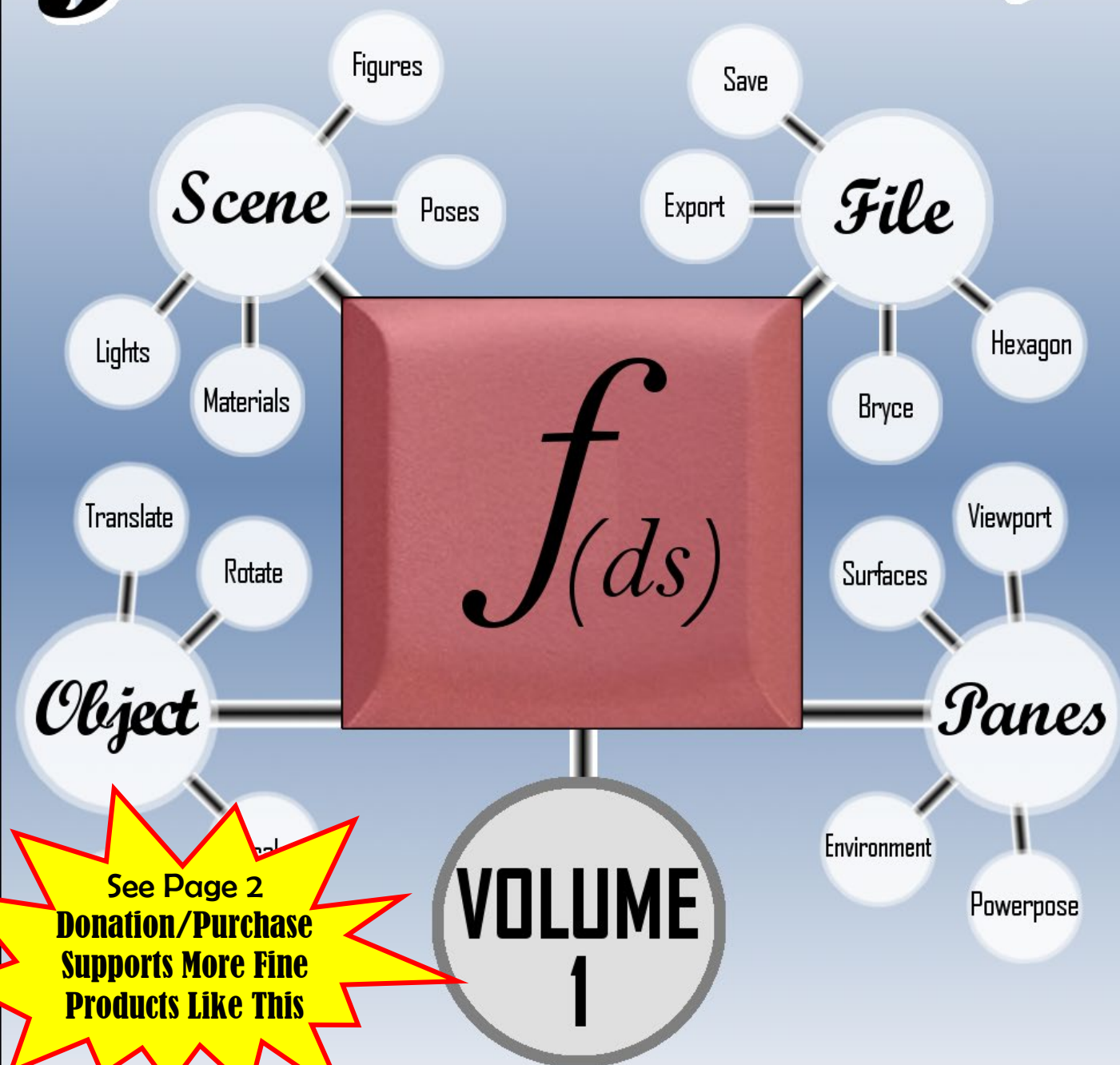


DAZ Studio 4.7

DaDs \$2

# *functionality*



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

# Functionality for Daz Studio 4

## Volume 1 of 2

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# Introduction

How many times have you been frustrated because you cannot remember where to find that function or command in DAZ Studio you desperately need to use?



We hope that you find this 2-volume set of guides useful in quickly finding the commands and functions available to you from within DAZ Studio 4.

## ***ATTENTION DEVELOPERS***

The functions/commands and descriptions listed in the text of *Functionality for DS 4.7* are available separately in spreadsheet format as MS Excel or Standard CSV.

# DAZ Studio Setup

Throughout this guide we will be using the abbreviation “**DS**” interchangeably for the term DAZ Studio. Our screenshots will be from the Layout “**City Limits**” and the Style “**Darkside**”. The Layout and Style you are using should not affect the Main Menu options, however if we provide additional imagery to support a command or function it may not match your DS workspace. If you are comfortable enough with DS to follow along with your own settings, you can skip this chapter. For those who wish to change their settings to match, we have provided the instructions here.



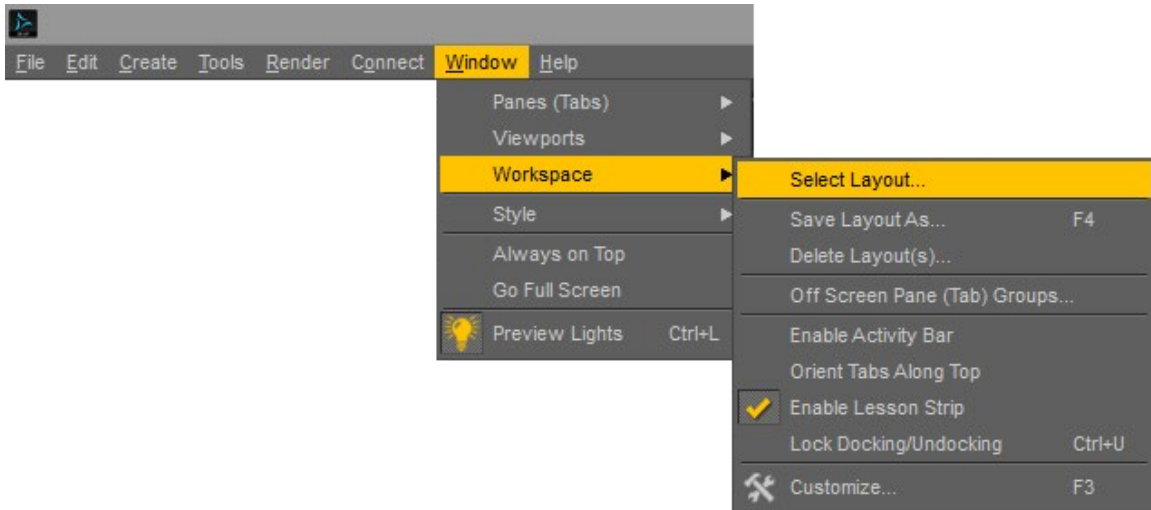
This tutorial was originally written using DAZ Studio v4.7.0.12 Pro.



