Products Video Smart Content (Pane/Tab) ~ Video: Products
Go to DAZ 3D Website Smart Content (Pane/Tab) ~ DAZ 3D Store
Go to DAZ 3D Website Camera Presets Video Cameras (Pane/Tab) ~ Video: Camera Presets
Go to DAZ 3D Website Cameras Editor Video Cameras (Pane/Tab) ~ Video: Cameras Editor
Go to DAZ 3D Website Light Presets Video Lights (Pane/Tab) ~ Video: Light Presets
Go to DAZ 3D Website Lights Editor Video Lights (Pane/Tab) ~ Video: Lights Editor
Go to DAZ 3D Website Parameters Video Parameters (Pane/Tab) ~ Video: Parameters
Go to DAZ 3D Website Posing Video Posing (Pane/Tab) ~ Video: Posing
Go to DAZ 3D Website Render Settings Video Render Settings (Pane/Tab) ~ Video: Render Settings
Go to DAZ 3D Website Shaping Video Shaping (Pane/Tab) ~ Video: Shaping
Go to DAZ 3D Website Surfaces Video Surfaces (Pane/Tab) ~ Video: Surfaces

Go to GoFigure3D Website Support Page aniMate Lite (Pane/Tab) ~ Question Mark
Go to Line Script IDE (Pane/Tab) ~ Find / Go to Line
Go to Line Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Go to Line
Go to Next Page Content Library (Pane/Tab) ~ Next Page
Go to Previous Page Content Library (Pane/Tab) ~ Previous Page
Go Up Content Library (Pane/Tab) ~ Go Up
GoFigure3D Website, Go to Support Page aniMate Lite (Pane/Tab) ~ Question Mark
Goto End aniMate Lite (Pane/Tab) ~ Goto End
Goto Start aniMate Lite (Pane/Tab) ~ Goto Start
Granite, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Granite
greater or equal, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater or equal
greater, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater

Grid View, View Assets in Render Library (Pane/Tab) ~ Asset Grid View
Group Selected Brick(s) Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Group Selected Brick(s)
Group Selected Bricks Shader Mixer (Pane/Tab) ~ Edit / Group Selected Bricks
Group, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Group
Group, New Main Menu ~ Create / New Group
Guide, QuickStart Main Menu ~ Help / Quickstart Guide
Guide, Reference Main Menu ~ Help / Reference Guide
Guide, User Main Menu ~ Help / User Guide
H
Hard Drive(s), Search for Files Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Search Hard Drive(s) for Files
Help Browser Main Menu ~ Help / Help Browser
Help Tools ((hide:show)) Lesson Strip ~ Right-Click Select a Lesson / Help uncheck/check

<p>Help, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Help</p>
<p>Hexagon, Send to  Main Menu ~  File / Send To Hexagon</p>
<p>Hidden  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden</p>
<p>Hidden  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden</p>
<p>Hidden  Parameters (Pane/Tab) ~  Right-Click Properties Section / Hidden</p>
<p>Hidden  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden</p>
<p>Hidden  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden</p>
<p>Hidden  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden</p>
<p>Hidden Line  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Hidden Line</p>
<p>Hidden Line  ViewPort (Pane/Tab) ~  Left-Click DrawStyle Options / Hidden Line</p>
<p>Hidden Nodes, Show  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Show / Show Hidden Nodes</p>
<p>Hidden Properties ((show:hide))  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Show Hidden Properties</p>

Hidden Properties ((show:hide)) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Hidden Properties, Show Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Hidden Properties, Show Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Show Hidden Properties
Hidden Properties, Show Lights (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Hidden Properties, Show Lights (Pane/Tab) ~ Right-Click Lights Tab / Show Hidden Properties
Hidden Properties, Show/Hide Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Show Hidden Properties
Hidden Properties, Show/Hide Posing (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Hidden Properties, Show/Hide Posing (Pane/Tab) ~ Right-Click Posing Tab / Show Hidden Properties
Hidden Properties, Show/Hide Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Show Hidden Properties
Hide Camera Cube ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube
Hide Camera Cube ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube
Hide Selected Properties Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties



<p>Hide Selected Properties  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Hide Selected Properties  Parameters (Pane/Tab) ~  Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Hide Selected Properties  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Hide Selected Properties  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Hide Selected Properties  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Hierarchical Material(s) Preset, Save As  Main Menu ~  File / Save As / Hierarchical Material(s) Preset</p>
<p>Hierarchical Pose Preset, Save As  Main Menu ~  File / Save As / Hierarchical Pose Preset</p>
<p>History, Search  Content Library (Pane/Tab) ~  Search History</p>
<p>Home  Main Menu ~  Help / Home</p>
<p>I</p>
<p>I, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / I</p>
<p>IBL Light, Add Macros Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IBL Light</p>

IK ((enable:disable)) Aux Viewport (Pane/Tab) ~ Right-Click "object" / Enable IK
IK, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show IK
illuminate, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / illuminate
Image Editor Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Image Editor
Image Map, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Image Map
Image, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image
Image2, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image2
Imager, Insert Root Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Imager
Images, Refresh Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Images
Images, Refresh Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Images
Images, Refresh Automatically Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Automatically Refresh Images
Images, Refresh Automatically Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Automatically Refresh Images

Import Main Menu ~ File / Import
Import From Scene Shader Mixer (Pane/Tab) ~ File / Import From Scene
Import Mapped Directories Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Import Mapped Directories
incident, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / incident
Increase Assets Per Page Content Library (Pane/Tab) ~ Increase Assets Per Page
Increase Assets Per Page Render Library (Pane/Tab) ~ Increase Assets Per Page
Increase Leveling Speed, View Main Menu ~ Edit / View / Increase Leveling Speed
Increase Move Speed, View Main Menu ~ Edit / View / Increase Move Speed
Increase Rotation Speed, View Main Menu ~ Edit / View / Increase Rotation Speed
Increase, Frame Counter aniMate Lite (Pane/Tab) ~ Frame Counter Increase
Indirect Diffuse Map, Insert Lighting Function Environment Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse Map
Indirect Diffuse, Insert Lighting Function Environment Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse

<p>Indirect Light [Camera], Insert Root Light Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]</p>
<p>IndirectDiffuse(Surface), Add Macros Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse(Surface)</p>
<p>indirectdiffuse, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / indirectdiffuse</p>
<p>IndirectDiffuse, Add Macros Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse</p>
<p>Input-Output Tools ((hide:show))            Lesson Strip ~            Right-Click Select a Lesson / Input Output uncheck/check</p>
<p>Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert</p>
<p>Insert Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default)</p>
<p>Insert Custom Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Custom Bricks</p>
<p>Insert Function Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions</p>
<p>Insert Geometric Function Brick Area            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Area</p>
<p>Insert Geometric Function Brick Brick Displacement            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Brick Displacement</p>
<p>Insert Geometric Function Brick Calculate Normal            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Calculate Normal</p>

<p>Insert Geometric Function Brick Depth          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Depth</p>
<p>Insert Geometric Function Brick Distance          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Distance</p>
<p>Insert Geometric Function Brick DS Default Displacement          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / DS Default Displacement</p>
<p>Insert Geometric Function Brick Edge Blend          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Edge Blend</p>
<p>Insert Geometric Function Brick Face Forward          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Face Forward</p>
<p>Insert Geometric Function Brick Length          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Length</p>
<p>Insert Geometric Function Brick Normal Map          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normal Map</p>
<p>Insert Geometric Function Brick Normalize          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normalize</p>
<p>Insert Geometric Function Brick Point          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Point</p>
<p>Insert Geometric Function Brick Reflect          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Reflect</p>
<p>Insert Geometric Function Brick Refract          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Refract</p>
<p>Insert Geometric Function Brick Special          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special</p>

<p>Insert Geometric Function Brick Toon Outline            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Toon Outline</p>
<p>Insert Geometric Function Brick XYZ Components            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / XYZ Components</p>
<p>Insert Geometric Function Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric</p>
<p>Insert Geometric Function Transformation Brick Matrix Ntransform            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix NTransform</p>
<p>Insert Geometric Function Transformation Brick Matrix Transform            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix Transform</p>
<p>Insert Geometric Function Transformation Brick Ntransform            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / NTransform</p>
<p>Insert Geometric Function Transformation Brick Transform            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Transform</p>
<p>Insert Geometric Function Transformation Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation</p>
<p>Insert Lighting Function Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting</p>
<p>Insert Lighting Function Diffuse Brick Diffuse            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Diffuse</p>
<p>Insert Lighting Function Diffuse Brick Translucence            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Translucence</p>
<p>Insert Lighting Function Diffuse Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse</p>

<p>Insert Lighting Function Environment Brick Ambient          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Ambient</p>
<p>Insert Lighting Function Environment Brick Environment Color Map          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Color Map</p>
<p>Insert Lighting Function Environment Brick Environment Map          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Map</p>
<p>Insert Lighting Function Environment Brick Indirect Diffuse          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse</p>
<p>Insert Lighting Function Environment Brick Indirect Diffuse Map          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse Map</p>
<p>Insert Lighting Function Environment Bricks          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment</p>
<p>Insert Lighting Function Falloff Brick Light Decay          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff / Light Decay</p>
<p>Insert Lighting Function Falloff Bricks          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff</p>
<p>Insert Lighting Function Ray Tracing Brick Fresnel          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Fresnel</p>
<p>Insert Lighting Function Ray Tracing Brick Occlusion          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Occlusion</p>
<p>Insert Lighting Function Ray Tracing Brick Reflect and Refract          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract</p>
<p>Insert Lighting Function Ray Tracing Brick Subsurface Scattering          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Subsurface Scattering</p>

<p>Insert Lighting Function Ray Tracing Brick Trace            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Trace</p>
<p>Insert Lighting Function Ray Tracing Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing</p>
<p>Insert Lighting Function Root Setting Brick Caustics [Surface]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Caustics [Surface]</p>
<p>Insert Lighting Function Root Setting Brick Photon Mapper [Camera]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Photon Mapper [Camera]</p>
<p>Insert Lighting Function Root Setting Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings</p>
<p>Insert Lighting Function Shadow Brick Ambient Occlusion            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Ambient Occlusion</p>
<p>Insert Lighting Function Shadow Brick Shadow Catcher            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Shadow Catcher</p>
<p>Insert Lighting Function Shadow Brick Standard Shadows [Light]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Standard Shadows [Light]</p>
<p>Insert Lighting Function Shadow Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows</p>
<p>Insert Lighting Function Special Brick Clay            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Clay</p>
<p>Insert Lighting Function Special Brick DS Default Material            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / DS Default Material</p>
<p>Insert Lighting Function Special Brick Skin            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Skin</p>



<p>Insert Lighting Function Special Brick Toon            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Toon</p>
<p>Insert Lighting Function Special Brick Velvet            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Velvet</p>
<p>Insert Lighting Function Special Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special</p>
<p>Insert Lighting Function Specular Brick BSDF            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / BSDF</p>
<p>Insert Lighting Function Specular Brick Glossy            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Glossy</p>
<p>Insert Lighting Function Specular Brick Specular            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Specular</p>
<p>Insert Lighting Function Specular Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular</p>
<p>Insert Mathematical Function Brick Binary Operation            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Binary Operation</p>
<p>Insert Mathematical Function Brick Clamp or Step            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step</p>
<p>Insert Mathematical Function Brick Compare            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Compare</p>
<p>Insert Mathematical Function Brick Mix            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Mix</p>
<p>Insert Mathematical Function Brick Spline            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Spline</p>

<p>Insert Mathematical Function Brick Sum          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Sum</p>
<p>Insert Mathematical Function Brick Unary Operation          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Unary Operation</p>
<p>Insert Mathematical Function Bricks          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical</p>
<p>Insert Root Brick Baker          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Baker</p>
<p>Insert Root Brick Displacement          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Displacement</p>
<p>Insert Root Brick Imager          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Imager</p>
<p>Insert Root Brick Surface          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Surface</p>
<p>Insert Root Brick Volume          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Volume</p>
<p>Insert Root Bricks          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots</p>
<p>Insert Root Light Brick Area Light          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light</p>
<p>Insert Root Light Brick Base Light          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light</p>
<p>Insert Root Light Brick Caustic Light [Camera]          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]</p>

<p>Insert Root Light Brick Distant Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light</p>
<p>Insert Root Light Brick Gel Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light</p>
<p>Insert Root Light Brick Indirect Light [Camera]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]</p>
<p>Insert Root Light Brick Point Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light</p>
<p>Insert Root Light Brick Spot Light            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light</p>
<p>Insert Root Light Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights</p>
<p>Insert Texture Function Brick Altitude            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Altitude</p>
<p>Insert Texture Function Brick Backdrop [Camera]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Backdrop [Camera]</p>
<p>Insert Texture Function Brick Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Brick</p>
<p>Insert Texture Function Brick Carrara Marble            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Carrara Marble</p>
<p>Insert Texture Function Brick Checker            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Checker</p>
<p>Insert Texture Function Brick Clouds            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Clouds</p>

Insert Texture Function Brick Fractal Sum Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Fractal Sum
Insert Texture Function Brick Granite Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Granite
Insert Texture Function Brick Image Map Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Image Map
Insert Texture Function Brick Marble Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Marble
Insert Texture Function Brick Noise Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Noise
Insert Texture Function Brick Random Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Random
Insert Texture Function Brick Spots Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Spots
Insert Texture Function Brick Tile Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tile
Insert Texture Function Brick Tiler Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tiler
Insert Texture Function Brick Voronoi Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Voronoi
Insert Texture Function Brick Wave 2D Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 2D
Insert Texture Function Brick Wave 3D Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 3D

Insert Texture Function Brick Weave Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Weave
Insert Texture Function Brick Wood Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wood
Insert Texture Function Bricks Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures
Insert Utility Function Brick Array Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Array
Insert Utility Function Brick Dead End Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Dead End
Insert Utility Function Brick Shader Builder Block Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Shader Builder Block
Insert Utility Function Bricks Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility
Insert Utility Function Color Brick Color Components Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Components
Insert Utility Function Color Brick Color Transform Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Transform
Insert Utility Function Color Bricks Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color
Insert Utility Function Control Brick If Else Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control / If Else
Insert Utility Function Control Bricks Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control

<p>Insert Utility Function Ray Tracing Brick Ray Depth            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Depth</p>
<p>Insert Utility Function Ray Tracing Brick Ray Type Test            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Type Test</p>
<p>Insert Utility Function Ray Tracing Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing</p>
<p>Insert Utility Function String Brick File String            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / File String</p>
<p>Insert Utility Function String Brick Image String            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / Image String</p>
<p>Insert Utility Function String Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String</p>
<p>Insert Utility Function Value Brick Variable [Fixed]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Fixed]</p>
<p>Insert Utility Function Value Brick Variable [Root Context]            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Root Context]</p>
<p>Insert Utility Function Value Bricks            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Value</p>
<p>Insert Volume Function Brick Depth Cue            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Depth Cue</p>
<p>Insert Volume Function Brick Ray Marcher            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Ray Marcher</p>
<p>Insert Volume Function Brick Simple Fog            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Simple Fog</p>

<p>Insert Volume Function Brick Smoke          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Smoke</p>
<p>Insert Volume Function Bricks          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume</p>
<p>Instance, Edit Macro          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Edit Macro Instance</p>
<p>Instances, Break Instance Group ((for)) Object          Main Menu ~          Edit / Object / Instances / Break Instance Group</p>
<p>Instances, Group ((for)) Object Like Sibling Instances          Main Menu ~          Edit / Object / Instances / Group Like Sibling Instances</p>
<p>Instances, Object          Main Menu ~          Edit / Object / Instances</p>
<p>Interrupt Script          Script IDE (Pane/Tab) ~          Debug / Interrupt Script</p>
<p>Inverse Kinematics Bake Figure IK to FK, Figure          Main Menu ~          Edit / Figure / Inverse Kinematics / Bake Figure IK To FK</p>
<p>Inverse Kinematics Enable IK, Figure          Main Menu ~          Edit / Figure / Inverse Kinematics / Enable IK</p>
<p>Inverse Kinematics Enable Pins, Figure          Main Menu ~          Edit / Figure / Inverse Kinematics / Enable Pins</p>
<p>Inverse Kinematics Pin Rot/Tran, Figure          Main Menu ~          Edit / Figure / Inverse Kinematics / Pin Rot/Tran</p>
<p>Inverse Kinematics Pin Rotation, Figure          Main Menu ~          Edit / Figure / Inverse Kinematics / Pin Rotation</p>

<p>Inverse Kinematics Pin Translation, Figure  Main Menu ~  Edit / Figure / Inverse Kinematics / Pin Translation</p>
<p>Inverse Kinematics Unpin All, Figure  Main Menu ~  Edit / Figure / Inverse Kinematics / Unpin All</p>
<p>Inverse Kinematics Unpin Selected, Figure  Main Menu ~  Edit / Figure / Inverse Kinematics / Unpin Selected</p>
<p>inversesqrt, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / inversesqrt</p>
<p>Invert Selection  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Invert Selection</p>
<p>Invert Selection  Scene (Pane/Tab) ~  Right-Click "object" / Select / Invert Selection</p>
<p>invert, Add Operations Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / invert</p>
<p>IPR Render, Save  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Save IPR Render</p>
<p>IPR Render, Save  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Save IPR Render</p>
<p>IPR Render, Save  Aux Viewport (Pane/Tab) ~  Save IPR Render</p>
<p>IPR Render, Start  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Start IPR Render</p>
<p>IPR Render, Start  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Start IPR Render</p>



IPR Render, Start Aux Viewport (Pane/Tab) ~ Start IPR Render
IPR Render, Stop Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Stop IPR Render
IPR Render, Stop Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Stop IPR Render
IPR Render, Stop Aux Viewport (Pane/Tab) ~ Stop IPR Render
IPR Toolbar, Show/Hide Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Show IPR Toolbar
IPR Toolbar, Show/Hide Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Show IPR Toolbar
IsSubSurfacePass, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IsSubSurfacePass
<b>J</b>
Joint Editor Main Menu ~ Tools / Joint Editor
<b>K</b>
Keyboard Navigation, View Main Menu ~ Edit / View / Keyboard Navigation
Keyframe, Create at the Current Time Timeline (Pane/Tab) ~ Create keys

Keyframe, Skip to Next Timeline (Pane/Tab) ~ Next keyframe
Keyframe, Skip to Previous Timeline (Pane/Tab) ~ Previous keyframe
Keys, Delete at the Current Time Timeline (Pane/Tab) ~ Delete keys
L
L, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / L
Layered Image Editor Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Layered Image Editor
Layered Image(s) Preset, Save As Main Menu ~ File / Save As / Layered Image(s) Preset
Layout(s), Delete Main Menu ~ Window / Workspace / Delete Layout(s)
Layout, Save As Main Menu ~ Window / Workspace / Save Layout As
Layout, Select Main Menu ~ Window / Workspace / Select Layout
Left View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Left View
Left View ViewPort (Pane/Tab) ~ Left-Click View Selection / Left View

<p>Lefts, Align Selected Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Lefts</p>
<p>length, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / length</p>
<p>Length, Change Animation            Timeline (Pane/Tab) ~            Left-Click-drag AnimationRange Marker</p>
<p>Length, Insert Geometric Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Length</p>
<p>Lesson Strip ((disable))            Main Menu ~            Preferences / Interface / Activity Bar / Hide Lesson Strip ((check))</p>
<p>Lesson Strip ((enable))            Main Menu ~            Preferences / Interface / Activity Bar / Hide Lesson Strip ((uncheck))</p>
<p>Lesson Strip ((enable-alternative method))            Main Menu ~            Window / Workspace / Select Layout ((change layout to new layout and then back again))</p>
<p>Lesson Strip, Disable            Lesson Strip ~            Right-Click Select a Lesson / Status Bar uncheck</p>
<p>Lesson Strip, Enable            Main Menu ~            Window / Workspace / Enable Lesson Strip</p>
<p>Lesson, Barefoot Dancer            Lesson Strip ~            Left-Click Select a Lesson / Interactive Lessons / Barefoot Dancer</p>
<p>Lesson, Finding, Loading and Manipulating Content            Lesson Strip ~            Left-Click Select a Lesson / Interactive Lessons / Finding, Loading and Manipulating Content</p>
<p>Level (Pitch/Roll), View            Main Menu ~            Edit / View / Level (Pitch/Roll)</p>

<p>Level of Detail, Add  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Geometry / Add Level of Detail</p>
<p>Level of Detail, Add ((to)) Figure Geometry  Main Menu ~  Edit / Figure / Geometry / Add Level Of Detail</p>
<p>Level of Detail, Object Geometry Add  Main Menu ~  Edit / Object / Geometry / Add Level Of Detail</p>
<p>LIE (Layered Image Editor)  Environment (Pane/Tab) ~  Active Type / Backdrop / Background / Left-Click dropdown-menu / Layered Image Editor</p>
<p>Light Attenuation, Add Macros Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Light Attenuation</p>
<p>Light Brick Area Light, Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light</p>
<p>Light Brick Base Light, Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light</p>
<p>Light Brick Caustic Light [Camera], Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]</p>
<p>Light Brick Distant Light, Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light</p>
<p>Light Brick Gel Light, Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light</p>
<p>Light Brick Indirect Light [Camera], Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]</p>
<p>Light Brick Point Light, Insert Root  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light</p>

<p>Light Brick Spot Light, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light</p>
<p>Light Bricks, Insert Root            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights</p>
<p>Light Decay, Insert Lighting Function Falloff Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff / Light Decay</p>
<p>Light(s) Preset (.ds*), Save As Deprecated            Main Menu ~            File / Save As / Deprecated / Light(s) Preset (.ds*)</p>
<p>Light(s) Preset, Save As            Main Menu ~            File / Save As / Light(s) Preset</p>
<p>Light(s), Replace Selected            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Replace Selected Light(s)</p>
<p>Light, Create New            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Create New Light</p>
<p>Lights, Delete All            Lights (Pane/Tab) ~            Left-Click Active Pane Options / Delete / Delete All Lights</p>
<p>Lights, Delete All            Lights (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Delete / Delete All Lights</p>
<p>Lights, Delete All            Lights (Pane/Tab) ~            Right-Click Lights Tab / Delete / Delete All Lights</p>
<p>Lights, Delete All            Main Menu ~            Edit / Delete / Delete All Lights</p>
<p>Lights, Delete All            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Delete / Delete All Lights</p>

Lights, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Lights
Lights, Preview Main Menu ~ Window / Preview Lights
Lights, Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Lights
Lights, Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Lights
Lights, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Lights
lightsource, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / lightsource
Limits Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Limits
Limits Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits
Limits Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits
Limits Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits
Limits Off (Rotation) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits Off (Rotation)
Limits Off (Rotation) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits / Limits Off (Rotation)

Limits Off (Rotation) Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits Off (Rotation)
Limits Off (Rotation) Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits / Limits Off (Rotation)
Limits Off (Rotation), Figure Main Menu ~ Edit / Figure / Limits / Limits Off (Rotation)
Limits On (Rotation) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits On (Rotation)
Limits On (Rotation) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits / Limits On (Rotation)
Limits On (Rotation) Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits On (Rotation)
Limits On (Rotation) Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits / Limits On (Rotation)
Limits On (Rotation), Figure Main Menu ~ Edit / Figure / Limits / Limits On (Rotation)
Linear Point Light, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Linear Point Light
Linear Point Light, New Main Menu ~ Create / New Linear Point Light
List View, View Assets in Render Library (Pane/Tab) ~ Asset List View
Lit Wireframe Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Lit Wireframe

<p>Lit Wireframe  ViewPort (Pane/Tab) ~  Left-Click DrawStyle Options / Lit Wireframe</p>
<p>Load UV Set  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Geometry / Load UV Set</p>
<p>Load UV Set  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Load UV Set</p>
<p>Load UV Set  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Load UV Set</p>
<p>Load UV Set, Figure Geometry  Main Menu ~  Edit / Figure / Geometry / Load UV Set</p>
<p>Load UV Set, Object Geometry  Main Menu ~  Edit / Object / Geometry / Load UV Set</p>
<p>Loading Your Content  Lesson Strip ~  Left-Click Select a Lesson / II - Content / II - Loading Your Content</p>
<p>location, Browse to  Render Library (Pane/Tab) ~  Right-Click Render Library / Browse to location</p>
<p>Lock  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock</p>
<p>Lock  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock</p>
<p>Lock  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock</p>
<p>Lock  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock</p>



<p>Lock Parameters (Pane/Tab) ~ Right-Click Properties Section / Lock</p>
<p>Lock Posing (Pane/Tab) ~ Left-Click Active Pane Options / Lock</p>
<p>Lock Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock</p>
<p>Lock Posing (Pane/Tab) ~ Right-Click Posing Tab / Lock</p>
<p>Lock Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Lock</p>
<p>Lock Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock</p>
<p>Lock Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Lock</p>
<p>Lock Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock</p>
<p>Lock Bone Order Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Lock Bone Order</p>
<p>Lock Docking/Undocking Main Menu ~ Window / Workspace / Lock Docking/Undocking</p>
<p>Lock Selected Node(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s)</p>
<p>Lock Selected Node(s) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s)</p>

<p>Lock Selected Node(s) Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Pose, Figure  Main Menu ~  Edit / Figure / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Pose, Object  Main Menu ~  Edit / Object / Lock / Lock Selected Node(s) Pose</p>
<p>Lock Selected Node(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Shape</p>
<p>Lock Selected Node(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Lock Selected Node(s) Shape</p>
<p>Lock Selected Node(s) Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Shape</p>
<p>Lock Selected Node(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Lock / Lock Selected Node(s) Shape</p>
<p>Lock Selected Node(s) Shape, Figure  Main Menu ~  Edit / Figure / Lock / Lock Selected Node(s) Shape</p>
<p>Lock Selected Node(s) Shape, Object  Main Menu ~  Edit / Object / Lock / Lock Selected Node(s) Shape</p>

<p>Lock Selected Node(s), Figure  Main Menu ~  Edit / Figure / Lock / Lock Selected Node(s)</p>
<p>Lock Selected Node(s), Object  Main Menu ~  Edit / Object / Lock / Lock Selected Node(s)</p>
<p>Lock Selected Properties  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Selected Properties  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Selected Properties  Parameters (Pane/Tab) ~  Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Selected Properties  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Selected Properties  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Selected Properties  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Lock Sub-Track(s)  aniMate Lite (Pane/Tab) ~  Lock Sub-Track(s)</p>
<p>Lock, Object  Main Menu ~  Edit / Object / Lock</p>
<p>Log File, Troubleshooting View  Main Menu ~  Help / Troubleshooting / View Log File</p>
<p>log, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / log</p>

Login Main Menu ~ Connect / Login
Look Down (Pitch -), View Main Menu ~ Edit / View / Look Down (Pitch -)
Look Left (Yaw -), View Main Menu ~ Edit / View / Look Left (Yaw -)
Look Right (Yaw +), View Main Menu ~ Edit / View / Look Right (Yaw +)
Look Up (Pitch +), View Main Menu ~ Edit / View / Look Up (Pitch +)
Loop Timeline (Pane/Tab) ~ Loop
Loop Playback aniMate Lite (Pane/Tab) ~ Loop Playback
Lowercase, Convert To Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert To Lowercase
<b>M</b>
Macro from shader source (*.sl) Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macro from shader source (*.sl)
Macro Instance, Edit Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Edit Macro Instance
Macro, Create from Input Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Create Macro from Input

<p>Macros  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros</p>
<p>Macros Block Ambient, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Ambient</p>
<p>Macros Block Deg2Rad, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Deg2Rad</p>
<p>Macros Block Diffuse, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Diffuse</p>
<p>Macros Block Displace, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Displace</p>
<p>Macros Block Environment, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Environment</p>
<p>Macros Block Faceforward, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Faceforward</p>
<p>Macros Block Format, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Format</p>
<p>Macros Block GI Light, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI Light</p>
<p>Macros Block GI, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / GI</p>
<p>Macros Block IBL Light, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IBL Light</p>
<p>Macros Block Image, Add  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image</p>

<p>Macros Block Image2, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Image2</p>
<p>Macros Block IndirectDiffuse(Surface), Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse(Surface)</p>
<p>Macros Block IndirectDiffuse, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IndirectDiffuse</p>
<p>Macros Block IsSubSurfacePass, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / IsSubSurfacePass</p>
<p>Macros Block Light Attenuation, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Light Attenuation</p>
<p>Macros Block Metallic, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Metallic</p>
<p>Macros Block Occlusion(Surface), Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion(Surface)</p>
<p>Macros Block Occlusion, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion</p>
<p>Macros Block Opacity, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Opacity</p>
<p>Macros Block Plastic, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Plastic</p>
<p>Macros Block Point Shadow, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Point Shadow</p>
<p>Macros Block Rad2Deg, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Rad2Deg</p>

<p>Macros Block Reflection, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Reflection</p>
<p>Macros Block Shading Normal, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shading Normal</p>
<p>Macros Block Shadow, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shadow</p>
<p>Macros Block Specular, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular</p>
<p>Macros Block Specular2, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular2</p>
<p>Macros Block SplitColor, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / SplitColor</p>
<p>Macros Block Subsurface, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Subsurface</p>
<p>Macros Block Value, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Value</p>
<p>Macros, User          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros</p>
<p>Main ((enable:disable))          Lesson Strip ~          Right-Click Select a Lesson / Main</p>
<p>Make Pane Group Undockable          aniMate Lite (Pane/Tab) ~          Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable          aniMate Lite (Pane/Tab) ~          Right-Click aniMate Tab / Make Pane Group Undockable</p>

<p>Make Pane Group Undockable  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Cameras (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Environment (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Lights (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Lights (Pane/Tab) ~  Right-Click Lights Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Posing (Pane/Tab) ~  Right-Click Posing Tab / Make Pane Group Undockable</p>



<p>Make Pane Group Undockable  Render Library (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Render Settings (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Render Settings (Pane/Tab) ~  Right-Click Render Settings Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Script IDE (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Shader Builder (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Shader Mixer (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Smart Content (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Make Pane Group Undockable</p>

<p>Make Pane Group Undockable  Timeline ~  Right-Click Timeline Tab / Make Pane Group Undockable</p>
<p>Make Pane Group Undockable  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Group Undockable</p>
<p>Make Pane Undockable  aniMate Lite (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  aniMate Lite (Pane/Tab) ~  Right-Click aniMate Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  Cameras (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Environment (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Lights (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Lights (Pane/Tab) ~  Right-Click Lights Tab / Make Pane Undockable</p>

<p>Make Pane Undockable Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Make Pane Undockable</p>
<p>Make Pane Undockable Posing (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Posing (Pane/Tab) ~ Right-Click Posing Tab / Make Pane Undockable</p>
<p>Make Pane Undockable Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Make Pane Undockable</p>
<p>Make Pane Undockable Scene (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable</p>

<p>Make Pane Undockable  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  Smart Content (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Make Pane Undockable  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  Timeline ~  Right-Click Timeline Tab / Make Pane Undockable</p>
<p>Make Pane Undockable  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Make Pane Undockable</p>
<p>Manage Directories  Render Library (Pane/Tab) ~  Left-Click folder dropdown-menu / Manage Directories</p>
<p>Map Transfer  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Map Transfer</p>
<p>Map Transfer  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Map Transfer</p>
<p>Map, Insert Lighting Function Environment Brick Environment  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Map</p>
<p>Marble, Insert Texture Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Marble</p>
<p>Mark All As Seen  Content Library (Pane/Tab) ~  Right-Click "asset" / Mark All As Seen</p>

<p>Mark All As Seen  Content Library (Pane/Tab) ~  Right-Click Content Library / Mark All As Seen</p>
<p>Mark All Properties As Seen  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen</p>
<p>Mark All Properties As Seen  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen</p>
<p>Mark All Properties As Seen  Parameters (Pane/Tab) ~  Right-Click Properties Section / Mark All Properties As Seen</p>
<p>Mark All Properties As Seen  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen</p>
<p>Mark All Properties As Seen  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen</p>
<p>match, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / match</p>
<p>Material(s) Preset, Save As  Main Menu ~  File / Save As / Material(s) Preset</p>
<p>Materials Preset (.ds*), Save As Deprecated  Main Menu ~  File / Save As / Deprecated / Materials Preset (.ds*)</p>
<p>Mathematical Function Brick Binary Operation, Insert  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Binary Operation</p>
<p>Mathematical Function Brick Clamp or Step, Insert  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step</p>
<p>Mathematical Function Brick Compare, Insert  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Compare</p>

<p>Mathematical Function Brick Mix, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Mix</p>
<p>Mathematical Function Brick Spline, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Spline</p>
<p>Mathematical Function Brick Sum, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Sum</p>
<p>Mathematical Function Brick Unary Operation, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Unary Operation</p>
<p>Mathematical Function Bricks, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical</p>
<p>Matrix Ntransform, Insert Geometric Function Transformation Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix NTransform</p>
<p>Matrix Transform, Insert Geometric Function Transformation Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix Transform</p>
<p>max, Add Function Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / max</p>
<p>Memorize          Parameters (Pane/Tab) ~          Left-Click Active Pane Options / Memorize</p>
<p>Memorize          Parameters (Pane/Tab) ~          Right-Click Parameters Tab / Memorize</p>
<p>Memorize          Posing (Pane/Tab) ~          Left-Click Active Pane Options / Memorize</p>
<p>Memorize          Posing (Pane/Tab) ~          Right-Click Posing Tab / Memorize</p>

<p>Memorize  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Memorize</p>
<p>Memorize  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Memorize</p>
<p>Memorize Figure  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Figure</p>
<p>Memorize Figure  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Figure</p>
<p>Memorize Figure Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Figure Pose</p>
<p>Memorize Figure Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Figure Pose</p>
<p>Memorize Figure Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Figure Pose</p>
<p>Memorize Figure Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Memorize / Memorize Figure Pose</p>
<p>Memorize Figure Pose, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Figure Pose</p>
<p>Memorize Figure Rigging, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Figure Rigging</p>
<p>Memorize Figure Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Figure Shape</p>
<p>Memorize Figure Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Figure Shape</p>

<p>Memorize Figure Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Figure Shape</p>
<p>Memorize Figure Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Memorize / Memorize Figure Shape</p>
<p>Memorize Figure Shape, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Figure Shape</p>
<p>Memorize Figure, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Figure</p>
<p>Memorize Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s)</p>
<p>Memorize Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s)</p>
<p>Memorize Selected Item(s) Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Pose</p>
<p>Memorize Selected Item(s) Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Pose</p>
<p>Memorize Selected Item(s) Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Pose</p>
<p>Memorize Selected Item(s) Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Memorize / Memorize Selected Item(s) Pose</p>
<p>Memorize Selected Item(s) Pose, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Selected Item(s) Pose</p>
<p>Memorize Selected Item(s) Pose, Object  Main Menu ~  Edit / Object / Memorize / Memorize Selected Item(s) Pose</p>