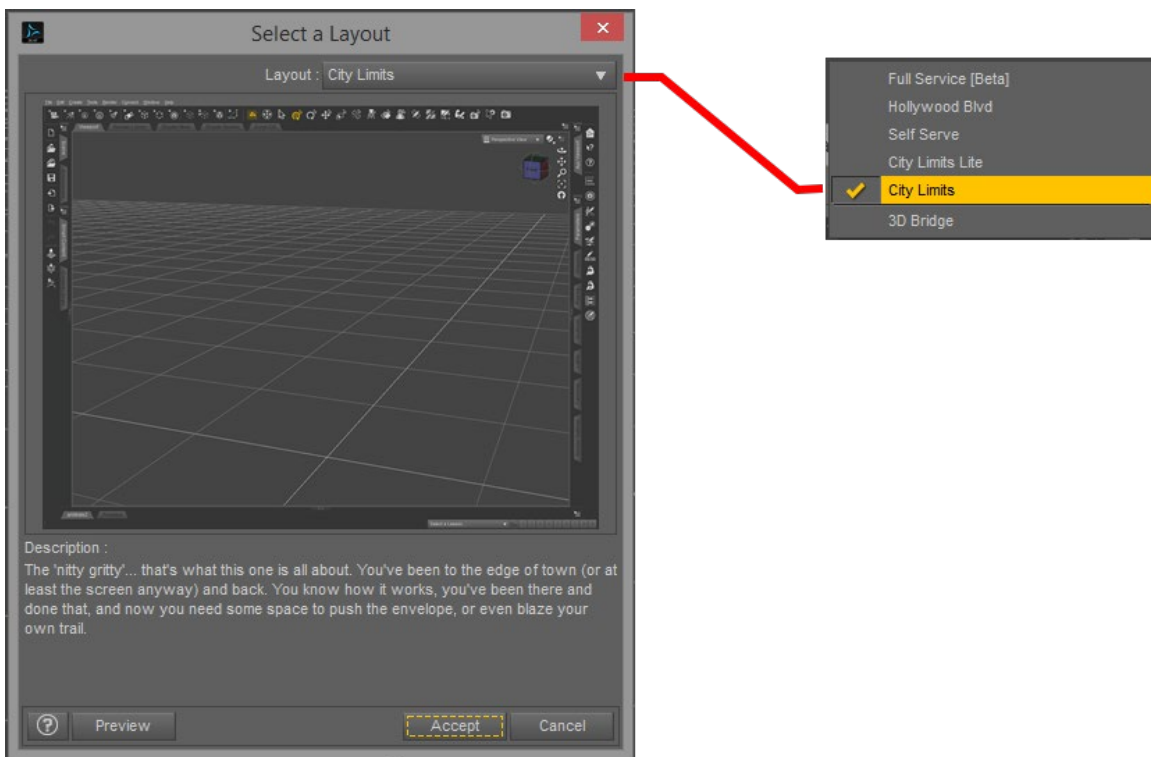


## Window Layout

On the main menu, select Window / Workspace / Select Layout.

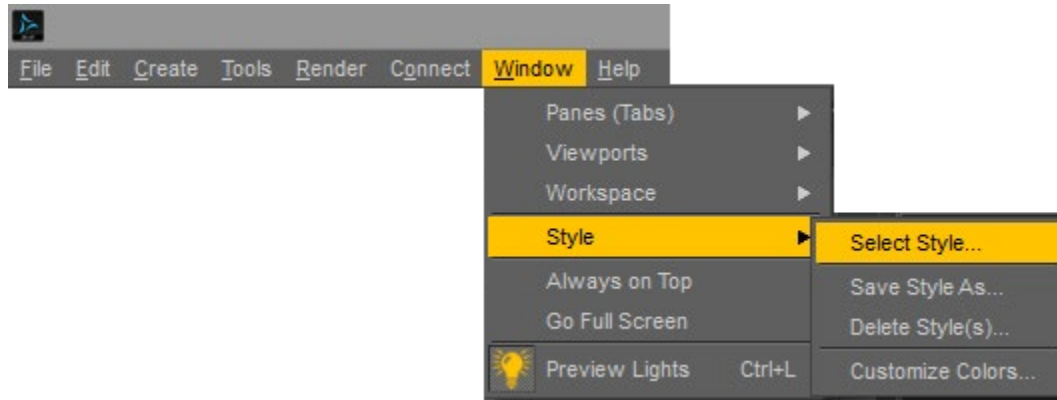


In the popup, if the Layout shown is not “City Limits”, then click the bar to open the drop-down menu so that you can change it. If you needed to change the Layout, click the “Accept” button at the bottom after making your changes.