<p>Memorize Selected Item(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s) Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s) Shape, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s) Shape, Object  Main Menu ~  Edit / Object / Memorize / Memorize Selected Item(s) Shape</p>
<p>Memorize Selected Item(s), Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Selected Item(s)</p>
<p>Memorize Selected Item(s), Object  Main Menu ~  Edit / Object / Memorize / Memorize Selected Item(s)</p>
<p>Memorize Selected Node(s) Rigging, Figure  Main Menu ~  Edit / Figure / Memorize / Memorize Selected Node(s) Rigging</p>
<p>Memorize Selected Node(s) Rigging, Object  Main Menu ~  Edit / Object / Memorize / Memorize Selected Node(s) Rigging</p>
<p>Memorize, Object  Main Menu ~  Edit / Object / Memorize</p>
<p>Merge  Main Menu ~  File / Merge</p>

Merge Into Scene Content Library (Pane/Tab) ~ Right-Click "asset" / Merge Into Scene
Metallic, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Metallic
Migrate Old Content Database Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Migrate Old Content Database
min, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / min
mix, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mix
Mix, Insert Mathematical Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Mix
mod, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / mod
Modified Assets, Save As Support Asset (Save) Main Menu ~ File / Save As / Support Asset / Save Modified Assets
Modifier, Add Push Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Add Push Modifier
Modifier, Remove Push Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Push Modifier
Morph Asset(s), Save As Support Asset Main Menu ~ File / Save As / Support Asset / Morph Asset(s)
Morph Loader Advanced Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Morph Loader Advanced

Morph Loader Advanced, Figure Main Menu ~ Edit / Figure / Morph Loader Advanced
Morph Loader Advanced, Object Main Menu ~ Edit / Object / Morph Loader Advanced
Morph Loader Pro Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Morph Loader Pro
Morph Loader Pro, Figure Main Menu ~ Edit / Figure / Morph Loader Pro
Morph Loader Pro, Object Main Menu ~ Edit / Object / Morph Loader Pro
Morphs, Bake Smoothed Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Bake Smoothed Morphs
Morphs, Clear Generated Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Clear Generated Morphs
Morphs, Transfer Active Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs
Morphs, Transfer Active Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Transfer Active Morphs
Morphs, Transfer Active Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Transfer Active Morphs
Morphs, Transfer Active Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs
Morphs, Transfer Active Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Transfer Active Morphs

Move Shader Mixer (Pane/Tab) ~ Edit / Move
Move Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move
Move Back, View Main Menu ~ Edit / View / Move Back
Move Down, View Main Menu ~ Edit / View / Move Down
Move Forward, View Main Menu ~ Edit / View / Move Forward
Move Left, View Main Menu ~ Edit / View / Move Left
Move Playhead aniMate Lite (Pane/Tab) ~ Left-Click-drag Playhead
Move Right, View Main Menu ~ Edit / View / Move Right
Move Selected Brick(s) To Back Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Back
Move Selected Brick(s) To Back Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Back
Move Selected Brick(s) To Front Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Front
Move Selected Brick(s) To Front Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Front

Move To Floor Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Move To Floor
Move To Floor Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Move To Floor
Move To Floor Posing (Pane/Tab) ~ Left-Click Active Pane Options / Move To Floor
Move To Floor Posing (Pane/Tab) ~ Right-Click Posing Tab / Move To Floor
Move To Floor, Figure Main Menu ~ Edit / Figure / Move To Floor
Move To Floor, Object Main Menu ~ Edit / Object / Move To Floor
Move Track Down aniMate Lite (Pane/Tab) ~ Move Track Down
Move Track Up aniMate Lite (Pane/Tab) ~ Move Track Up
Move Up, View Main Menu ~ Edit / View / Move Up
multiply, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / multiply
My Account Main Menu ~ Connect / My Account
My Cart Main Menu ~ Connect / My Cart

My Gallery Main Menu ~ Connect / My Gallery
My Wishlist Main Menu ~ Connect / My Wishlist
<b>N</b>
N, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / N
Navigate to the Next Page Render Library (Pane/Tab) ~ Navigate to the Next Page
Navigate to the Previous Page Render Library (Pane/Tab) ~ Navigate to the Previous Page
ncomps, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / ncomps
Network, Add to Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Repository "block" / Add to Network
Network, Compile Shader Builder (Pane/Tab) ~ Left-Click Catalog / Compile Network
Network, Save Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Save Network
New Main Menu ~ File / New
New Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block

<p>New Camera Main Menu ~ Create / New Camera</p>
<p>New Camera Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Camera</p>
<p>New D-Former Main Menu ~ Create / New D-Former</p>
<p>New D-Former Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New D-Former</p>
<p>New Distant Light Main Menu ~ Create / New Distant Light</p>
<p>New Distant Light Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Distant Light</p>
<p>New Geometry Shell Main Menu ~ Create / New Geometry Shell</p>
<p>New Geometry Shell Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Geometry Shell</p>
<p>New Group Main Menu ~ Create / New Group</p>
<p>New Group Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Group</p>
<p>New Linear Point Light Main Menu ~ Create / New Linear Point Light</p>
<p>New Linear Point Light Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Linear Point Light</p>

New Node Instance Main Menu ~ Create / New Node Instance
New Node Instance Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instance
New Node Instances Main Menu ~ Create / New Node Instances
New Node Instances Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instances
New Null Main Menu ~ Create / New Null
New Null Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Null
New Point Light Main Menu ~ Create / New Point Light
New Point Light Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Point Light
New Primitive Main Menu ~ Create / New Primitive
New Primitive Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Primitive
New Push Modifier Weight Node Main Menu ~ Create / New Push Modifier Weight Node
New Push Modifier Weight Node Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Push Modifier Weight Node



<p>New Spotlight Main Menu ~ Create / New Spotlight</p>
<p>New Spotlight Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Spotlight</p>
<p>New Track aniMate Lite (Pane/Tab) ~ New Track</p>
<p>New, Open As Content Library (Pane/Tab) ~ Right-Click "asset" / Open As New</p>
<p>Next Page, Navigate to the Render Library (Pane/Tab) ~ Navigate to the Next Page</p>
<p>Ng, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ng</p>
<p>No Rotation, Backdrop Environment (Pane/Tab) ~ Active Type / Backdrop / Rotation / Left-Click dropdown-menu / No Rotation</p>
<p>Node Hierarchies, Duplicate Main Menu ~ Edit / Duplicate / Duplicate Node Hierarchies</p>
<p>Node Instance, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instance</p>
<p>Node Instance, New Main Menu ~ Create / New Node Instance</p>
<p>Node Instances, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instances</p>
<p>Node Instances, New Main Menu ~ Create / New Node Instances</p>

Node Selection Main Menu ~ Tools / Node Selection
Node Weight Map Brush Main Menu ~ Tools / Node Weight Map Brush
Node(s), Duplicate Main Menu ~ Edit / Duplicate / Duplicate Node(s)
noise(color), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(color)
noise(float), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(float)
noise(point), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(point)
noise(vector), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(vector)
Noise, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Noise
Noises Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises
Noises Block cellnoise(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(color)
Noises Block cellnoise(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(float)
Noises Block cellnoise(point), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(point)

Noises Block cellnoise(vector), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / cellnoise(vector)
Noises Block noise(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(color)
Noises Block noise(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(float)
Noises Block noise(point), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(point)
Noises Block noise(vector), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / noise(vector)
Noises Block pnoise(color), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(color)
Noises Block pnoise(float), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(float)
Noises Block pnoise(point), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(point)
Noises Block pnoise(vector), Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(vector)
Noises Block wnoise, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / wnoise
None Environment (Pane/Tab) ~ Active Type / None
Normal Map, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normal Map

normal, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normal	
normalize(normal), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(normal)	
normalize(vector), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / normalize(vector)	
Normalize, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normalize	
Ns, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ns	
ntransform, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ntransform	
Ntransform, Insert Geometric Function Transformation Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / NTransform	
Null, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Null	
Null, New Main Menu ~ Create / New Null	
O	
Object Main Menu ~ Edit / Object	
Object Assets Main Menu ~ Edit / Object / Assets	

Object Assets Update Asset(s) from Import Source(s) Main Menu ~ Edit / Object / Assets / Update Asset(s) From Import Source(s)
Object Change Parent Main Menu ~ Edit / Object / Change Parent
Object Clear Animation Main Menu ~ Edit / Object / Clear Animation
Object Clear Animation Clear Selected Item(s) Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s)
Object Clear Animation Clear Selected Item(s) Pose Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s) Pose
Object Clear Animation Clear Selected Item(s) Shape Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s) Shape
Object Element Data Main Menu ~ Edit / Object / Element Data
Object Geometry Main Menu ~ Edit / Object / Geometry
Object Geometry Add Level of Detail Main Menu ~ Edit / Object / Geometry / Add Level Of Detail
Object Geometry Add Push Modifier Main Menu ~ Edit / Object / Geometry / Add Push Modifier
Object Geometry Apply Smoothing Modifier Main Menu ~ Edit / Object / Geometry / Apply Smoothing Modifier
Object Geometry Bake Smoothed Morphs Main Menu ~ Edit / Object / Geometry / Bake Smoothed Morphs

Object Geometry Convert to SubD Main Menu ~ Edit / Object / Geometry / Convert To Subd
Object Geometry Load UV Set Main Menu ~ Edit / Object / Geometry / Load UV Set
Object Geometry Remove Push Modifier Main Menu ~ Edit / Object / Geometry / Remove Push Modifier
Object Geometry Remove Smoothing Modifier Main Menu ~ Edit / Object / Geometry / Remove Smoothing Modifier
Object Geometry Set Smoothing Modifier Base Main Menu ~ Edit / Object / Geometry / Set Smoothing Modifier Base
Object Geometry Triangulate Main Menu ~ Edit / Object / Geometry / Triangulate
Object Geometry Update Base Geometry Main Menu ~ Edit / Object / Geometry / Update Base Geometry
Object Instances Main Menu ~ Edit / Object / Instances
Object Instances Break Instance Group Main Menu ~ Edit / Object / Instances / Break Instance Group
Object Instances Group Like Sibling Instances Main Menu ~ Edit / Object / Instances / Group Like Sibling Instances
Object Lock Main Menu ~ Edit / Object / Lock
Object Lock Selected Node(s) Main Menu ~ Edit / Object / Lock / Lock Selected Node(s)

Object Lock Selected Node(s) Pose Main Menu ~ Edit / Object / Lock / Lock Selected Node(s) Pose
Object Lock Selected Node(s) Shape Main Menu ~ Edit / Object / Lock / Lock Selected Node(s) Shape
Object Lock Unlock Selected Node(s) Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s)
Object Lock Unlock Selected Node(s) Pose Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s) Pose
Object Lock Unlock Selected Node(s) Shape Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s) Shape
Object Memorize Main Menu ~ Edit / Object / Memorize
Object Memorize Selected Item(s) Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s)
Object Memorize Selected Item(s) Pose Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s) Pose
Object Memorize Selected Item(s) Shape Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s) Shape
Object Memorize Selected Node(s) Rigging Main Menu ~ Edit / Object / Memorize / Memorize Selected Node(s) Rigging
Object Morph Loader Advanced Main Menu ~ Edit / Object / Morph Loader Advanced
Object Morph Loader Pro Main Menu ~ Edit / Object / Morph Loader Pro

Object Move To Floor Main Menu ~ Edit / Object / Move To Floor
Object Restore Main Menu ~ Edit / Object / Restore
Object Restore Selected Item(s) Main Menu ~ Edit / Object / Restore / Restore Selected Item(s)
Object Restore Selected Item(s) Pose Main Menu ~ Edit / Object / Restore / Restore Selected Item(s) Pose
Object Restore Selected Item(s) Shape Main Menu ~ Edit / Object / Restore / Restore Selected Item(s) Shape
Object Restore Selected Node(s) Rigging Main Menu ~ Edit / Object / Restore / Restore Selected Node(s) Rigging
Object Rigging Main Menu ~ Edit / Object / Rigging
Object Rigging Convert Prop to Figure Main Menu ~ Edit / Object / Rigging / Convert Prop To Figure
Object Scene Identification Main Menu ~ Edit / Object / Scene Identification
Object Set Default Compatibility Bases Main Menu ~ Edit / Object / Set Default Compatibility
Object Transfer Utility Main Menu ~ Edit / Object / Transfer Utility
Object Zero Main Menu ~ Edit / Object / Zero



Object Zero Selected Item(s) Main Menu ~ Edit / Object / Zero / Zero Selected Item(s)
Object Zero Selected Item(s) Pose Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Pose
Object Zero Selected Item(s) Shape Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Shape
Objects, Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Objects
Objects, Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Objects
Objects, Show Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Objects
Occlusion(Surface), Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion(Surface)
occlusion, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / occlusion
Occlusion, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Occlusion
Occlusion, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Occlusion
Off Screen Pane (Tab) Groups Main Menu ~ Window / Workspace / Off Screen Pane (Tab) Groups
Oi, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Oi

<p>OI, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / OI</p>
<p>Online Documentation            Shader Mixer (Pane/Tab) ~            Help / Online Documentation</p>
<p>Online Documentation, Show            Shader Mixer (Pane/Tab) ~            Left-Click Brickyard / Right-Click Repository Section / Show Online Documentation</p>
<p>Online Resources            Main Menu ~            Help / Online Resources</p>
<p>Online Resources 3rd Party Contributors            Main Menu ~            Help / Online Resources / 3rd Party Contributors</p>
<p>Online Resources 3rd Party Contributors Dreamlight            Main Menu ~            Help / Online Resources / 3rd Party Contributors / Dreamlight</p>
<p>Online Resources DAZ 3D Forums            Main Menu ~            Help / Online Resources / Daz 3d Forums</p>
<p>Online Resources DAZ 3D Galleries            Main Menu ~            Help / Online Resources / Daz 3d Galleries</p>
<p>Online Resources DAZ 3D Web Site            Main Menu ~            Help / Online Resources / Daz 3d Web Site</p>
<p>Online Resources Frequently Asked Questions (FAQ)            Main Menu ~            Help / Online Resources / Frequently Asked Questions (Faq)</p>
<p>Online Resources New User Help Forum            Main Menu ~            Help / Online Resources / New User Help Forum</p>
<p>Online Resources Tutorials            Main Menu ~            Help / Online Resources / Tutorials</p>

<p>Opacity, Add Macros Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Opacity</p>
<p>Open          Main Menu ~          File / Open</p>
<p>Open As New          Content Library (Pane/Tab) ~          Right-Click "asset" / Open As New</p>
<p>Open Recent          Main Menu ~          File / Open Recent</p>
<p>Open Render Directory Manager          Render Library (Pane/Tab) ~          Left-Click Active Pane Options / Render Directory Manager</p>
<p>Open Script          Script IDE (Pane/Tab) ~          File / Open Script</p>
<p>Open Script          Script IDE (Pane/Tab) ~          Right-Click Script Editor / File / Open Script</p>
<p>Open Shader          Shader Mixer (Pane/Tab) ~          File / Open Shader</p>
<p>Operations          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations</p>
<p>Operations Block add, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / add</p>
<p>Operations Block compare, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / compare</p>
<p>Operations Block cross product, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / cross product</p>

Operations Block divide, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / divide
Operations Block dot product, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / dot product
Operations Block equal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / equal
Operations Block greater or equal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater or equal
Operations Block greater, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / greater
Operations Block invert, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / invert
Operations Block multiply, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / multiply
Operations Block smaller or equal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller or equal
Operations Block smaller, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller
Operations Block subtract, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / subtract
Operations Block unequal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / unequal
opposite, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / opposite

<p>option, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / option</p>
<p>Orbit, View            Aux Viewport (Pane/Tab) ~            View Orbit</p>
<p>Orbit, View            ViewPort (Pane/Tab) ~            View Orbit</p>
<p>Orient Tabs Along Top            Main Menu ~            Window / Workspace / Orient Tabs Along Top</p>
<p>Origin Object Center, Create New Primitive:            Main Menu ~            Create / New Primitive / Origin = "Object Center"</p>
<p>Origin World Center, Create New Primitive:            Main Menu ~            Create / New Primitive / Origin = "World Center"</p>
<p>Origin, Create New Primitive:            Main Menu ~            Create / New Primitive / Origin</p>
<p>Os, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Os</p>
<p><b>P</b></p>
<p>P, Add Variables Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / P</p>
<p>Page, Decrease Assets Per            Render Library (Pane/Tab) ~            Decrease Assets Per Page</p>
<p>Page, Go to Next            Content Library (Pane/Tab) ~            Next Page</p>

Page, Go to Previous Content Library (Pane/Tab) ~ Previous Page
Page, Increase Assets Per Render Library (Pane/Tab) ~ Increase Assets Per Page
Page, Navigate to the Next Render Library (Pane/Tab) ~ Navigate to the Next Page
Page, Navigate to the Previous Render Library (Pane/Tab) ~ Navigate to the Previous Page
Pan, View Aux Viewport (Pane/Tab) ~ View Pan
Pan, View ViewPort (Pane/Tab) ~ View Pan
Pane (Tab) Main Menu ~ Window / Panes (Tabs)
Pane (Tab) Groups, Off Screen Main Menu ~ Window / Workspace / Off Screen Pane (Tab) Groups
Pane Align ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Align
Pane aniMate2 ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Animate2
Pane aniMate2 Constraints ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Animate2 Constraints
Pane Aux Viewport ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Aux Viewport

Pane Batch Convert ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Batch Convert
Pane Cameras ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Cameras
Pane Content Library ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Content Library
Pane DForm ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Dform
Pane Dynamic Clothing ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Dynamic Clothing
Pane Environment ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Environment
Pane Figure Setup ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Figure Setup
Pane Group, Make Undockable aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Make Pane Group Undockable
Pane Group, Make Undockable Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Make Pane Group Undockable
Pane Group, Make Undockable Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable

Pane Group, Make Undockable Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Make Pane Group Undockable
Pane Group, Make Undockable Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Environment (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Lights (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Lights (Pane/Tab) ~ Right-Click Lights Tab / Make Pane Group Undockable
Pane Group, Make Undockable Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Make Pane Group Undockable
Pane Group, Make Undockable Posing (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Posing (Pane/Tab) ~ Right-Click Posing Tab / Make Pane Group Undockable
Pane Group, Make Undockable Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Make Pane Group Undockable



Pane Group, Make Undockable Scene (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Make Pane Group Undockable
Pane Group, Make Undockable Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Group, Make Undockable Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Make Pane Group Undockable
Pane Group, Make Undockable ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
Pane Help ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Help
Pane Lights ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Lights

Pane Parameters ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Parameters
Pane Posing ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Posing
Pane PowerPose ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Powerpose
Pane Property Hierarchy ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Property Hierarchy
Pane Puppeteer ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Puppeteer
Pane Render Album ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Album
Pane Render Library ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Library
Pane Render Settings ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Settings
Pane RSL Editor ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Rsl Editor
Pane Scene ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Scene
Pane Scene Info ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Scene Info
Pane Script IDE ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Script Ide

Pane Shader Builder ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Shader Builder
Pane Shader Mixer ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Shader Mixer
Pane Shaping ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Shaping
Pane Smart Content ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Smart Content
Pane Steps ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Steps
Pane Surfaces ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Surfaces
Pane Timeline ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Timeline
Pane Tool Settings ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Tool Settings
Pane UI Widget Map ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Ui Widget Map
Pane View ((show:hide)) Main Menu ~ Window / Panes (Tabs) / View
Pane Viewport ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Viewport
Pane, Close aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

Pane, Close aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Close Pane
Pane, Close Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Close Pane
Pane, Close Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Close Pane
Pane, Close Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Environment (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Lights (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Lights (Pane/Tab) ~ Right-Click Lights Tab / Close Pane
Pane, Close Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Close Pane
Pane, Close Posing (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

Pane, Close Posing (Pane/Tab) ~ Right-Click Posing Tab / Close Pane
Pane, Close Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Close Pane
Pane, Close Scene (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Close Pane
Pane, Close Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Close Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

Pane, Close Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Close Pane
Pane, Close ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane
Pane, Make Undockable aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Make Pane Undockable
Pane, Make Undockable Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Make Pane Undockable
Pane, Make Undockable Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Make Pane Undockable
Pane, Make Undockable Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Environment (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Lights (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Lights (Pane/Tab) ~ Right-Click Lights Tab / Make Pane Undockable

Pane, Make Undockable Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Make Pane Undockable
Pane, Make Undockable Posing (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Posing (Pane/Tab) ~ Right-Click Posing Tab / Make Pane Undockable
Pane, Make Undockable Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Make Pane Undockable
Pane, Make Undockable Scene (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable

Pane, Make Undockable Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Make Pane Undockable
Pane, Make Undockable Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Pane, Make Undockable Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Make Pane Undockable
Pane, Make Undockable ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
Parameters, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Parameters
Parent Items In Place Scene (Pane/Tab) ~ Left-Click Active Pane Options / Parent Items In Place
Paste Main Menu ~ Edit / Paste
Paste Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste
Paste Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste
Paste Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste
Paste Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste



Paste Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste
Paste Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste
Paste Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste
Paste Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste
Paste Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste
Paste Asset Content Library (Pane/Tab) ~ Paste Asset
Paste Brick(s) Shader Mixer (Pane/Tab) ~ Edit / Paste Brick(s)
Paste Brick(s) Shader Mixer (Pane/Tab) ~ Paste Brick(s)
Paste Brick(s) Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Paste Brick(s)
Paste Figure Pose Main Menu ~ Edit / Paste / Paste Figure Pose
Paste Figure Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose
Paste Figure Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste Figure Pose

Paste Figure Pose Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste Figure Pose
Paste Figure Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose
Paste Figure Pose Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste / Paste Figure Pose
Paste Figure Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste / Paste Figure Pose
Paste Figure Shape Main Menu ~ Edit / Paste / Paste Figure Shape
Paste Figure Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape
Paste Figure Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste Figure Shape
Paste Figure Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape
Paste Figure Shape Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste / Paste Figure Shape
Paste from Clipboard Script IDE (Pane/Tab) ~ Edit / Paste from Clipboard
Paste from Clipboard Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Paste from Clipboard
Paste Pose to Selected Item(s) Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Paste Pose to Selected Item(s)

<p>Paste Pose to Selected Item(s)  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Lights (Pane/Tab) ~  Left-Click Active Pane Options / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Lights (Pane/Tab) ~  Right-Click Lights Tab / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Main Menu ~  Edit / Paste / Paste Pose To Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Pose to Selected Item(s)  Posing (Pane/Tab) ~  Right-Click Posing Tab / Paste / Paste Pose to Selected Item(s)</p>
<p>Paste Shape to Selected Item(s)  Main Menu ~  Edit / Paste / Paste Shape To Selected Item(s)</p>
<p>Paste Shape to Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)</p>

<p>Paste Shape to Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste Shape to Selected Item(s)</p>
<p>Paste Shape to Selected Item(s)  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)</p>
<p>Paste Shape to Selected Item(s)  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Paste / Paste Shape to Selected Item(s)</p>
<p>Paste to Figure  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste to Figure</p>
<p>Paste to Figure  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste to Figure</p>
<p>Paste to Figure(s)  Main Menu ~  Edit / Paste / Paste To Figure(s)</p>
<p>Paste to Figure(s)  Parameters (Pane/Tab) ~  Right-Click Properties Section / Paste / Paste to Figure(s)</p>
<p>Paste to Selected Item(s)  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)</p>
<p>Paste to Selected Item(s)  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)</p>
<p>Paste to Selected Item(s)  Main Menu ~  Edit / Paste / Paste To Selected Item(s)</p>
<p>Paste to Selected Item(s)  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste to Selected Item(s)</p>
<p>Paste to Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste to Selected Item(s)</p>

<p>Paste to Selected Item(s)  Parameters (Pane/Tab) ~  Right-Click Properties Section / Paste / Paste to Selected Item(s)</p>
<p>Paste to Selected Surface(s)  Main Menu ~  Edit / Paste / Paste To Selected Surface(s)</p>
<p>Paste to Selected Surface(s)  Surfaces (Pane/Tab) ~  Left-Click Active Pane Options / Paste to Selected Surface(s)</p>
<p>Paste to Selected Surface(s)  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste to Selected Surface(s)</p>
<p>Paste to Selected Surface(s)  Surfaces (Pane/Tab) ~  Right-Click Surfaces Tab / Paste to Selected Surface(s)</p>
<p>Persistent Group Expansion ((enable:disable))  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Persistent Group Expansion</p>
<p>Persistent Group Expansion, Enable/Disable  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Persistent Group Expansion</p>
<p>Perspective View  Aux Viewport (Pane/Tab) ~  Left-Click View Selection / Perspective View</p>
<p>Perspective View  ViewPort (Pane/Tab) ~  Left-Click View Selection / Perspective View</p>
<p>phong, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / phong</p>
<p>Photon Mapper [Camera], Insert Lighting Function Root Setting Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Photon Mapper [Camera]</p>
<p>photonmap, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / photonmap</p>

Pin Rot/Tran, Figure Inverse Kinematics Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rot/Tran
Pin Rotation, Figure Inverse Kinematics Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rotation
Pin Translation, Figure Inverse Kinematics Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Translation
PI, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / PI
Plastic, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Plastic
Play / Pause Timeline (Pane/Tab) ~ Play / pause
Play All Frames Timeline ~ Right-Click Timeline Tab / Play All Frames
Play/Stop aniMate Lite (Pane/Tab) ~ Play/Stop
Playback, Loop aniMate Lite (Pane/Tab) ~ Loop Playback
Playhead, Move aniMate Lite (Pane/Tab) ~ Left-Click-drag Playhead
Playrange, Skip to End Timeline (Pane/Tab) ~ Skip to end
Plugins, About Installed Main Menu ~ Help / About Installed Plugins

Plug-ins, Registering Lesson Strip ~ Left-Click Select a Lesson / III - Registration / II - Registering Plug-ins
pnoise(color), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(color)
pnoise(float), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(float)
pnoise(point), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(point)
pnoise(vector), Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / pnoise(vector)
Point Light, Create New Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Point Light
Point Light, Insert Root Light Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light
Point Light, New Main Menu ~ Create / New Point Light
Point Shadow, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Point Shadow
point, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / point
Point, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Point
Pose Preset (.ds*), Save As Deprecated Main Menu ~ File / Save As / Deprecated / Pose Preset (.ds*)

Pose Preset, Save As Main Menu ~ File / Save As / Pose Preset
Pose Tool ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool
Pose Tool ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool
Poser Companion Files, Create Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Create Poser Companion Files
Posing, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Posing
pow, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / pow
PowerPose, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Powerpose
Preferences aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Preferences
Preferences aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Preferences
Preferences Main Menu ~ Edit / Preferences
Preferences Script IDE (Pane/Tab) ~ Edit / Preferences
Preferences Shader Mixer (Pane/Tab) ~ Edit / Preferences



<p>Preferences, Edit  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Edit Preferences</p>
<p>Preview Box Size  Shader Mixer (Pane/Tab) ~  Right-Click Preview Box / Size</p>
<p>Preview Lights  Main Menu ~  Window / Preview Lights</p>
<p>Preview Lights ((on:off))  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Preview Lights</p>
<p>Preview Shader Mixer  Shader Mixer (Pane/Tab) ~  Left-Click Preview Box</p>
<p>Preview, Render  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Render Preview</p>
<p>Previous Page, Navigate to the  Render Library (Pane/Tab) ~  Navigate to the Previous Page</p>
<p>Primitive, Create New  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Create / New Primitive</p>
<p>Primitive, New  Main Menu ~  Create / New Primitive</p>
<p>Product Content  Smart Content (Pane/Tab) ~  Products</p>
<p>Products, Show in  Content Library (Pane/Tab) ~  Right-Click "asset" / Show In / Products</p>
<p>Products, Show in Smart Content  Content Library (Pane/Tab) ~  Right-Click "asset" / Show In / Smart Content &gt; Products</p>

Prop to Figure, Convert Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Prop to Figure
Properties Preset, Save As Main Menu ~ File / Save As / Properties Preset
Properties, Hide Selected Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties
Properties, Hide Selected Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties
Properties, Hide Selected Parameters (Pane/Tab) ~ Right-Click Properties Section / Hidden / Hide Selected Properties
Properties, Lock Selected Parameters (Pane/Tab) ~ Right-Click Properties Section / Lock / Lock Selected Properties
Properties, Mark All As Seen Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen
Properties, Mark All As Seen Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen
Properties, Mark All As Seen Parameters (Pane/Tab) ~ Right-Click Properties Section / Mark All Properties As Seen
Properties, Show Hidden Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Properties, Show Hidden Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Properties, Show Selected Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties

<p>Properties, Show Selected  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Properties, Show/Hide Hidden  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Show Hidden Properties</p>
<p>Properties, UnHide Selected  Parameters (Pane/Tab) ~  Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Properties, UnLock Selected  Parameters (Pane/Tab) ~  Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Property Hierarchy, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Property Hierarchy</p>
<p>Ps, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ps</p>
<p>ptlined, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ptlined</p>
<p>Puppeteer Preset (.ds*), Save As Deprecated  Main Menu ~  File / Save As / Deprecated / Puppeteer Preset (.ds*)</p>
<p>Puppeteer Preset, Save As  Main Menu ~  File / Save As / Puppeteer Preset</p>
<p>Puppeteer, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Puppeteer</p>
<p>Push Modifier Weight Node, Create New  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Create / New Push Modifier Weight Node</p>
<p>Push Modifier Weight Node, New  Main Menu ~  Create / New Push Modifier Weight Node</p>

Push Modifier, Add Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Add Push Modifier
Push Modifier, Add ((to)) Object Geometry Main Menu ~ Edit / Object / Geometry / Add Push Modifier
Push Modifier, Figure Geometry Add Main Menu ~ Edit / Figure / Geometry / Add Push Modifier
Push Modifier, Figure Geometry Remove Main Menu ~ Edit / Figure / Geometry / Remove Push Modifier
Push Modifier, Remove Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Push Modifier
Push Modifier, Remove ((from)) Object Geometry Main Menu ~ Edit / Object / Geometry / Remove Push Modifier
<div>Q</div>
QuickStart Guide Main Menu ~ Help / Quickstart Guide
<div>R</div>
Rad2Deg, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Rad2Deg
random, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / random
Random, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Random

<p>Ray Marcher, Insert Volume Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Ray Marcher</p>
<p>Ray Tracing Brick Fresnel, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Fresnel</p>
<p>Ray Tracing Brick Occlusion, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Occlusion</p>
<p>Ray Tracing Brick Ray Depth, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Depth</p>
<p>Ray Tracing Brick Ray Type Test, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Type Test</p>
<p>Ray Tracing Brick Reflect and Refract, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract</p>
<p>Ray Tracing Brick Subsurface Scattering, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Subsurface Scattering</p>
<p>Ray Tracing Brick Trace, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Trace</p>
<p>Ray Tracing Bricks, Insert Lighting Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing</p>
<p>Ray Tracing Bricks, Insert Utility Function            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing</p>
<p>rayinfo, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rayinfo</p>
<p>Recent Files, Clear            Main Menu ~            File / Open Recent / Clear Recent Files</p>

Recent, Open Main Menu ~ File / Open Recent
Redo Main Menu ~ Edit / Redo
Reference Guide Main Menu ~ Help / Reference Guide
Reflect and Refract, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract
reflect, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / reflect
Reflect, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Reflect
Reflection, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Reflection
Refract and Reflect, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract
refract, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / refract
Refract, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Refract
Refresh Content Library (Pane/Tab) ~ Right-Click "asset" / Refresh
Refresh Content Library (Pane/Tab) ~ Right-Click Content Library / Refresh

Refresh Lesson Strip ~ Left-Click Select a Lesson / Refresh
Refresh Posing (Pane/Tab) ~ Left-Click Presets / Right-Click Properties Section / Refresh
Refresh Render Library (Pane/Tab) ~ Right-Click Render Library / Refresh
Refresh Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Refresh
Refresh Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shaders Section / Refresh
Refresh Shaping (Pane/Tab) ~ Left-Click Presets / Right-Click Properties Section / Refresh
Refresh Baked Textures Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Baked Textures
Refresh Baked Textures Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Baked Textures
Refresh Custom Bricks Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Custom Bricks
Refresh Custom Bricks Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Refresh Custom Bricks
Refresh Images Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Images
Refresh Images Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Images

Refresh Images, Automatically Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Automatically Refresh Images
Refresh Images, Automatically Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Automatically Refresh Images
Region Navigator Main Menu ~ Tools / Region Navigator
Register DAZ Studio Main Menu ~ Help / Register Daz Studio
Registering Plug-ins Lesson Strip ~ Left-Click Select a Lesson / III - Registration / II - Registering Plug-ins
Reload Script Script IDE (Pane/Tab) ~ File / Reload Script
Remove Asset Content Library (Pane/Tab) ~ Remove Asset
Remove Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Remove Block
Remove Push Modifier Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Push Modifier
Remove Push Modifier ((from)) Object Geometry Main Menu ~ Edit / Object / Geometry / Remove Push Modifier
Remove Push Modifier, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Remove Push Modifier
Remove Selected Properties from Favorites Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites



Remove Selected Properties from Favorites Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites
Remove Selected Properties from Favorites Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites
Remove Selected Properties from Favorites Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites
Remove Selected Properties from Favorites Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites
Remove Smoothing Modifier Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Smoothing Modifier
Remove Smoothing Modifier ((from)) Object Geometry Main Menu ~ Edit / Object / Geometry / Remove Smoothing Modifier
Remove Smoothing Modifier, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Remove Smoothing Modifier
Rename Content Library (Pane/Tab) ~ Right-Click "asset" / Rename
Rename Shader Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Rename Shader
Rename Shader Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Shader Name
Rename Shader Shader Mixer (Pane/Tab) ~ Shader Name
Render Main Menu ~ Render / Render

Render Album, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Album
Render Directory Manager, Open Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Render Directory Manager
Render Editor Main Menu ~ Render / Render Editor
Render Library, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Library
Render Preview Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Render Preview
Render Setting, Restore Defaults Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Restore Render Setting Defaults
Render Setting, Restore Defaults Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Restore Render Setting Defaults
Render Settings Main Menu ~ Render / Render Settings
Render Settings Preset (.ds*), Save As Deprecated Main Menu ~ File / Save As / Deprecated / Render Settings Preset (.ds*)
Render Settings Preset, Save As Main Menu ~ File / Save As / Render Settings Preset
Render Settings, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Render Settings
Render, Save Last Main Menu ~ File / Save Last Render