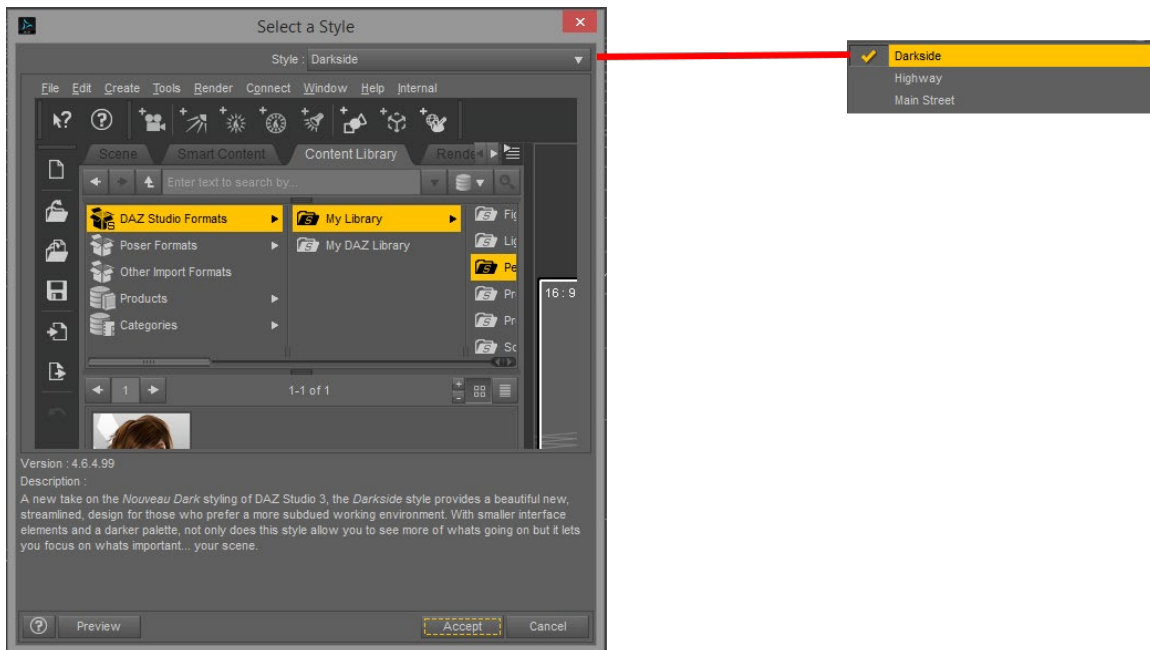


## Window Style

On the main menu, select Window / Style / Select Style.



In the popup, if the Style shown is not “Darkside” then click the bar to open the drop-down menu so that you can change it. If you needed to change the Style, then click the “Accept” button at the bottom after making your changes.



## DAZ Studio 4.7 City Limits / Darkside Screen Layout

SHADER MIXER  
(Pane/Tab)

RENDER LIBRARY (Pane/Tab)  
VIEWPORT (Pane/Tab)

MAIN MENU

CREATE and TOOL Icon Bar

FILE Icon Bar

SCENE (Pane/Tab)

ENVIRONMENT (Pane/Tab)

Please note that the  
FILE Icon Bar  
is the vertical icon bar  
on the left side of DAZ Studio

VIEWPORT Controls

HELP and WINDOW Icon Bar

AUX VIEWPORT (Pane/Tab)

Please note that the  
HELP and WINDOW Icon Bar  
is the vertical icon bar  
on right side of DAZ Studio

PARAMETERS (Pane/Tab)

SHAPING (Pane/Tab)

POSING (Pane/Tab)

SURFACES (Pane/Tab)

LIGHTS (Pane/Tab)

CAMERAS (Pane/Tab)

RENDER SETTINGS (Pane/Tab)

ANIMATE LITE (Pane/Tab)

TIMELINE (Pane/Tab)

INTERACTIVE TRAINING LESSONS Bar

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*functionality*  
for DAZ Studio  
Finding Functions  
in DAZ Studio



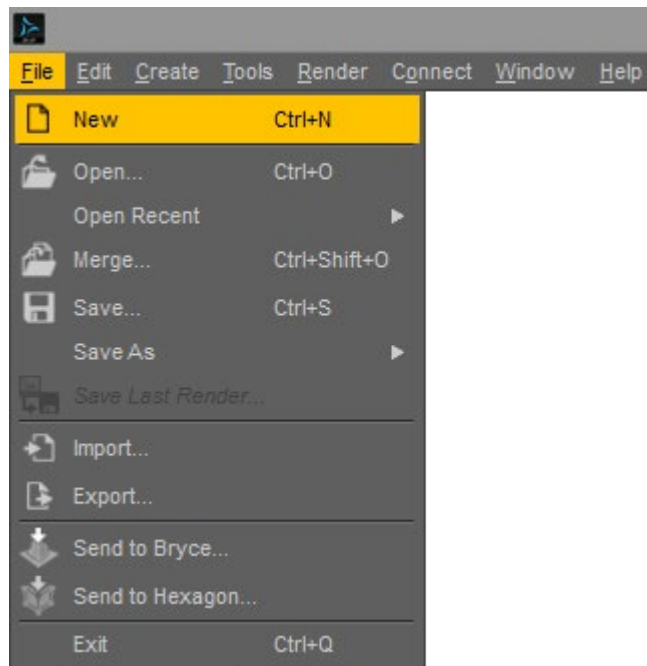
# Common Functions

*Experienced and advanced users of DAZ Studio will want to skip this section.*

There are a multitude of functions and commands available in DAZ Studio. In an attempt to assist new and less experienced artists, we have listed some of the more commonly used functions in this section for quick reference to help get you started.

## ***NEW*** *Start a New Scene*

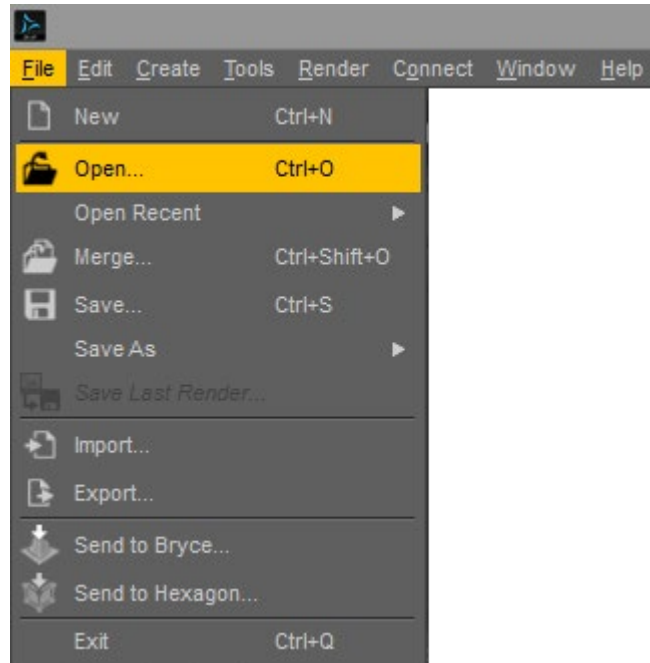
Clears the viewport and removes all contents of the current scene with a new “blank” scene ready for you to use. This action cannot be undone once completed.