<p>renderinfo, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / renderinfo</p>
<p>RenderMan Shaders, Compile            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Compile RenderMan Shaders</p>
<p>RenderMan, Compile Shaders            Surfaces (Pane/Tab) ~            Left-Click Active Pane Options / Compile RenderMan Shaders</p>
<p>RenderTime Script            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / RenderTime Script</p>
<p>Replace &amp; Find Next            Script IDE (Pane/Tab) ~            Find / Replace &amp; Find Next</p>
<p>Replace &amp; Find Next            Script IDE (Pane/Tab) ~            Right-Click Script Editor / Find / Replace &amp; Find Next</p>
<p>Replace &amp; Find Previous            Script IDE (Pane/Tab) ~            Find / Replace &amp; Find Previous</p>
<p>Replace &amp; Find Previous            Script IDE (Pane/Tab) ~            Right-Click Script Editor / Find / Replace &amp; Find Previous</p>
<p>Replace All            Script IDE (Pane/Tab) ~            Find / Replace All</p>
<p>Replace All            Script IDE (Pane/Tab) ~            Right-Click Script Editor / Find / Replace All</p>
<p>Replace Selected Light(s)            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Replace Selected Light(s)</p>
<p>Reset Leveling Speed, View            Main Menu ~            Edit / View / Reset Leveling Speed</p>

Reset Move Speed, View Main Menu ~ Edit / View / Reset Move Speed
Reset Rotation Speed, View Main Menu ~ Edit / View / Reset Rotation Speed
Reset Script Engine Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Reset Script Engine
Reset Script Engine Script IDE (Pane/Tab) ~ Right-Click Script Editor / Reset Script Engine
Reset Shader Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Reset Shader
Reset the Camera, View Main Menu ~ Edit / View / Reset The Camera
Reset, View Aux Viewport (Pane/Tab) ~ View Reset
Reset, View ViewPort (Pane/Tab) ~ View Reset
Resources, Online Main Menu ~ Help / Online Resources
Resources, Online 3rd Party Contributors Main Menu ~ Help / Online Resources / 3rd Party Contributors
Resources, Online 3rd Party Contributors Dreamlight Main Menu ~ Help / Online Resources / 3rd Party Contributors / Dreamlight
Resources, Online DAZ 3D Forums Main Menu ~ Help / Online Resources / Daz 3d Forums

Resources, Online DAZ 3D Galleries Main Menu ~ Help / Online Resources / Daz 3d Galleries
Resources, Online DAZ 3D Web Site Main Menu ~ Help / Online Resources / Daz 3d Web Site
Resources, Online Frequently Asked Questions (FAQ) Main Menu ~ Help / Online Resources / Frequently Asked Questions (Faq)
Resources, Online New User Help Forum Main Menu ~ Help / Online Resources / New User Help Forum
Resources, Online Tutorials Main Menu ~ Help / Online Resources / Tutorials
Restore Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore
Restore Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore
Restore Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore
Restore Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore
Restore Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore
Restore Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore
Restore Default Examples Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Restore Default Examples

Restore Figure Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure
Restore Figure Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure
Restore Figure Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose
Restore Figure Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Pose
Restore Figure Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose
Restore Figure Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Figure Pose
Restore Figure Pose, Figure Main Menu ~ Edit / Figure / Restore / Restore Figure Pose
Restore Figure Rigging, Figure Main Menu ~ Edit / Figure / Restore / Restore Figure Rigging
Restore Figure Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape
Restore Figure Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Shape
Restore Figure Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape
Restore Figure Shape Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore / Restore Figure Shape

Restore Figure Shape, Figure Main Menu ~ Edit / Figure / Restore / Restore Figure Shape
Restore Figure, Figure Main Menu ~ Edit / Figure / Restore / Restore Figure
Restore Render Setting Defaults Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Restore Render Setting Defaults
Restore Render Setting Defaults Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Restore Render Setting Defaults
Restore Selected Item(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s)
Restore Selected Item(s) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s)
Restore Selected Item(s) Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose
Restore Selected Item(s) Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s) Pose
Restore Selected Item(s) Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose
Restore Selected Item(s) Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Selected Item(s) Pose
Restore Selected Item(s) Pose, Figure Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s) Pose
Restore Selected Item(s) Pose, Object Main Menu ~ Edit / Object / Restore / Restore Selected Item(s) Pose

<p>Restore Selected Item(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s) Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s) Shape, Figure  Main Menu ~  Edit / Figure / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s) Shape, Object  Main Menu ~  Edit / Object / Restore / Restore Selected Item(s) Shape</p>
<p>Restore Selected Item(s), Figure  Main Menu ~  Edit / Figure / Restore / Restore Selected Item(s)</p>
<p>Restore Selected Item(s), Object  Main Menu ~  Edit / Object / Restore / Restore Selected Item(s)</p>
<p>Restore Selected Node(s) Rigging, Figure  Main Menu ~  Edit / Figure / Restore / Restore Selected Node(s) Rigging</p>
<p>Restore Selected Node(s) Rigging, Object  Main Menu ~  Edit / Object / Restore / Restore Selected Node(s) Rigging</p>
<p>Restore, Object  Main Menu ~  Edit / Object / Restore</p>
<p>Rigging, Adjust To Shape  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Adjust Rigging To Shape</p>



Rigging, Convert ((from)) Prop to Figure ((for)) Object Main Menu ~ Edit / Object / Rigging / Convert Prop To Figure
Rigging, Object Main Menu ~ Edit / Object / Rigging
Rigging, Transfer (Figure Space) Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Transfer Rigging (Figure Space)
Right View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Right View
Right View ViewPort (Pane/Tab) ~ Left-Click View Selection / Right View
Rights, Align Selected Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Rights
Root Brick Baker, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Baker
Root Brick Displacement, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Displacement
Root Brick Imager, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Imager
Root Brick Surface, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Surface
Root Brick Volume, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Volume
Root Bricks, Insert, Insert Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots

<p>Root Light Brick Area Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light</p>
<p>Root Light Brick Base Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light</p>
<p>Root Light Brick Caustic Light [Camera], Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]</p>
<p>Root Light Brick Distant Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light</p>
<p>Root Light Brick Gel Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light</p>
<p>Root Light Brick Indirect Light [Camera], Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]</p>
<p>Root Light Brick Point Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light</p>
<p>Root Light Brick Spot Light, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light</p>
<p>Root Light Bricks, Insert          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights</p>
<p>Root Setting Bricks, Insert Lighting Function          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings</p>
<p>Rotate          Main Menu ~          Tools / Rotate</p>
<p>Rotate 180 degrees, Backdrop          Environment (Pane/Tab) ~          Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate 180 degrees</p>

<p>Rotate Left 90 degrees, Backdrop  Environment (Pane/Tab) ~  Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Left 90 degrees</p>
<p>Rotate Right 90 degrees, Backdrop  Environment (Pane/Tab) ~  Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Right 90 degrees</p>
<p>rotate, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / rotate</p>
<p>round, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / round</p>
<p>RSL Editor, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Rsl Editor</p>
<p>Run [Continue] Script  Script IDE (Pane/Tab) ~  File / Run [Continue] Script</p>
<p>Run [Continue] Script  Script IDE (Pane/Tab) ~  Right-Click Script Editor / Run [Continue] Script</p>
<p>Run To Cursor  Script IDE (Pane/Tab) ~  Debug / Run To Cursor</p>
<p><b>S</b></p>
<p>S ((toggle:viewport selectability))  Scene (Pane/Tab) ~  S {viewport selectability icons}</p>
<p>s, Add Variables Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / s</p>
<p>Save  Main Menu ~  File / Save</p>

<p>Save As  Main Menu ~  File / Save As</p>
<p>Save As Camera(s) Preset  Main Menu ~  File / Save As / Camera(s) Preset</p>
<p>Save As Character Preset  Main Menu ~  File / Save As / Character Preset</p>
<p>Save As Deprecated  Main Menu ~  File / Save As / Deprecated</p>
<p>Save As Deprecated Camera(s) Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Camera(s) Preset (.ds*)</p>
<p>Save As Deprecated Character Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Character Preset (.ds*)</p>
<p>Save As Deprecated D-Form Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / D-Form Preset (.ds*)</p>
<p>Save As Deprecated Light(s) Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Light(s) Preset (.ds*)</p>
<p>Save As Deprecated Materials Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Materials Preset (.ds*)</p>
<p>Save As Deprecated Pose Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Pose Preset (.ds*)</p>
<p>Save As Deprecated Puppeteer Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Puppeteer Preset (.ds*)</p>
<p>Save As Deprecated Render Settings Preset (.ds*)  Main Menu ~  File / Save As / Deprecated / Render Settings Preset (.ds*)</p>

Save As Deprecated Shader Preset (.ds*) Main Menu ~ File / Save As / Deprecated / Shader Preset (.ds*)
Save As Deprecated UV Preset (.ds*) Main Menu ~ File / Save As / Deprecated / Uv Preset (.ds*)
Save As D-Former(s) Preset Main Menu ~ File / Save As / D-Former(s) Preset
Save As Hierarchical Material(s) Preset Main Menu ~ File / Save As / Hierarchical Material(s) Preset
Save As Hierarchical Pose Preset Main Menu ~ File / Save As / Hierarchical Pose Preset
Save As Layered Image(s) Preset Main Menu ~ File / Save As / Layered Image(s) Preset
Save As Light(s) Preset Main Menu ~ File / Save As / Light(s) Preset
Save As Material(s) Preset Main Menu ~ File / Save As / Material(s) Preset
Save As Pose Preset Main Menu ~ File / Save As / Pose Preset
Save As Properties Preset Main Menu ~ File / Save As / Properties Preset
Save As Puppeteer Preset Main Menu ~ File / Save As / Puppeteer Preset
Save As Render Settings Preset Main Menu ~ File / Save As / Render Settings Preset

<p>Save As Scene Main Menu ~ File / Save As / Scene</p>
<p>Save As Scene Subset Main Menu ~ File / Save As / Scene Subset</p>
<p>Save As Shader Preset Main Menu ~ File / Save As / Shader Preset</p>
<p>Save As Shaping Preset Main Menu ~ File / Save As / Shaping Preset</p>
<p>Save As Support Asset Main Menu ~ File / Save As / Support Asset</p>
<p>Save As Support Asset (Save) Modified Assets Main Menu ~ File / Save As / Support Asset / Save Modified Assets</p>
<p>Save As Support Asset Clone Asset Main Menu ~ File / Save As / Support Asset / Clone Asset</p>
<p>Save As Support Asset Dynamic Cloth Asset Main Menu ~ File / Save As / Support Asset / Dynamic Cloth Asset</p>
<p>Save As Support Asset Figure/Prop Assets Main Menu ~ File / Save As / Support Asset / Figure/Prop Assets</p>
<p>Save As Support Asset Morph Asset(s) Main Menu ~ File / Save As / Support Asset / Morph Asset(s)</p>
<p>Save As Support Asset Scene Asset(s) Main Menu ~ File / Save As / Support Asset / Scene Asset(s)</p>
<p>Save As Support Asset Shader Definition Asset Main Menu ~ File / Save As / Support Asset / Shader Definition Asset</p>

<p>Save As Support Asset UV Asset(s)  Main Menu ~  File / Save As / Support Asset / UV Asset(s)</p>
<p>Save As Wearable(s) Preset  Main Menu ~  File / Save As / Wearable(s) Preset</p>
<p>Save Encrypted Script  Script IDE (Pane/Tab) ~  File / Save Encrypted Script</p>
<p>Save Encrypted Script  Script IDE (Pane/Tab) ~  Right-Click Script Editor / File / Save Encrypted Script</p>
<p>Save IPR Render  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Save IPR Render</p>
<p>Save IPR Render  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Save IPR Render</p>
<p>Save IPR Render  Aux Viewport (Pane/Tab) ~  Save IPR Render</p>
<p>Save Last Render  Main Menu ~  File / Save Last Render</p>
<p>Save Layout As  Main Menu ~  Window / Workspace / Save Layout As</p>
<p>Save Network  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Save Network</p>
<p>Save Script  Script IDE (Pane/Tab) ~  File / Save Script</p>
<p>Save Script As  Script IDE (Pane/Tab) ~  File / Save Script As</p>

<p>Save Script As  Script IDE (Pane/Tab) ~  Right-Click Script Editor / File / Save Script As</p>
<p>Save Shader  Shader Mixer (Pane/Tab) ~  File / Save Shader</p>
<p>Save Shader  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Save Shader</p>
<p>Save Style As  Main Menu ~  Window / Style / Save Style As</p>
<p>Scale  Main Menu ~  Tools / Scale</p>
<p>Scan Known Directories for Files  Content Library (Pane/Tab) ~  Left-Click Active Pane Options / Scan Known Directories for Files</p>
<p>Scene  Main Menu ~  Edit / Scene</p>
<p>Scene Asset(s), Save As Support Asset  Main Menu ~  File / Save As / Support Asset / Scene Asset(s)</p>
<p>Scene Asset(s), Update from Import Source(s)  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Update Scene Asset(s) from Import Source(s)</p>
<p>Scene Identification  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Scene Identification</p>
<p>Scene Identification, Figure  Main Menu ~  Edit / Figure / Scene Identification</p>
<p>Scene Identification, Object  Main Menu ~  Edit / Object / Scene Identification</p>



Scene Info, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Scene Info
Scene Navigator Main Menu ~ Tools / Scene Navigator
Scene Selection, Sync With Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection
Scene Selection, Sync With Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Sync With Scene Selection
Scene Selection, Sync With Lights (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection
Scene Selection, Sync With Lights (Pane/Tab) ~ Right-Click Lights Tab / Sync With Scene Selection
Scene Subset, Save As Main Menu ~ File / Save As / Scene Subset
Scene Update Scene Asset(s) from Import Source(s) Main Menu ~ Edit / Scene / Update Scene Asset(s) From Import Source(s)
Scene, Merge Into Content Library (Pane/Tab) ~ Right-Click "asset" / Merge Into Scene
Scene, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Scene
Scene, Save As Main Menu ~ File / Save As / Scene
Script Engine, Reset Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Reset Script Engine

Script Engine, Reset Script IDE (Pane/Tab) ~ Right-Click Script Editor / Reset Script Engine
Script IDE, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Script Ide
Script, Close Script IDE (Pane/Tab) ~ File / Close Script
Script, Close Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Close Script
Script, Create New Script IDE (Pane/Tab) ~ File / New Script
Script, Interrupt Script IDE (Pane/Tab) ~ Debug / Interrupt Script
Script, Open Script IDE (Pane/Tab) ~ File / Open Script
Script, Open Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Open Script
Script, Reload Script IDE (Pane/Tab) ~ File / Reload Script
Script, Run [Continue] Script IDE (Pane/Tab) ~ File / Run [Continue] Script
Script, Run [Continue] Script IDE (Pane/Tab) ~ Right-Click Script Editor / Run [Continue] Script
Script, Save Script IDE (Pane/Tab) ~ File / Save Script

Script, Save As Script IDE (Pane/Tab) ~ File / Save Script As
Script, Save As Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Save Script As
Script, Save Encrypted Script IDE (Pane/Tab) ~ File / Save Encrypted Script
Script, Save Encrypted Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Save Encrypted Script
Scripting Documentation Script IDE (Pane/Tab) ~ Help / Scripting Documentation
Scripts, Close All Script IDE (Pane/Tab) ~ File / Close All Scripts
Search Database Content Library (Pane/Tab) ~ Left-Click Search Type / Database
Search File Content Library (Pane/Tab) ~ Left-Click Search Type / File
Search Hard Drive(s) for Files Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Search Hard Drive(s) for Files
Search History Content Library (Pane/Tab) ~ Search History
Search, Do Content Library (Pane/Tab) ~ Do Search
Select "object" Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select "object"

Select "object" Scene (Pane/Tab) ~ Left-Click "object"
Select All Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select All
Select All Aux Viewport (Pane/Tab) ~ Right-Click Viewport / Select All
Select All Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All
Select All Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All
Select All Script IDE (Pane/Tab) ~ Edit / Select All
Select All Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Select All
Select All Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click "misc" Code / Right-Click Code Editor / Select All
Select All Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Log / Right-Click Log Data / Select All
Select All Cameras Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Cameras
Select All Cameras Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Cameras
Select All Dforms Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Dforms

<p>Select All Dforms  Scene (Pane/Tab) ~  Right-Click "object" / Select / Select All Dforms</p>
<p>Select All Figures  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Select All Figures</p>
<p>Select All Figures  Scene (Pane/Tab) ~  Right-Click "object" / Select / Select All Figures</p>
<p>Select All Lights  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Select All Lights</p>
<p>Select All Lights  Scene (Pane/Tab) ~  Right-Click "object" / Select / Select All Lights</p>
<p>Select All Objects  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Select All Objects</p>
<p>Select All Objects  Scene (Pane/Tab) ~  Right-Click "object" / Select / Select All Objects</p>
<p>Select Children  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Select / Select Children</p>
<p>Select Layout  Main Menu ~  Window / Workspace / Select Layout</p>
<p>Select Style  Main Menu ~  Window / Style / Select Style</p>
<p>Selectability ((in)) Viewport ((toggle=S))  Scene (Pane/Tab) ~  S {viewport selectability icons}</p>
<p>Selected Brick Bottoms, Align  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Align / Selected Brick Bottoms</p>

<p>Selected Brick Lefts, Align            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Lefts</p>
<p>Selected Brick Rights, Align            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Rights</p>
<p>Selected Brick Tops, Align            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Align / Selected Brick Tops</p>
<p>Selected Brick(s) To Back, Move            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Back</p>
<p>Selected Brick(s) To Front, Move            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Front</p>
<p>Selected Brick(s), Auto-Arrange From            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Arrange / Auto-Arrange From Selected Brick(s)</p>
<p>Selected Brick(s), Copy            Shader Mixer (Pane/Tab) ~            Copy Selected Brick(s)</p>
<p>Selected Brick(s), Copy            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Copy Selected Brick(s)</p>
<p>Selected Brick(s), Cut            Shader Mixer (Pane/Tab) ~            Cut Selected Brick(s)</p>
<p>Selected Brick(s), Cut            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Cut Selected Brick(s)</p>
<p>Selected Brick(s), Delete            Shader Mixer (Pane/Tab) ~            Delete Selected Brick(s)</p>
<p>Selected Brick(s), Delete            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Delete Selected Brick(s)</p>

<p>Selected Brick(s), Group            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Group Selected Brick(s)</p>
<p>Selected Camera(s), Apply to            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Apply to Selected Camera(s)</p>
<p>Selected Down Children            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Reorder / Selected Children Down</p>
<p>Selected Item(s) Shape, Memorize            Shaping (Pane/Tab) ~            Right-Click Shaping Tab / Memorize / Memorize Selected Item(s) Shape</p>
<p>Selected Item(s) Shape, Restore            Shaping (Pane/Tab) ~            Right-Click Shaping Tab / Restore / Restore Selected Item(s) Shape</p>
<p>Selected Item(s) Shape, Zero            Shaping (Pane/Tab) ~            Right-Click Shaping Tab / Zero / Zero Selected Item(s) Shape</p>
<p>Selected Item(s), Clear Animation Shape            Shaping (Pane/Tab) ~            Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Shape</p>
<p>Selected Item(s), Copy            Cameras (Pane/Tab) ~            Left-Click Active Pane Options / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy            Cameras (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy            Cameras (Pane/Tab) ~            Right-Click Cameras Tab / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy            Lights (Pane/Tab) ~            Left-Click Active Pane Options / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy            Lights (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)</p>

<p>Selected Item(s), Copy  Lights (Pane/Tab) ~  Right-Click Lights Tab / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Main Menu ~  Edit / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Parameters (Pane/Tab) ~  Right-Click Properties Section / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Posing (Pane/Tab) ~  Right-Click Posing Tab / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Copy  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Copy / Copy Selected Item(s)</p>
<p>Selected Item(s), Delete  Cameras (Pane/Tab) ~  Left-Click Active Pane Options / Delete / Delete Selected Item(s)</p>



<p>Selected Item(s), Delete  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Lights (Pane/Tab) ~  Left-Click Active Pane Options / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Lights (Pane/Tab) ~  Right-Click Lights Tab / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Main Menu ~  Edit / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Delete  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Delete / Delete Selected Item(s)</p>
<p>Selected Item(s), Memorize  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s)</p>
<p>Selected Item(s), Memorize  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s)</p>
<p>Selected Item(s), Memorize Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Pose</p>
<p>Selected Item(s), Memorize Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Pose</p>
<p>Selected Item(s), Memorize Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Pose</p>

<p>Selected Item(s), Memorize Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Memorize / Memorize Selected Item(s) Pose</p>
<p>Selected Item(s), Memorize Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape</p>
<p>Selected Item(s), Memorize Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Shape</p>
<p>Selected Item(s), Memorize Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape</p>
<p>Selected Item(s), Paste Pose to  Cameras (Pane/Tab) ~  Left-Click Active Pane Options / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Cameras (Pane/Tab) ~  Right-Click Cameras Tab / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Lights (Pane/Tab) ~  Left-Click Active Pane Options / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Lights (Pane/Tab) ~  Right-Click Lights Tab / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Main Menu ~  Edit / Paste / Paste Pose To Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Parameters (Pane/Tab) ~  Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)</p>

<p>Selected Item(s), Paste Pose to  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Pose to  Posing (Pane/Tab) ~  Right-Click Posing Tab / Paste / Paste Pose to Selected Item(s)</p>
<p>Selected Item(s), Paste Shape to  Main Menu ~  Edit / Paste / Paste Shape To Selected Item(s)</p>
<p>Selected Item(s), Paste Shape to  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)</p>
<p>Selected Item(s), Paste Shape to  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste Shape to Selected Item(s)</p>
<p>Selected Item(s), Paste Shape to  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)</p>
<p>Selected Item(s), Paste to  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)</p>
<p>Selected Item(s), Paste to  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)</p>
<p>Selected Item(s), Paste to  Main Menu ~  Edit / Paste / Paste To Selected Item(s)</p>
<p>Selected Item(s), Paste to  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Paste / Paste to Selected Item(s)</p>
<p>Selected Item(s), Paste to  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Paste / Paste to Selected Item(s)</p>

<p>Selected Item(s), Paste to Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste to Selected Item(s)</p>
<p>Selected Item(s), Restore Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s)</p>
<p>Selected Item(s), Restore Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s)</p>
<p>Selected Item(s), Restore Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose</p>
<p>Selected Item(s), Restore Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s) Pose</p>
<p>Selected Item(s), Restore Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose</p>
<p>Selected Item(s), Restore Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Selected Item(s) Pose</p>
<p>Selected Item(s), Restore Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Shape</p>
<p>Selected Item(s), Restore Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s) Shape</p>
<p>Selected Item(s), Restore Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Shape</p>
<p>Selected Item(s), Zero Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s)</p>
<p>Selected Item(s), Zero Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s)</p>

<p>Selected Item(s), Zero Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Pose</p>
<p>Selected Item(s), Zero Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Pose</p>
<p>Selected Item(s), Zero Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Pose</p>
<p>Selected Item(s), Zero Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Selected Item(s) Pose</p>
<p>Selected Item(s), Zero Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape</p>
<p>Selected Item(s), Zero Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Shape</p>
<p>Selected Item(s), Zero Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape</p>
<p>Selected Light(s), Replace Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Replace Selected Light(s)</p>
<p>Selected Node(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s)</p>
<p>Selected Node(s), Lock Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s)</p>
<p>Selected Node(s), Lock Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s) Pose</p>
<p>Selected Node(s), Lock Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s) Pose</p>

<p>Selected Node(s), Lock Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Pose</p>
<p>Selected Node(s), Lock Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Lock / Lock Selected Node(s) Pose</p>
<p>Selected Node(s), Lock Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Shape</p>
<p>Selected Node(s), Lock Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Lock Selected Node(s) Shape</p>
<p>Selected Node(s), Lock Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Lock Selected Node(s) Shape</p>
<p>Selected Node(s), Lock Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Lock / Lock Selected Node(s) Shape</p>
<p>Selected Node(s), Unlock  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s)</p>
<p>Selected Node(s), Unlock  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Unlock Selected Node(s)</p>
<p>Selected Node(s), Unlock Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose</p>
<p>Selected Node(s), Unlock Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Pose</p>
<p>Selected Node(s), Unlock Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose</p>
<p>Selected Node(s), Unlock Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Lock / Unlock Selected Node(s) Pose</p>

<p>Selected Node(s), Unlock Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape</p>
<p>Selected Node(s), Unlock Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Shape</p>
<p>Selected Node(s), Unlock Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape</p>
<p>Selected Node(s), Unlock Shape Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Lock / Unlock Selected Node(s) Shape</p>
<p>Selected Properties, Hide Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Selected Properties, Hide Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Selected Properties, Hide Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Selected Properties, Hide Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Selected Properties, Hide Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties</p>
<p>Selected Properties, Lock Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Selected Properties, Lock Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Selected Properties, Lock Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>

<p>Selected Properties, Lock  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Selected Properties, Lock  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties</p>
<p>Selected Properties, Show  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Selected Properties, Show  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Selected Properties, Show  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Selected Properties, UnHide  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Selected Properties, UnHide  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Selected Properties, Unlock  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Selected Properties, Unlock  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Selected Properties, Unlock  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Selected Properties, Unlock  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Selected Properties, Unlock  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>



<p>Selected Surface(s), Apply Area Light to            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Apply Area Light to Selected Surface(s)</p>
<p>Selected Surface(s), Apply to            Shader Builder (Pane/Tab) ~            Left-Click Catalog / Right-Click "shader" / Apply to Selected Surface(s)</p>
<p>Selected Surface(s), Copy            Main Menu ~            Edit / Copy / Copy Selected Surface(s)</p>
<p>Selected Surface(s), Copy            Surfaces (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Copy Selected Surface(s)</p>
<p>Selected Surface(s), Copy            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Copy Selected Surface(s)</p>
<p>Selected Surface(s), Paste to            Surfaces (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Paste to Selected Surface(s)</p>
<p>Selected Surface(s), Paste to            Surfaces (Pane/Tab) ~            Right-Click Surfaces Tab / Paste to Selected Surface(s)</p>
<p>Selected Surface(s), Paste to            Main Menu ~            Edit / Paste / Paste To Selected Surface(s)</p>
<p>Selected To Bottom Children            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Reorder / Selected Children To Bottom</p>
<p>Selected To Top Children            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Reorder / Selected Children To Top</p>
<p>Selected Up Children            Scene (Pane/Tab) ~            Left-Click Active Pane Options / Reorder / Selected Children Up</p>
<p>Selected, Collapse            Shaping (Pane/Tab) ~            Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected</p>

<p>Selected, Expand          Shaping (Pane/Tab) ~          Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected</p>
<p>Selection, Clear          Aux Viewport (Pane/Tab) ~          Right-Click Viewport / Clear Selection</p>
<p>Selection, Clear          Scene (Pane/Tab) ~          Right-Click "object" / Select / Clear Selection</p>
<p>Selection, Clear          Scene (Pane/Tab) ~          Left-Click Active Pane Options / Select / Clear Selection</p>
<p>Selection, Invert          Scene (Pane/Tab) ~          Left-Click Active Pane Options / Select / Invert Selection</p>
<p>Selection, Invert          Scene (Pane/Tab) ~          Right-Click "object" / Select / Invert Selection</p>
<p>Selection, Node          Main Menu ~          Tools / Node Selection</p>
<p>Selection, Surface          Main Menu ~          Tools / Surface Selection</p>
<p>Send to Bryce          Main Menu ~          File / Send To Bryce</p>
<p>Send to Hexagon          Main Menu ~          File / Send To Hexagon</p>
<p>Set Asset Icon View          Content Library (Pane/Tab) ~          Asset Icon View</p>
<p>Set Asset List View          Content Library (Pane/Tab) ~          Asset List View</p>

Set Background Color to None Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / None
Set Base Smoothing Modifier Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Set Smoothing Modifier Base
Set Default Compatibility Bases Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Set Default Compatibility Bases
Set Default Compatibility Bases, Figure Main Menu ~ Edit / Figure / Set Default Compatibility Bases
Set Smoothing Modifier Base ((for)) Object Geometry Main Menu ~ Edit / Object / Geometry / Set Smoothing Modifier Base
Set Smoothing Modifier Base, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Set Smoothing Modifier Base
setcomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setcomp
Settings ((for)) Render Main Menu ~ Render / Render Settings
Setup Colors Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Setup Colors
setxcomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setxcomp
setycomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setycomp
setzcomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / setzcomp

<p>Shaded, Cartoon  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Cartoon Shaded</p>
<p>Shaded, Smooth  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Smooth Shaded</p>
<p>Shaded, Texture  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Texture Shaded</p>
<p>Shaded, Wire  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Wire Shaded</p>
<p>Shaded, Wire Texture  Aux Viewport (Pane/Tab) ~  Left-Click DrawStyle Options / Wire Texture Shaded</p>
<p>Shader Builder Block, Insert Utility Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Shader Builder Block</p>
<p>Shader Builder, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Shader Builder</p>
<p>Shader Definition Asset, Save As Support Asset  Main Menu ~  File / Save As / Support Asset / Shader Definition Asset</p>
<p>Shader Mixer, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Shader Mixer</p>
<p>Shader Name  Shader Mixer (Pane/Tab) ~  Edit / Shader Name</p>
<p>Shader Preset (.ds*), Save As Deprecated  Main Menu ~  File / Save As / Deprecated / Shader Preset (.ds*)</p>
<p>Shader Preset, Save As  Main Menu ~  File / Save As / Shader Preset</p>

<p>Shader, Close          Shader Mixer (Pane/Tab) ~          File / Close Shader</p>
<p>Shader, Close          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Close Shader</p>
<p>Shader, Compile          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Compile Shader</p>
<p>Shader, Create New          Shader Builder (Pane/Tab) ~          Left-Click Catalog / New Shader</p>
<p>Shader, Create New          Shader Builder (Pane/Tab) ~          Left-Click Catalog / Right-Click Shaders Section / New Shader</p>
<p>Shader, Create New          Shader Mixer (Pane/Tab) ~          File / New Shader</p>
<p>Shader, Delete          Shader Builder (Pane/Tab) ~          Left-Click Catalog / Right-Click "shader" / Delete Shader</p>
<p>Shader, Duplicate          Shader Builder (Pane/Tab) ~          Left-Click Catalog / Right-Click "shader" / Duplicate Shader</p>
<p>Shader, Edit          Shader Builder (Pane/Tab) ~          Left-Click Catalog / Right-Click "shader" / Edit Shader</p>
<p>Shader, Open          Shader Mixer (Pane/Tab) ~          File / Open Shader</p>
<p>Shader, Rename          Shader Builder (Pane/Tab) ~          Left-Click Catalog / Right-Click "shader" / Rename Shader</p>
<p>Shader, Rename          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Shader Name</p>

Shader, Rename Shader Mixer (Pane/Tab) ~ Shader Name
Shader, Reset Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Reset Shader
Shader, Save Shader Mixer (Pane/Tab) ~ File / Save Shader
Shader, Save Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Save Shader
shadername, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadername
Shaders, Compile RenderMan Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Compile RenderMan Shaders
Shaders, Compile RenderMan Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Compile RenderMan Shaders
Shading Normal, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shading Normal
Shadow Bricks, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows
Shadow Catcher, Insert Lighting Function Shadow Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Shadow Catcher
shadow, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / shadow
Shadow, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Shadow

Shadows [Light], Insert Lighting Function Shadow Brick Standard Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Standard Shadows [Light]
Shape to Selected Item(s), Paste Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste / Paste Shape to Selected Item(s)
Shaping Preset, Save As Main Menu ~ File / Save As / Shaping Preset
Shaping, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Shaping
Show Aspect Frame ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame
Show Aspect Frame ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame
Show Cameras Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Cameras
Show Center Axes ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
Show Center Axes ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes
Show Dforms Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Dforms
Show Figures Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Figures
Show Floor ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Floor

Show Floor ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Floor
Show Hidden Nodes Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Hidden Nodes
Show Hidden Properties Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show Hidden Properties Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Show Hidden Properties
Show Hidden Properties Lights (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show Hidden Properties Lights (Pane/Tab) ~ Right-Click Lights Tab / Show Hidden Properties
Show Hidden Properties Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show Hidden Properties Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Show Hidden Properties
Show Hidden Properties ((show:hide)) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show Hidden Properties ((show:hide)) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show Hidden Properties ((show:hide)) Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Show Hidden Properties
Show IK Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show IK



<p>Show in Products  Content Library (Pane/Tab) ~  Right-Click "asset" / Show In / Products</p>
<p>Show in Smart Content Files  Content Library (Pane/Tab) ~  Right-Click "asset" / Show In / Smart Content &gt; Files</p>
<p>Show in Smart Content Products  Content Library (Pane/Tab) ~  Right-Click "asset" / Show In / Smart Content &gt; Products</p>
<p>Show Lights  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Show / Show Lights</p>
<p>Show Objects  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Show / Show Objects</p>
<p>Show Online Documentation  Shader Mixer (Pane/Tab) ~  Left-Click Brickyard / Right-Click Repository Section / Show Online Documentation</p>
<p>Show Pose Tool ((show:hide))  Aux Viewport (Pane/Tab) ~  Left-Click Viewport Options / Show Pose Tool</p>
<p>Show Pose Tool ((show:hide))  ViewPort (Pane/Tab) ~  Left-Click Viewport Options / Show Pose Tool</p>
<p>Show Selected Properties  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Show Selected Properties  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Show Selected Properties  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Show Sub Items  Cameras (Pane/Tab) ~  Left-Click Editor / Show Sub Items</p>

Show Sub Items Posing (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Show Sub Items Shaping (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Show Sub Items ((hide:show)) Surfaces (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Show Sub Items ((show:hide)) Render Settings (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Show Thirds Guide ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide
Show Thirds Guide ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide
Show/Hide Hidden Properties Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Show Hidden Properties
Show/Hide Hidden Properties Posing (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show/Hide Hidden Properties Posing (Pane/Tab) ~ Right-Click Posing Tab / Show Hidden Properties
Show/Hide Hidden Properties Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties
Show/Hide Hidden Properties Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Show Hidden Properties
Show/Hide IPR Toolbar Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Show IPR Toolbar

Show/Hide IPR Toolbar Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Show IPR Toolbar
Show/Hide Sub Items Lights (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Show/Hide Sub Items Parameters (Pane/Tab) ~ Show Sub Items
sign, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sign
Simple Fog, Insert Volume Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Simple Fog
sin, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sin
Size, Change Preview to 128 x 128 Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 128 X 128
Size, Change Preview to 256 x 256 Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 256 X 256
Size, Change Preview to 64 x 64 Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 64 X 64
Size, Preview Box Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size
Skin, Insert Lighting Function Special Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Skin
Skip to Next Frame Timeline (Pane/Tab) ~ Next frame