## ***OPEN***

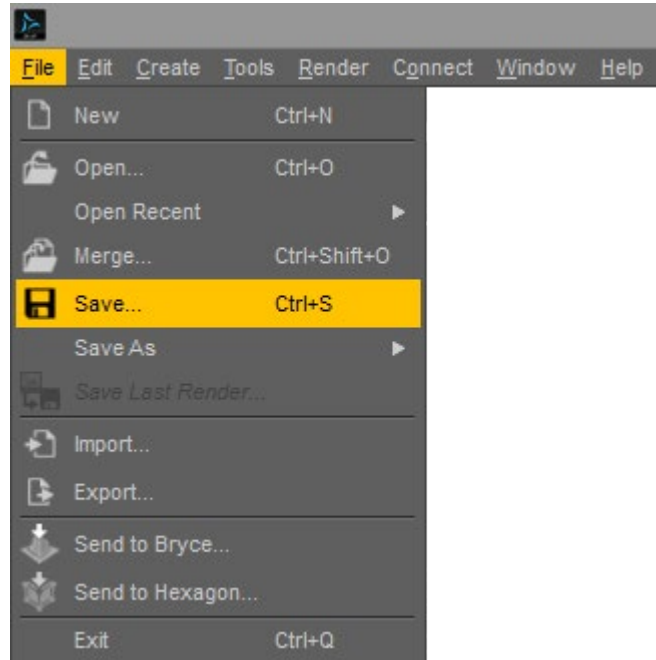
### ***Load a Saved Scene***

Clears the viewport and removes all contents of the current scene. A dialog will appear for you to browse for and load the saved scene you desire. This action cannot be undone once it has been completed.



## ***SAVE*** ***Save Current Scene***

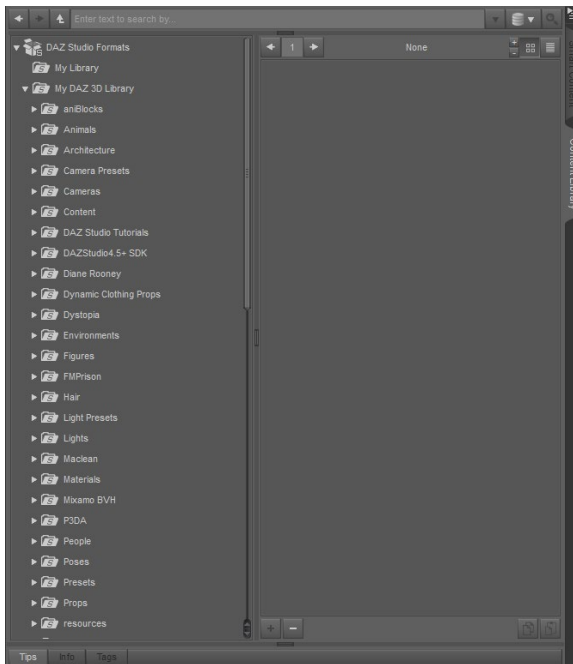
Save the current scene in the native DAZ Studio format to be used again later on.



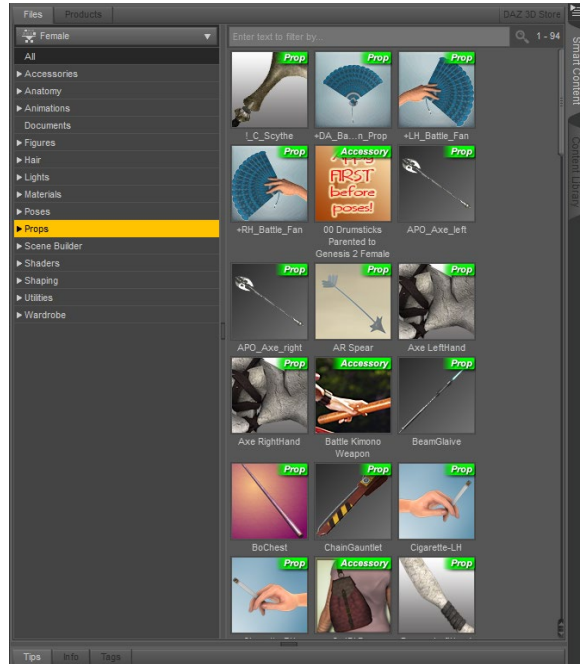
## ***ADD OBJECTS***

### ***Add Figure/Prop to Scene***

Objects like figures and props can be loaded into your scene from either the Content Library or Smart Content tabs. If you are loading items like clothing and hair that are fitted/designed for a particular model, then select that object in the Scene tab before loading the prop.