Skip to Next Keyframe Timeline (Pane/Tab) ~ Next keyframe
Skip to Playrange End Timeline (Pane/Tab) ~ Skip to end
Skip to Playrange Start Timeline (Pane/Tab) ~ Skip to start
Skip to Previous Frame Timeline (Pane/Tab) ~ Previous frame
Skip to Previous Keyframe Timeline (Pane/Tab) ~ Previous keyframe
smaller or equal, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller or equal
smaller, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / smaller
Smart Content Files, Show in Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Smart Content > Files
Smart Content Products, Show in Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Smart Content > Products
Smart Content, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Smart Content
Smoke, Insert Volume Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Smoke
Smooth Shaded Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Smooth Shaded

Smooth Shaded ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Smooth Shaded
Smoothed Morphs, Bake Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Bake Smoothed Morphs
Smoothed Morphs, Bake ((onto)) Object Geometry Main Menu ~ Edit / Object / Geometry / Bake Smoothed Morphs
Smoothing Modifier Base, Figure Geometry Set Main Menu ~ Edit / Figure / Geometry / Set Smoothing Modifier Base
Smoothing Modifier Base, Set ((for)) Object Geometry Main Menu ~ Edit / Object / Geometry / Set Smoothing Modifier Base
Smoothing Modifier, Apply Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Apply Smoothing Modifier
Smoothing Modifier, Apply ((to)) Object Geometry Main Menu ~ Edit / Object / Geometry / Apply Smoothing Modifier
Smoothing Modifier, Figure Geometry Apply Main Menu ~ Edit / Figure / Geometry / Apply Smoothing Modifier
Smoothing Modifier, Figure Geometry Remove Main Menu ~ Edit / Figure / Geometry / Remove Smoothing Modifier
Smoothing Modifier, Remove Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Smoothing Modifier
Smoothing Modifier, Remove ((from)) Object Geometry Main Menu ~ Edit / Object / Geometry / Remove Smoothing Modifier
Smoothing Modifier, Set Base Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Set Smoothing Modifier Base

smoothstep(color), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(color)
smoothstep(float), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / smoothstep(float)
Snap Level, View Main Menu ~ Edit / View / Snap Level
solar, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / solar
Solid Bounding Box Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box
Solid Bounding Box ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box
Sort Ascending Scene (Pane/Tab) ~ Left-Click Active Pane Options / Sorting / Sort Ascending
Sort Descending Scene (Pane/Tab) ~ Left-Click Active Pane Options / Sorting / Sort Descending
Spaces to Tabs, Convert Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert Spaces to Tabs
Special Brick Clay, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Clay
Special Brick DS Default Material Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / DS Default Material
Special Brick Skin, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Skin

Special Brick Toon, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Toon
Special Brick Velvet, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Velvet
Special Bricks, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special
Special, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special
Specular Brick BSDF, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / BSDF
Specular Brick Glossy, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Glossy
Specular Brick Specular, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Specular
Specular Bricks, Insert Lighting Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular
specular, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specular
Specular, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular
Specular, Insert Lighting Function Specular Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Specular
Specular2, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Specular2

<p>specularbrdf, Add Function Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / specularbrdf</p>
<p>spline(float), Add Function Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(float)</p>
<p>spline(vector), Add Function Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / spline(vector)</p>
<p>Spline, Insert Mathematical Function Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Spline</p>
<p>SplitColor, Add Macros Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / SplitColor</p>
<p>Spot Light, Insert Root Light Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light</p>
<p>Spot Render          Main Menu ~          Tools / Spot Render</p>
<p>Spotlight, Create New          Scene (Pane/Tab) ~          Left-Click Active Pane Options / Create / New Spotlight</p>
<p>Spotlight, New          Main Menu ~          Create / New Spotlight</p>
<p>Spots, Insert Texture Function Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Spots</p>
<p>sqrt, Add Function Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / sqrt</p>
<p>Standard Shadows [Light], Insert Lighting Function Shadow Brick          Shader Mixer (Pane/Tab) ~          Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Standard Shadows [Light]</p>



<p>Start IPR Render  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Start IPR Render</p>
<p>Start IPR Render  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Start IPR Render</p>
<p>Start IPR Render  Aux Viewport (Pane/Tab) ~  Start IPR Render</p>
<p>Start, Goto  aniMate Lite (Pane/Tab) ~  Goto Start</p>
<p>Step Into  Script IDE (Pane/Tab) ~  Debug / Step Into</p>
<p>Step Out  Script IDE (Pane/Tab) ~  Debug / Step Out</p>
<p>Step Over  Script IDE (Pane/Tab) ~  Debug / Step Over</p>
<p>step(color), Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(color)</p>
<p>step(float), Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / step(float)</p>
<p>Step, Insert Mathematical Function Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step</p>
<p>Steps, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Steps</p>
<p>Stop IPR Render  Aux Viewport (Pane/Tab) ~  Left-Click Active Pane Options / Stop IPR Render</p>

<p>Stop IPR Render  Aux Viewport (Pane/Tab) ~  Right-Click Aux Viewport Tab / Stop IPR Render</p>
<p>Stop IPR Render  Aux Viewport (Pane/Tab) ~  Stop IPR Render</p>
<p>String Brick File String, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / File String</p>
<p>String Brick Image String, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / Image String</p>
<p>String Bricks, Insert Utility Function  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String</p>
<p>Style  Main Menu ~  Window / Style</p>
<p>Style(s), Delete  Main Menu ~  Window / Style / Delete Style(s)</p>
<p>Style, Save As  Main Menu ~  Window / Style / Save Style As</p>
<p>Style, Select  Main Menu ~  Window / Style / Select Style</p>
<p>Sub Items  Surfaces (Pane/Tab) ~  Left-Click Editor / Show Sub Items</p>
<p>Sub Items, Show  Cameras (Pane/Tab) ~  Left-Click Editor / Show Sub Items</p>
<p>Sub Items, Show  Render Settings (Pane/Tab) ~  Left-Click Editor / Show Sub Items</p>

Sub Items, Show Shaping (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Sub Items, Show/Hide Lights (Pane/Tab) ~ Left-Click Editor / Show Sub Items
Sub Items, Show/Hide Parameters (Pane/Tab) ~ Show Sub Items
SubD, Convert Figure Geometry to Main Menu ~ Edit / Figure / Geometry / Convert To Subd
SubD, Convert Object Geometry to Main Menu ~ Edit / Object / Geometry / Convert To Subd
SubD, Convert to Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Convert to SubD
Submit Feedback Main Menu ~ Help / Submit Feedback
Subsurface Scattering, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Subsurface Scattering
subsurface, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / subsurface
Subsurface, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Subsurface
Sub-Track(s), Disable aniMate Lite (Pane/Tab) ~ Disable Sub-Track(s)
Sub-Track(s), Lock aniMate Lite (Pane/Tab) ~ Lock Sub-Track(s)

<p>subtract, Add Operations Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / subtract</p>
<p>Sum, Insert Mathematical Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Sum</p>
<p>Support Asset Clone Asset, Save As            Main Menu ~            File / Save As / Support Asset / Clone Asset</p>
<p>Support Asset Dynamic Cloth Asset, Save As            Main Menu ~            File / Save As / Support Asset / Dynamic Cloth Asset</p>
<p>Support Asset Figure/Prop Assets, Save As            Main Menu ~            File / Save As / Support Asset / Figure/Prop Assets</p>
<p>Support Asset Morph Asset(s), Save As            Main Menu ~            File / Save As / Support Asset / Morph Asset(s)</p>
<p>Support Asset Save Modified Assets, Save As            Main Menu ~            File / Save As / Support Asset / Save Modified Assets</p>
<p>Support Asset Scene Asset(s), Save As            Main Menu ~            File / Save As / Support Asset / Scene Asset(s)</p>
<p>Support Asset Shader Definition Asset, Save As            Main Menu ~            File / Save As / Support Asset / Shader Definition Asset</p>
<p>Support Asset UV Asset(s), Save As            Main Menu ~            File / Save As / Support Asset / UV Asset(s)</p>
<p>Support Asset, Save As            Main Menu ~            File / Save As / Support Asset</p>
<p>Surface Selection            Main Menu ~            Tools / Surface Selection</p>

Surface Selection Set(s), Edit Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Edit Surface Selection Set(s)
Surface(s), Apply Area Light to Selected Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply Area Light to Selected Surface(s)
Surface(s), Copy Selected Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Surface(s)
Surface(s), Copy Selected Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Surface(s)
Surface(s), Copy Selected Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Copy Selected Surface(s)
Surface(s), Paste to Selected Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Paste to Selected Surface(s)
Surface(s), Paste to Selected Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste to Selected Surface(s)
Surface(s), Paste to Selected Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Paste to Selected Surface(s)
surface, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / surface
Surface, Edit Selection Set(s) Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Edit Surface Selection Set(s)
Surface, Insert Root Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Surface
Surfaces, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Surfaces

Symmetry Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Symmetry
Symmetry Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Symmetry
Symmetry Posing (Pane/Tab) ~ Left-Click Active Pane Options / Symmetry
Symmetry Posing (Pane/Tab) ~ Right-Click Posing Tab / Symmetry
Symmetry, Figure Main Menu ~ Edit / Figure / Symmetry
Sync Region Selection with Scene, Enable/Disable Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Sync Region Selection with Scene
Sync Region Selection with Scene, Enable/Disable Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Sync Region Selection with Scene
Sync With Scene Selection Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection
Sync With Scene Selection Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Sync With Scene Selection
Sync With Scene Selection Lights (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection
Sync With Scene Selection Lights (Pane/Tab) ~ Right-Click Lights Tab / Sync With Scene Selection

T
t, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / t
Tabs to Spaces, Convert Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert Tabs to Spaces
Tabs, Orient Along Top Main Menu ~ Window / Workspace / Orient Tabs Along Top
tan, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / tan
Texture Shaded Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Texture Shaded
Texture Shaded ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Texture Shaded
texture, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / texture
textureinfo, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / textureinfo
Textures, Auto Bake Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Auto Bake Textures
Textures, Auto Bake Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Auto Bake Textures
Textures, Refresh Baked Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Baked Textures

Textures, Refresh Baked Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Baked Textures
Textures, Use Baked Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Use Baked Textures
Textures, Use Baked Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Use Baked Textures
Thirds Guide ((show:hide)) Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide
Thirds Guide ((show:hide)) ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide
Thumbnail, Create Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Create Thumbnail
Tile, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tile
Tiler, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tiler
time, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / time
Timeline, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Timeline
Toggle Breakpoint Script IDE (Pane/Tab) ~ Debug / Toggle Breakpoint
Tool Settings, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Tool Settings



Tools, Create Lesson Strip ~ Right-Click Select a Lesson / Create uncheck/check
Tools, Creator Lesson Strip ~ Right-Click Select a Lesson / Creator Tools uncheck/check
Tools, Help Lesson Strip ~ Right-Click Select a Lesson / Help uncheck/check
Tools, Input-Output Lesson Strip ~ Right-Click Select a Lesson / Input Output uncheck/check
Tools, Viewport Lesson Strip ~ Right-Click Select a Lesson / Viewport Tools uncheck/check
Toon Outline, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Toon Outline
Toon, Insert Lighting Function Special Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Toon
Top View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Top View
Top View ViewPort (Pane/Tab) ~ Left-Click View Selection / Top View
Tops, Align Selected Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Tops
trace(color), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(color)
trace(float), Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / trace(float)

Trace, Insert Lighting Function Ray Tracing Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Trace
Track, Delete aniMate Lite (Pane/Tab) ~ Delete Track
Track, Move Down aniMate Lite (Pane/Tab) ~ Move Track Down
Track, Move Up aniMate Lite (Pane/Tab) ~ Move Track Up
Track, New aniMate Lite (Pane/Tab) ~ New Track
Transfer Active Morphs Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs
Transfer Active Morphs Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Transfer Active Morphs
Transfer Active Morphs Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Transfer Active Morphs
Transfer Active Morphs Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs
Transfer Active Morphs Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Transfer Active Morphs
Transfer Active Morphs, Figure Main Menu ~ Edit / Figure / Transfer Active Morphs
Transfer Rigging (Figure Space) Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Transfer Rigging (Figure Space)

Transfer Rigging (Figure Space), Figure Rigging Main Menu ~ Edit / Figure / Rigging / Transfer Rigging (Figure Space)
Transfer Utility Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Transfer Utility
Transfer Utility, Figure Main Menu ~ Edit / Figure / Transfer Utility
Transfer Utility, Object Main Menu ~ Edit / Object / Transfer Utility
Transfer, Map Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Map Transfer
Transfer, Map Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Map Transfer
transform, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transform
Transform, Insert Geometric Function Transformation Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Transform
Transformation Bricks, Insert Geometric Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation
Transforms, Bake To Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms
Transforms, Bake To Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Bake To Transforms
Transforms, Bake To Posing (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms

<p>Transforms, Bake To  Posing (Pane/Tab) ~  Right-Click Posing Tab / Bake To Transforms</p>
<p>Translate  Main Menu ~  Tools / Translate</p>
<p>Translucence, Insert Lighting Function Diffuse Brick  Shader Mixer (Pane/Tab) ~  Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Translucence</p>
<p>transmission, Add Function Block  Shader Builder (Pane/Tab) ~  "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / transmission</p>
<p>Triangulate  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Geometry / Triangulate</p>
<p>Triangulate, Figure Geometry  Main Menu ~  Edit / Figure / Geometry / Triangulate</p>
<p>Triangulate, Object Geometry  Main Menu ~  Edit / Object / Geometry / Triangulate</p>
<p>TriAx Weight to General Weight, Convert  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert TriAx Weight to General Weight</p>
<p>TriAx/General Weight to Blended Weight, Convert  Scene (Pane/Tab) ~  Left-Click Active Pane Options / Edit / Rigging / Convert TriAx/General Weight to Blended Weight</p>
<p>Troubleshooting  Main Menu ~  Help / Troubleshooting</p>
<p>Troubleshooting About Your Video Card  Main Menu ~  Help / Troubleshooting / About Your Video Card</p>
<p>Troubleshooting View Log File  Main Menu ~  Help / Troubleshooting / View Log File</p>

<p>Tutorials, Video Main Menu ~ Help / Video Tutorials</p>
<p><b>U</b></p>
<p>u, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / u</p>
<p>UI Widget Map, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / Ui Widget Map</p>
<p>Unary Operation, Insert Mathematical Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Unary Operation</p>
<p>Undo Main Menu ~ Edit / Undo</p>
<p>unequal, Add Operations Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Operations / unequal</p>
<p>UnHide Selected Properties Parameters (Pane/Tab) ~ Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>UnHide Selected Properties Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>UnHide Selected Properties Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties</p>
<p>Universal Main Menu ~ Tools / Universal</p>
<p>Unlock Selected Node(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s)</p>

<p>Unlock Selected Node(s)  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Unlock Selected Node(s)</p>
<p>Unlock Selected Node(s) Pose  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Pose  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Pose  Posing (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Pose  Posing (Pane/Tab) ~  Right-Click Posing Tab / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Pose, Figure Lock  Main Menu ~  Edit / Figure / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Pose, Object Lock  Main Menu ~  Edit / Object / Lock / Unlock Selected Node(s) Pose</p>
<p>Unlock Selected Node(s) Shape  Parameters (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape</p>
<p>Unlock Selected Node(s) Shape  Parameters (Pane/Tab) ~  Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Shape</p>
<p>Unlock Selected Node(s) Shape  Shaping (Pane/Tab) ~  Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape</p>
<p>Unlock Selected Node(s) Shape  Shaping (Pane/Tab) ~  Right-Click Shaping Tab / Lock / Unlock Selected Node(s) Shape</p>
<p>Unlock Selected Node(s) Shape, Figure Lock  Main Menu ~  Edit / Figure / Lock / Unlock Selected Node(s) Shape</p>

<p>Unlock Selected Node(s) Shape, Object Lock  Main Menu ~  Edit / Object / Lock / Unlock Selected Node(s) Shape</p>
<p>Unlock Selected Node(s), Figure Lock  Main Menu ~  Edit / Figure / Lock / Unlock Selected Node(s)</p>
<p>Unlock Selected Node(s), Object Lock  Main Menu ~  Edit / Object / Lock / Unlock Selected Node(s)</p>
<p>Unlock Selected Properties  Cameras (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Unlock Selected Properties  Lights (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>UnLock Selected Properties  Parameters (Pane/Tab) ~  Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>UnLock Selected Properties  Posing (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>UnLock Selected Properties  Shaping (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Unlock Selected Properties  Surfaces (Pane/Tab) ~  Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties</p>
<p>Unpin All, Figure Inverse Kinematics  Main Menu ~  Edit / Figure / Inverse Kinematics / Unpin All</p>
<p>Unpin Selected, Figure Inverse Kinematics  Main Menu ~  Edit / Figure / Inverse Kinematics / Unpin Selected</p>
<p>Up, Go  Content Library (Pane/Tab) ~  Go Up</p>

Update Asset(s) from Import Source(s) Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Update Asset(s) from Import Source(s)
Update Asset(s) from Import Source(s), Figure Assets Main Menu ~ Edit / Figure / Assets / Update Asset(s) From Import Source(s)
Update Base Geometry Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Update Base Geometry
Update Base Geometry, Figure Geometry Main Menu ~ Edit / Figure / Geometry / Update Base Geometry
Update Base Geometry, Object Geometry Main Menu ~ Edit / Object / Geometry / Update Base Geometry
Update Scene Asset(s) from Import Source(s) Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Update Scene Asset(s) from Import Source(s)
Uppercase, Convert To Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert To Uppercase
Use Baked Textures Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Use Baked Textures
Use Baked Textures Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Use Baked Textures
User Function Block dzClamp, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzClamp
User Function Block dzColorVal, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzColorVal
User Function Block dzEnvironment, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzEnvironment



<p>User Function Block dzFloatToColor, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzFloatToColor</p>
<p>User Function Block dzNormal, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzNormal</p>
<p>User Function Block dzTexture, Add          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions / dzTexture</p>
<p>User Functions          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Functions</p>
<p>User Guide          Main Menu ~          Help / User Guide</p>
<p>User Macros          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros</p>
<p>User Macros, Add Skin          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros / Skin</p>
<p>User Variable, Add Variables Block          Shader Builder (Pane/Tab) ~          "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / User Variable</p>
<p>UV Asset(s), Save As Support Asset          Main Menu ~          File / Save As / Support Asset / UV Asset(s)</p>
<p>UV Preset (.ds*), Save As Deprecated          Main Menu ~          File / Save As / Deprecated / Uv Preset (.ds*)</p>
<p>UV Set, Load          Scene (Pane/Tab) ~          Left-Click Active Pane Options / Edit / Geometry / Load UV Set</p>
<p>UV Set, Load          Surfaces (Pane/Tab) ~          Left-Click Active Pane Options / Load UV Set</p>

UV Set, Load Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Load UV Set
UV Set, Load ((for)) Figure Geometry Main Menu ~ Edit / Figure / Geometry / Load UV Set
UV Set, Object Geometry Load Main Menu ~ Edit / Object / Geometry / Load UV Set
UV View Aux Viewport (Pane/Tab) ~ Left-Click View Selection / UV View
UV View ViewPort (Pane/Tab) ~ Left-Click View Selection / UV View
<b>V</b>
V ((toggle:visibility)) Scene (Pane/Tab) ~ V {visibility icons}
v, Add Variables Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / v
Value Brick Variable [Fixed], Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Fixed]
Value Brick Variable [Root Context], Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Root Context]
Value Bricks, Insert Utility Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Value
Value, Add Macros Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Macros / Value

Variables Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables
Variables Block alpha, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / alpha
Variables Block Ci, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ci
Variables Block CI, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / CI
Variables Block Cs, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Cs
Variables Block dPdttime, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdttime
Variables Block dPdu, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdu
Variables Block dPdv, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dPdv
Variables Block dtime, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dtime
Variables Block du, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / du
Variables Block dv, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / dv
Variables Block E, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / E

Variables Block I, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / I
Variables Block L, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / L
Variables Block N, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / N
Variables Block ncomps, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / ncomps
Variables Block Ng, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ng
Variables Block Ns, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ns
Variables Block Oi, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Oi
Variables Block OI, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / OI
Variables Block Os, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Os
Variables Block P, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / P
Variables Block PI, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / PI
Variables Block Ps, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / Ps

Variables Block s, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / s
Variables Block t, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / t
Variables Block time, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / time
Variables Block u, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / u
Variables Block User Variable, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / User Variable
Variables Block v, Add Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Variables / v
vector, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vector
Velvet, Insert Lighting Function Special Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Velvet
Video Card, Troubleshooting About Your Main Menu ~ Help / Troubleshooting / About Your Video Card
Video Tutorials Main Menu ~ Help / Video Tutorials
View Main Menu ~ Edit / View
View Aim at Selection Main Menu ~ Edit / View / Aim At Selection

View as List Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View as List
View as Tree Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View as Tree
View Assets in Grid View Render Library (Pane/Tab) ~ Asset Grid View
View Assets in List View Render Library (Pane/Tab) ~ Asset List View
View Bank Left (Roll -) Main Menu ~ Edit / View / Bank Left (Roll -)
View Bank Right (Roll +) Main Menu ~ Edit / View / Bank Right (Roll +)
View Controls Lesson Strip ~ Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / I - View Controls
View Controls, ((enable:disable)) Auto Hide ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls
View Controls, ((enable:disable)) Cube ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Cube View Controls
View Controls, ((enable:disable)) Docked ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Docked View Controls
View Decrease Leveling Speed Main Menu ~ Edit / View / Decrease Leveling Speed
View Decrease Move Speed Main Menu ~ Edit / View / Decrease Move Speed

View Decrease Rotation Speed Main Menu ~ Edit / View / Decrease Rotation Speed
View Frame Aux Viewport (Pane/Tab) ~ View Frame
View Frame ViewPort (Pane/Tab) ~ View Frame
View Frame Selection Main Menu ~ Edit / View / Frame Selection
View Increase Leveling Speed Main Menu ~ Edit / View / Increase Leveling Speed
View Increase Move Speed Main Menu ~ Edit / View / Increase Move Speed
View Increase Rotation Speed Main Menu ~ Edit / View / Increase Rotation Speed
View Keyboard Navigation Main Menu ~ Edit / View / Keyboard Navigation
View Level (Pitch/Roll) Main Menu ~ Edit / View / Level (Pitch/Roll)
View Look Down (Pitch -) Main Menu ~ Edit / View / Look Down (Pitch -)
View Look Left (Yaw -) Main Menu ~ Edit / View / Look Left (Yaw -)
View Look Right (Yaw +) Main Menu ~ Edit / View / Look Right (Yaw +)

View Look Up (Pitch +) Main Menu ~ Edit / View / Look Up (Pitch +)
View Move Back Main Menu ~ Edit / View / Move Back
View Move Down Main Menu ~ Edit / View / Move Down
View Move Forward Main Menu ~ Edit / View / Move Forward
View Move Left Main Menu ~ Edit / View / Move Left
View Move Right Main Menu ~ Edit / View / Move Right
View Move Up Main Menu ~ Edit / View / Move Up
View Options, ((enable:disable)) Auto Hide ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options
View Orbit Aux Viewport (Pane/Tab) ~ View Orbit
View Orbit ViewPort (Pane/Tab) ~ View Orbit
View Pan Aux Viewport (Pane/Tab) ~ View Pan
View Pan ViewPort (Pane/Tab) ~ View Pan



View Reset Aux Viewport (Pane/Tab) ~ View Reset
View Reset ViewPort (Pane/Tab) ~ View Reset
View Reset Leveling Speed Main Menu ~ Edit / View / Reset Leveling Speed
View Reset Move Speed Main Menu ~ Edit / View / Reset Move Speed
View Reset Rotation Speed Main Menu ~ Edit / View / Reset Rotation Speed
View Reset the Camera Main Menu ~ Edit / View / Reset The Camera
View Selection Lesson Strip ~ Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / II - View Selection
View Side By Side Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View Side By Side
View Snap Level Main Menu ~ Edit / View / Snap Level
View Zoom Aux Viewport (Pane/Tab) ~ View Zoom
View Zoom ViewPort (Pane/Tab) ~ View Zoom
View, Back Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Back View

View, Back ViewPort (Pane/Tab) ~ Left-Click View Selection / Back View
View, Bottom Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Bottom View
View, Bottom ViewPort (Pane/Tab) ~ Left-Click View Selection / Bottom View
View, Front Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Front View
View, Front ViewPort (Pane/Tab) ~ Left-Click View Selection / Front View
View, Left Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Left View
View, Left ViewPort (Pane/Tab) ~ Left-Click View Selection / Left View
View, Pane ((show:hide)) Main Menu ~ Window / Panes (Tabs) / View
View, Perspective Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Perspective View
View, Perspective ViewPort (Pane/Tab) ~ Left-Click View Selection / Perspective View
View, Right Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Right View
View, Right ViewPort (Pane/Tab) ~ Left-Click View Selection / Right View

View, Top Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Top View
View, Top ViewPort (Pane/Tab) ~ Left-Click View Selection / Top View
View, UV Aux Viewport (Pane/Tab) ~ Left-Click View Selection / UV View
View, UV ViewPort (Pane/Tab) ~ Left-Click View Selection / UV View
Viewport 2 Bottom, 1 Top ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Bottom, 1 Top
Viewport 2 Left, 1 Right ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Left, 1 Right
Viewport 2 Right, 1 Left ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Right, 1 Left
Viewport 2 Top, 1 Bottom ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Top, 1 Bottom
Viewport 3 Bottom, 1 Top ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Bottom, 1 Top
Viewport 3 Left, 1 Right ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Left, 1 Right
Viewport 3 Right, 1 Left ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Right, 1 Left
Viewport 3 Top, 1 Bottom ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Top, 1 Bottom

<p>Viewport Four Views  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Four Views</p>
<p>Viewport Fullscreen  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Go Full Screen</p>
<p>Viewport Selectability ((enable:disable))  Scene (Pane/Tab) ~  S {viewport selectability icons}</p>
<p>Viewport Selectability ((toggle=S))  Scene (Pane/Tab) ~  S {viewport selectability icons}</p>
<p>Viewport Side by Side  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Side by Side</p>
<p>Viewport Single View  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Single View</p>
<p>Viewport Tools ((hide:show))  Lesson Strip ~  Right-Click Select a Lesson / Viewport Tools uncheck/check</p>
<p>Viewport Top and Bottom  ViewPort (Pane/Tab) ~  Left-Click Active Pane Options / Top and Bottom</p>
<p>Viewport, Pane ((show:hide))  Main Menu ~  Window / Panes (Tabs) / Viewport</p>
<p>Viewports  Main Menu ~  Window / Viewports</p>
<p>Viewports 2 Bottom, 1 Top  Main Menu ~  Window / Viewports / 2 Bottom, 1 Top</p>
<p>Viewports 2 Left, 1 Right  Main Menu ~  Window / Viewports / 2 Left, 1 Right</p>

Viewports 2 Right, 1 Left Main Menu ~ Window / Viewports / 2 Right, 1 Left
Viewports 2 Top, 1 Bottom Main Menu ~ Window / Viewports / 2 Top, 1 Bottom
Viewports 3 Bottom, 1 Top Main Menu ~ Window / Viewports / 3 Bottom, 1 Top
Viewports 3 Left, 1 Right Main Menu ~ Window / Viewports / 3 Left, 1 Right
Viewports 3 Right, 1 Left Main Menu ~ Window / Viewports / 3 Right, 1 Left
Viewports 3 Top, 1 Bottom Main Menu ~ Window / Viewports / 3 Top, 1 Bottom
Viewports Four Views Main Menu ~ Window / Viewports / Four Views
Viewports Side by Side Main Menu ~ Window / Viewports / Side By Side
Viewports Single View Main Menu ~ Window / Viewports / Single View
Viewports Top and Bottom Main Menu ~ Window / Viewports / Top And Bottom
Visibility ((enable:disable)) Scene (Pane/Tab) ~ V {visibility icons}
Visibility ((toggle=V)) Scene (Pane/Tab) ~ V {visibility icons}

<p>Volume Function Brick Depth Cue, Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Depth Cue</p>
<p>Volume Function Brick Ray Marcher, Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Ray Marcher</p>
<p>Volume Function Brick Simple Fog, Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Simple Fog</p>
<p>Volume Function Brick Smoke, Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Smoke</p>
<p>Volume Function Bricks, Insert            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume</p>
<p>Volume, Insert Root Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Volume</p>
<p>Voronoi, Insert Texture Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Voronoi</p>
<p>vtransform, Add Function Block            Shader Builder (Pane/Tab) ~            "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / vtransform</p>
<p><b>W</b></p>
<p>Wave 2D, Insert Texture Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 2D</p>
<p>Wave 3D, Insert Texture Function Brick            Shader Mixer (Pane/Tab) ~            Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 3D</p>
<p>Wearable(s) Preset, Save As            Main Menu ~            File / Save As / Wearable(s) Preset</p>

Weave, Insert Texture Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Weave
Weave, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Weave
Website, Go to DAZ 3D Smart Content (Pane/Tab) ~ DAZ 3D Store
Website, Go to DAZ 3D Camera Presets Video Cameras (Pane/Tab) ~ Video: Camera Presets
Website, Go to DAZ 3D Cameras Editor Video Cameras (Pane/Tab) ~ Video: Cameras Editor
Website, Go to DAZ 3D Light Presets Video Lights (Pane/Tab) ~ Video: Light Presets
Website, Go to DAZ 3D Lights Editor Video Lights (Pane/Tab) ~ Video: Lights Editor
Website, Go to DAZ 3D Parameters Video Parameters (Pane/Tab) ~ Video: Parameters
Website, Go to DAZ 3D Posing Video Posing (Pane/Tab) ~ Video: Posing
Website, Go to DAZ 3D Render Settings Video Render Settings (Pane/Tab) ~ Video: Render Settings
Website, Go to DAZ 3D Shaping Video Shaping (Pane/Tab) ~ Video: Shaping
Website, Go to DAZ 3D Surfaces Video Surfaces (Pane/Tab) ~ Video: Surfaces

Website, Go to GoFigure3D Support Page aniMate Lite (Pane/Tab) ~ Question Mark
Weight Map Brush, Node Main Menu ~ Tools / Node Weight Map Brush
What's This? (Interactive Help) Main Menu ~ Help / What's This? (Interactive Help)
Wire Bounding Box Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box
Wire Bounding Box ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box
Wire Shaded Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Shaded
Wire Shaded ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Shaded
Wire Texture Shaded Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Texture Shaded
Wire Texture Shaded ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Texture Shaded
Wireframe Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wireframe
Wireframe ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wireframe
Wireframe, Lit Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Lit Wireframe



Wireframe, Lit ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Lit Wireframe
wnoise, Add Noises Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Noises / wnoise
Wood, Insert Texture Function Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wood
Wood, Insert Texture Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wood
Workspace Main Menu ~ Window / Workspace
<b>X</b>
xcomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / xcomp
XYZ Components, Insert Geometric Function Brick Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / XYZ Components
<b>Y</b>
ycomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / ycomp
<b>Z</b>
zcomp, Add Function Block Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / Functions / zcomp

Zero Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero
Zero Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero
Zero Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero
Zero Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero
Zero Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero
Zero Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero
Zero Figure Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure
Zero Figure Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure
Zero Figure Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose
Zero Figure Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Pose
Zero Figure Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose
Zero Figure Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Figure Pose

Zero Figure Pose, Figure Main Menu ~ Edit / Figure / Zero / Zero Figure Pose
Zero Figure Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape
Zero Figure Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Shape
Zero Figure Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape
Zero Figure Shape Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero / Zero Figure Shape
Zero Figure Shape, Figure Main Menu ~ Edit / Figure / Zero / Zero Figure Shape
Zero Figure, Figure Main Menu ~ Edit / Figure / Zero / Zero Figure
Zero Selected Item(s) Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s)
Zero Selected Item(s) Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s)
Zero Selected Item(s) Pose Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Pose
Zero Selected Item(s) Pose Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Pose
Zero Selected Item(s) Pose Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Pose

Zero Selected Item(s) Pose Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Selected Item(s) Pose
Zero Selected Item(s) Pose, Figure Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Pose
Zero Selected Item(s) Pose, Object Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Pose
Zero Selected Item(s) Shape Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s) Shape Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s) Shape Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s) Shape Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s) Shape, Figure Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s) Shape, Object Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Shape
Zero Selected Item(s), Figure Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s)
Zero Selected Item(s), Object Main Menu ~ Edit / Object / Zero / Zero Selected Item(s)
Zero, Object Main Menu ~ Edit / Object / Zero

Zoom aniMate Lite (Pane/Tab) ~ Left-Click-drag Zoom
Zoom In aniMate Lite (Pane/Tab) ~ Zoom Increase
Zoom In Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Zoom In
Zoom In/Out Shader Mixer (Pane/Tab) ~ Left-Click-drag Zoom
Zoom Normal Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Zoom Normal
Zoom Out aniMate Lite (Pane/Tab) ~ Zoom Decrease
Zoom Out Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / Zoom Out
Zoom, View Aux Viewport (Pane/Tab) ~ View Zoom
Zoom, View ViewPort (Pane/Tab) ~ View Zoom

# Conclusion

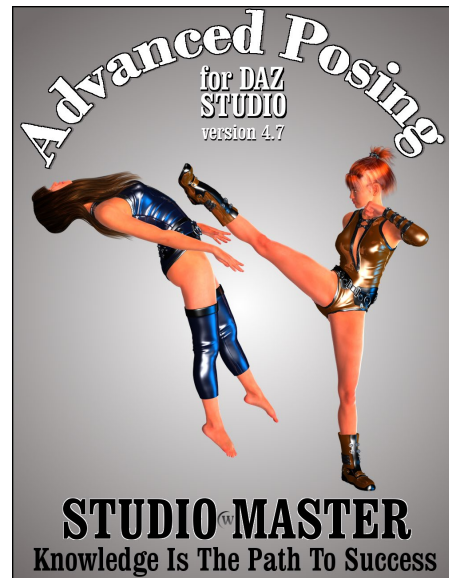
We hope that you found this 2-volume set a valuable addition to your toolbox when using DAZ Studio for your art and animation projects. Those of you on your journey from novice to professional may also find these tutorial series useful.

## **BEGINNER'S GUIDE Series** *The Six Pack Collection*



*Designed for New  
DAZ Studio Users*

## **STUDIO\*MASTER Series** *Advanced Posing DS4*



*Designed for Pro  
DAZ Studio Users*

# Winterbrose Arts & Graphics