*Content Library*

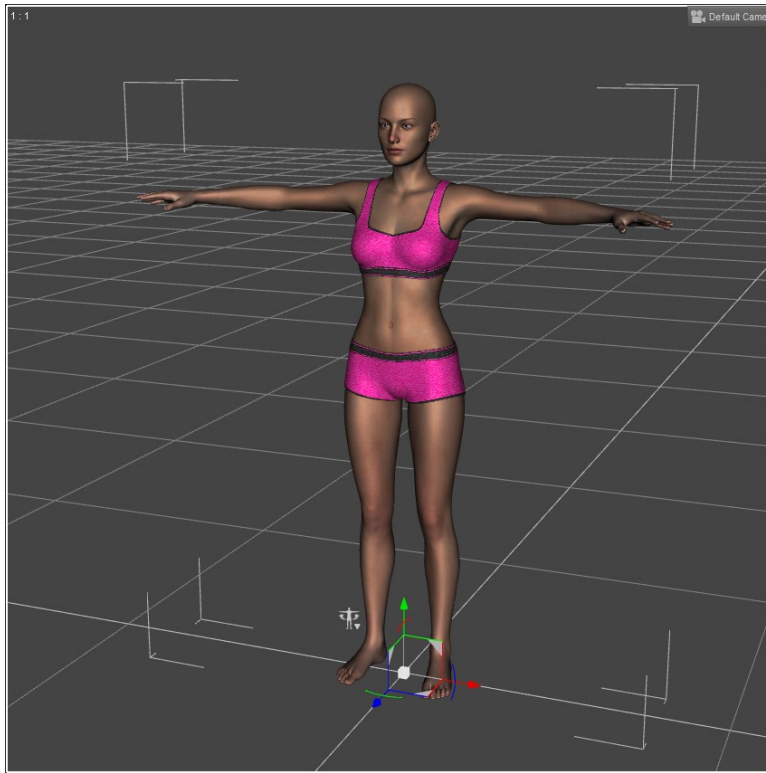


*Smart Content*

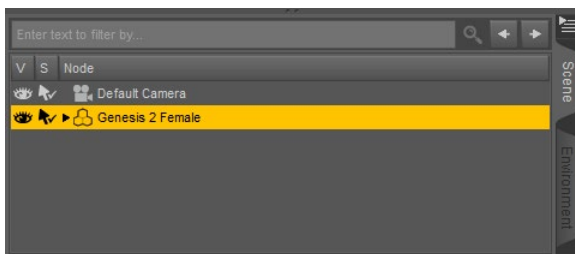
## ***SELECT OBJECTS***

### *Select a Figure/Prop in Scene*

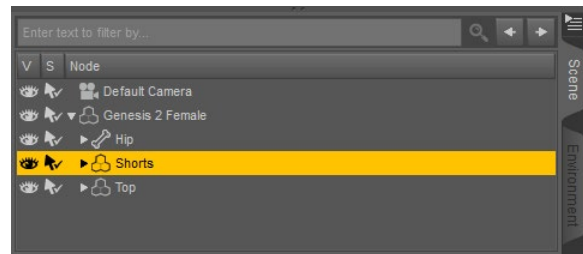
There are several methods by which to select an object in your scene. You can click on the object in the Viewport which can be tricky if more than one object is under the mouse pointer. Or you can select the item in the Scene tab which is the method we recommend for general usage. If you use the Scene tab, note that all items in the Viewport may not be immediately shown if they are children objects.



*Viewport*



*Genesis 2 Female*

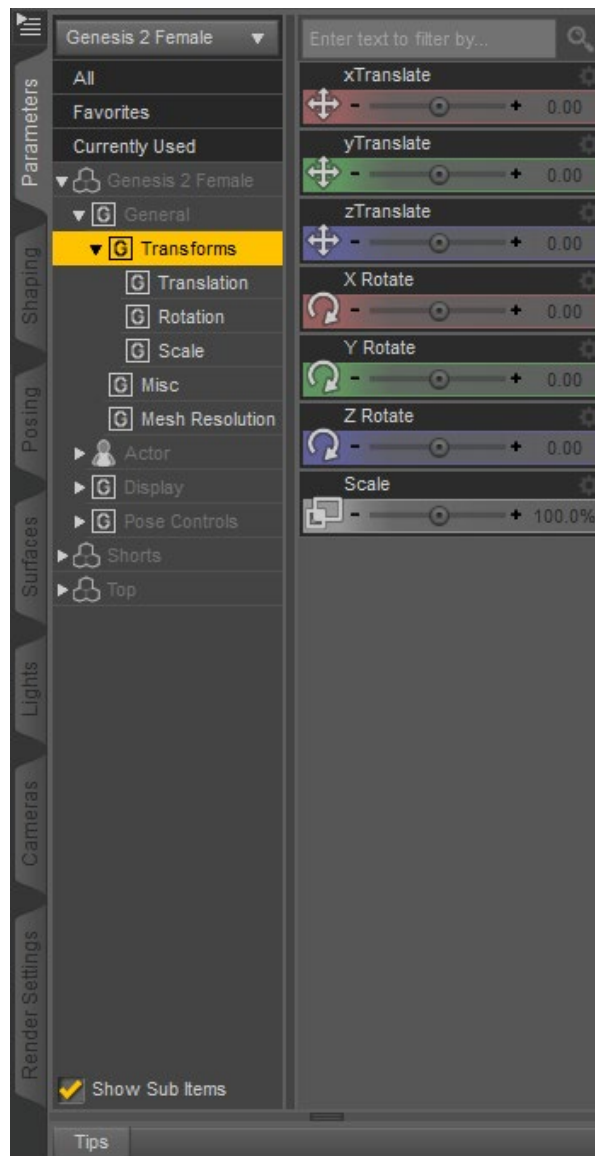


*Children Objects*

## ***ADJUST OBJECTS***

### ***Change Parameters for Figure/Prop in Scene***

For the most part, you must select the object before you can make changes to it. Adjustments that you want to make to an object can take place in several places within the DS working environment. Transforms include actions like moving (translation), spinning (rotation) and sizing (scaling). Any adjustment to transforms can be made in the Viewport or in the Parameters pane. We recommend that you use the Parameters pane controls for fine tuning (details) objects.

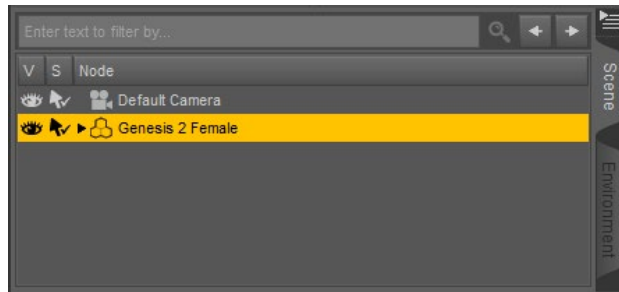




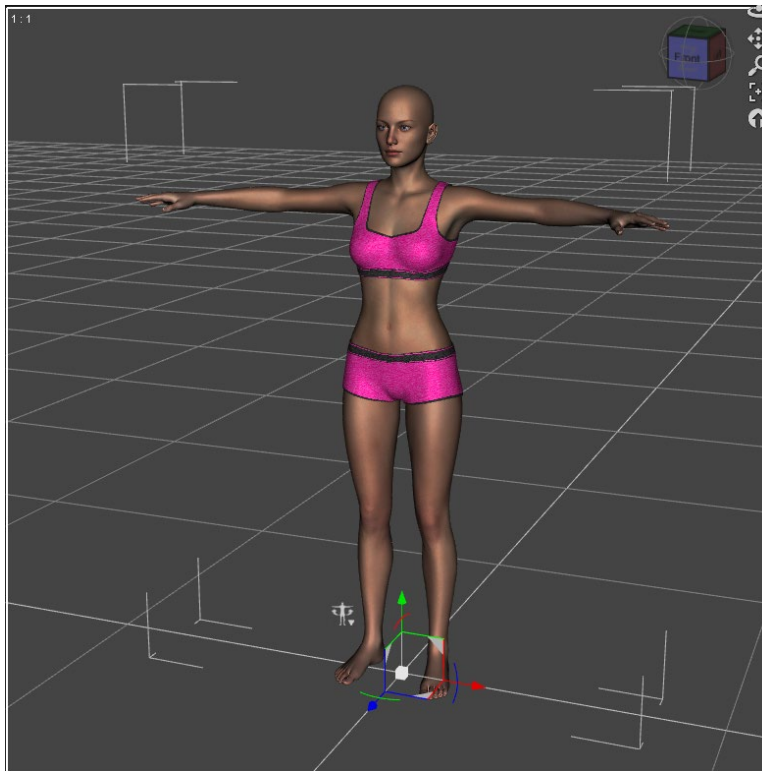
## ***APPLY POSES***

### *Apply Pose Preset to Figure/Prop in Scene*

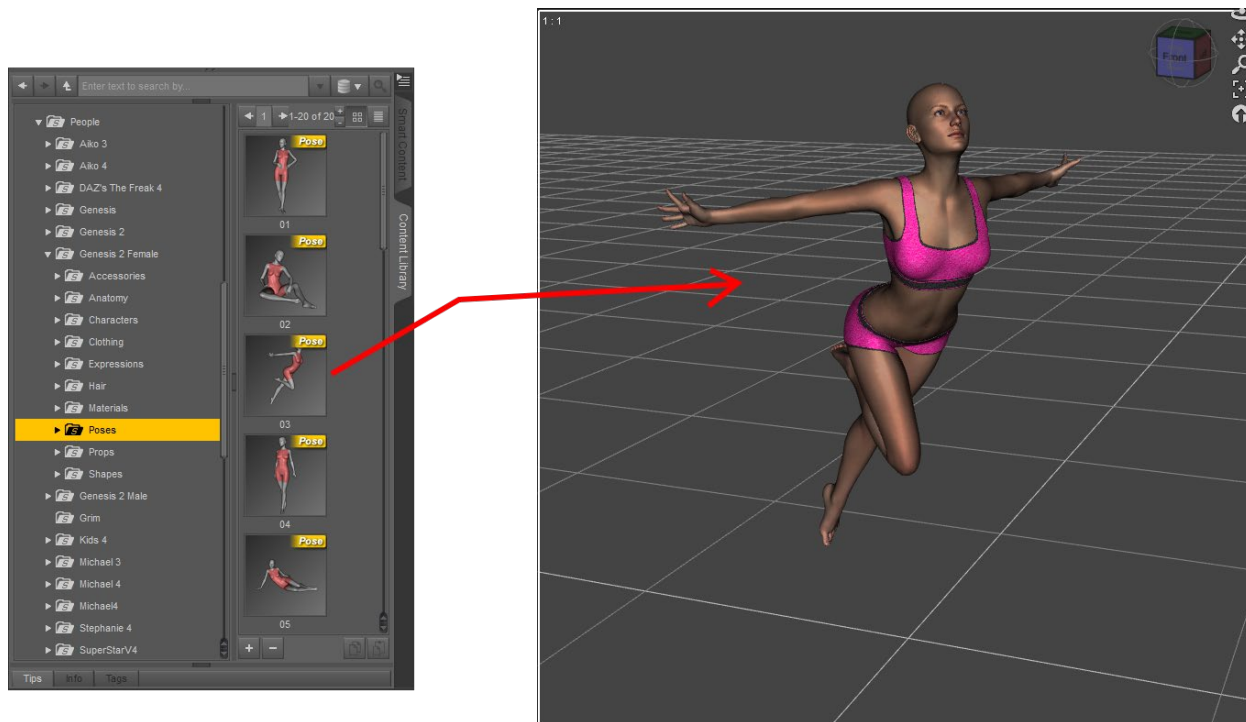
Even though you may have to make pose adjustments to objects within your scene, often you can find pose presets created by other artists that you can use immediately with little or no adjustment necessary. Select the object you want to pose and then find the icons for pose presets in Smart Content for that object. If you look in the Content Library under My DAZ 3D Library, you can usually find the pose presets in a sub-folder under the object's folder, in the Poses folder at the top-most level, or wherever the pose creator has decided to locate the pose files.



*Genesis 2 Female*



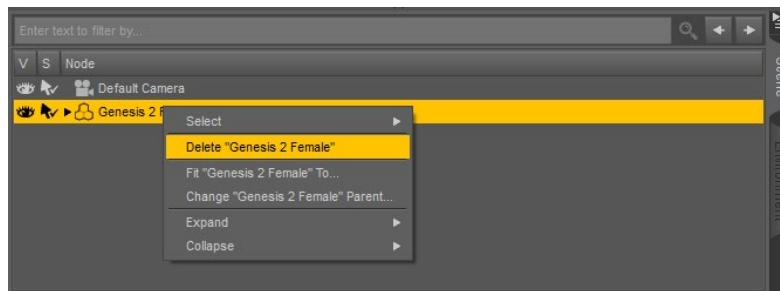
For the example shown here, we selected the Genesis 2 Female in the Scene tab and then applied the pose shown by double-clicking its thumbnail icon.



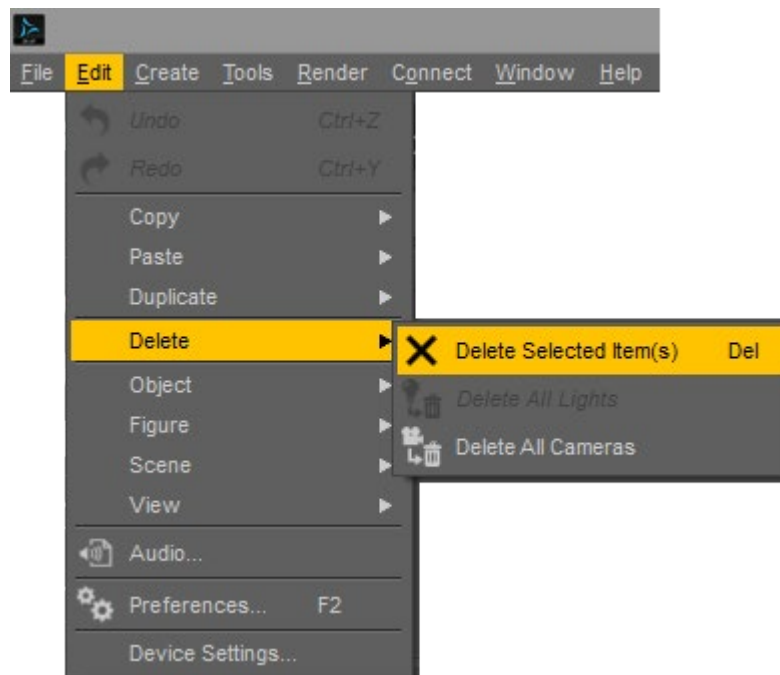
## ***REMOVE OBJECTS***

### ***Delete Figure/Prop from Scene***

There are several methods by which to delete an object from your scene, all of which require the object to be selected first. You can right-click the object in the Scene tab and select Delete “object” from the popup menu. Or you can use the delete function from the main menu under Edit / Delete / Delete Selected Item(s).



*Deleting in Scene Tab*



*Deleting in Main Menu*

# Searching Data

# Function Finder

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

## ANIMATE LITE (Pane)

- aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Preferences
- aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Make Pane Undockable
- aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Make Pane Group Undockable
- aniMate Lite (Pane/Tab) ~ Right-Click aniMate Tab / Close Pane
- aniMate Lite (Pane/Tab) ~ Loop Playback
- aniMate Lite (Pane/Tab) ~ Goto Start
- aniMate Lite (Pane/Tab) ~ Play/Stop
- aniMate Lite (Pane/Tab) ~ Goto End
- aniMate Lite (Pane/Tab) ~ Frame Counter Increase
- aniMate Lite (Pane/Tab) ~ Frame Counter Decrease
- aniMate Lite (Pane/Tab) ~ New Track
- aniMate Lite (Pane/Tab) ~ Delete Track
- aniMate Lite (Pane/Tab) ~ Move Track Down
- aniMate Lite (Pane/Tab) ~ Move Track Up
- aniMate Lite (Pane/Tab) ~ Lock Sub-Track(s)
- aniMate Lite (Pane/Tab) ~ Disable Sub-Track(s)
- aniMate Lite (Pane/Tab) ~ Left-Click-drag Playhead
- aniMate Lite (Pane/Tab) ~ Left-Click-drag End of Animation
- aniMate Lite (Pane/Tab) ~ Left-Click-drag Zoom
- aniMate Lite (Pane/Tab) ~ Zoom Decrease
- aniMate Lite (Pane/Tab) ~ Zoom Increase
- aniMate Lite (Pane/Tab) ~ Question Mark
- aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Preferences
- aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable
- aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable
- aniMate Lite (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

## AUX VIEWPORT (Pane)

Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Show IPR Toolbar  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Save IPR Render  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Stop IPR Render  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Start IPR Render  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Aux Viewport (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Show IPR Toolbar  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Save IPR Render  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Stop IPR Render  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Start IPR Render  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Make Pane Undockable  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Make Pane Group Undockable  
Aux Viewport (Pane/Tab) ~ Right-Click Aux Viewport Tab / Close Pane  
Aux Viewport (Pane/Tab) ~ Save IPR Render  
Aux Viewport (Pane/Tab) ~ Stop IPR Render  
Aux Viewport (Pane/Tab) ~ Start IPR Render  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Perspective View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Front View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Left View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Right View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Back View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Top View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / Bottom View  
Aux Viewport (Pane/Tab) ~ Left-Click View Selection / UV View  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wireframe  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Hidden Line  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Lit Wireframe  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Shaded  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Smooth Shaded  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Texture Shaded  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Texture Shaded  
Aux Viewport (Pane/Tab) ~ Left-Click DrawStyle Options / Cartoon Shaded



Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Cube View Controls  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Docked View Controls  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Floor  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options  
Aux Viewport (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls  
Aux Viewport (Pane/Tab) ~ View Orbit  
Aux Viewport (Pane/Tab) ~ View Pan  
Aux Viewport (Pane/Tab) ~ View Zoom  
Aux Viewport (Pane/Tab) ~ View Frame  
Aux Viewport (Pane/Tab) ~ View Reset  
Aux Viewport (Pane/Tab) ~ Right-Click Viewport / Select All  
Aux Viewport (Pane/Tab) ~ Right-Click Viewport / Clear Selection  
Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select All  
Aux Viewport (Pane/Tab) ~ Right-Click "object" / Select "object"  
Aux Viewport (Pane/Tab) ~ Right-Click "object" / Delete "object"  
Aux Viewport (Pane/Tab) ~ Right-Click "object" / Change "object" Parent  
Aux Viewport (Pane/Tab) ~ Right-Click "object" / Enable IK

## **CAMERAS (Pane)**

Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Paste Pose to Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Cameras  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Cameras (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Show Hidden Properties  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Sync With Scene Selection  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Copy Selected Item(s)

Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Paste Pose to Selected Item(s)  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete / Delete Selected Item(s)  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Delete / Delete All Cameras  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Make Pane Undockable  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Make Pane Group Undockable  
Cameras (Pane/Tab) ~ Right-Click Cameras Tab / Close Pane  
Cameras (Pane/Tab) ~ Video: Camera Presets  
Cameras (Pane/Tab) ~ Video: Cameras Editor  
Cameras (Pane/Tab) ~ Left-Click Editor / Show Sub Items  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete All Cameras  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties  
Cameras (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen

#### **CONTENT LIBRARY (Pane)**

Content Library (Pane/Tab) ~ Right-Click Content Library / Mark All As Seen  
Content Library (Pane/Tab) ~ Right-Click Content Library / Refresh  
Content Library (Pane/Tab) ~ Asset Icon View  
Content Library (Pane/Tab) ~ Asset List View

Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View as List  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View as Tree  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / View Side By Side  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Delete  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Search Hard Drive(s) for Files  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Scan Known Directories for Files  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Migrate Old Content Database  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content Directory Manager  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Import Mapped Directories  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Editor  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Maintenance  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Stop CMS  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Start CMS  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Create Poser Companion Files  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Edit Preferences  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Content Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Content Library (Pane/Tab) ~ Go Back  
Content Library (Pane/Tab) ~ Go Forward  
Content Library (Pane/Tab) ~ Go Up  
Content Library (Pane/Tab) ~ Search History  
Content Library (Pane/Tab) ~ Left-Click Search Type / File  
Content Library (Pane/Tab) ~ Left-Click Search Type / Database  
Content Library (Pane/Tab) ~ Do Search  
Content Library (Pane/Tab) ~ Previous Page  
Content Library (Pane/Tab) ~ Next Page  
Content Library (Pane/Tab) ~ Increase Assets Per Page  
Content Library (Pane/Tab) ~ Decrease Assets Per Page  
Content Library (Pane/Tab) ~ Add Asset  
Content Library (Pane/Tab) ~ Remove Asset  
Content Library (Pane/Tab) ~ Copy Asset  
Content Library (Pane/Tab) ~ Paste Asset  
Content Library (Pane/Tab) ~ Right-Click "asset" / Open As New  
Content Library (Pane/Tab) ~ Right-Click "asset" / Merge Into Scene  
Content Library (Pane/Tab) ~ Right-Click "asset" / Cut

Content Library (Pane/Tab) ~ Right-Click "asset" / Copy  
Content Library (Pane/Tab) ~ Right-Click "asset" / Delete  
Content Library (Pane/Tab) ~ Right-Click "asset" / Rename  
Content Library (Pane/Tab) ~ Right-Click "asset" / Categorize  
Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Smart Content > Files  
Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Smart Content > Products  
Content Library (Pane/Tab) ~ Right-Click "asset" / Show In / Products  
Content Library (Pane/Tab) ~ Right-Click "asset" / Browse to file location  
Content Library (Pane/Tab) ~ Right-Click "asset" / Mark All As Seen  
Content Library (Pane/Tab) ~ Right-Click "asset" / Refresh  
Content Library (Pane/Tab) ~ Right-Click "asset" / Create Custom Action

### ENVIRONMENT (Pane)

Environment (Pane/Tab) ~ Left-Click Active Pane Options / Adjust Aspect Ratio To Backdrop  
Environment (Pane/Tab) ~ Left-Click Active Pane Options / Adjust Dimensions To Backdrop  
Environment (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Environment (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Environment (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Environment (Pane/Tab) ~ Active Type / None  
Environment (Pane/Tab) ~ Active Type / Backdrop  
Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Browse  
Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / None  
Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Image Editor  
Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Left-Click dropdown-menu / Layered Image Editor  
Environment (Pane/Tab) ~ Active Type / Backdrop / Background / Color  
Environment (Pane/Tab) ~ Active Type / Backdrop / Rotation / Left-Click dropdown-menu / No Rotation  
Environment (Pane/Tab) ~ Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Left 90 degrees  
Environment (Pane/Tab) ~ Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate Right 90 degrees  
Environment (Pane/Tab) ~ Active Type / Backdrop / Rotation / Left-Click dropdown-menu / Rotate 180 degrees  
Environment (Pane/Tab) ~ Active Type / Backdrop / Flip Vertical  
Environment (Pane/Tab) ~ Active Type / Backdrop / Flip Horizontal  
Environment (Pane/Tab) ~ Active Type / Backdrop / Visible in Render

### LESSON STRIP

Lesson Strip ~ Right-Click Select a Lesson / Status Bar uncheck  
Lesson Strip ~ Right-Click Select a Lesson / Main  
Lesson Strip ~ Left-Click Select a Lesson / Interactive Lessons / Barefoot Dancer  
Lesson Strip ~ Left-Click Select a Lesson / Interactive Lessons / Finding, Loading and Manipulating Content

Lesson Strip ~ Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / I - View Controls  
Lesson Strip ~ Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / II - View Selection  
Lesson Strip ~ Left-Click Select a Lesson / I - User Interface (UI) / I - Viewport / III - Draw Styles  
Lesson Strip ~ Left-Click Select a Lesson / II - Content / I - Finding Your Content  
Lesson Strip ~ Left-Click Select a Lesson / II - Content / II - Loading Your Content  
Lesson Strip ~ Left-Click Select a Lesson / III - Registration / II - Registering Plug-ins  
Lesson Strip ~ Left-Click Select a Lesson / Refresh  
Lesson Strip ~ Right-Click Select a Lesson / Help uncheck/check  
Lesson Strip ~ Right-Click Select a Lesson / Input Output uncheck/check  
Lesson Strip ~ Right-Click Select a Lesson / Create uncheck/check  
Lesson Strip ~ Right-Click Select a Lesson / Viewport Tools uncheck/check  
Lesson Strip ~ Right-Click Select a Lesson / Creator Tools uncheck/check

## LIGHTS (*Pane*)

Lights (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Sync With Scene Selection  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Paste Pose to Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Lights  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Lights (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Show Hidden Properties  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Sync With Scene Selection  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Copy Selected Item(s)  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Paste Pose to Selected Item(s)  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete / Delete Selected Item(s)  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Delete / Delete All Lights  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Make Pane Undockable  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Make Pane Group Undockable  
Lights (Pane/Tab) ~ Right-Click Lights Tab / Close Pane  
Lights (Pane/Tab) ~ Video: Light Presets  
Lights (Pane/Tab) ~ Video: Lights Editor  
Lights (Pane/Tab) ~ Left-Click Editor / Show Sub Items

Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste to Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete Selected Item(s)  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Delete / Delete All Lights  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties  
Lights (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen

## MAIN MENU

Main Menu ~ File  
Main Menu ~ File / New  
Main Menu ~ File / Open  
Main Menu ~ File / Open Recent  
Main Menu ~ File / Open Recent / Clear Recent Files  
Main Menu ~ File / Merge  
Main Menu ~ File / Save  
Main Menu ~ File / Save As  
Main Menu ~ File / Save As / Scene  
Main Menu ~ File / Save As / Scene Subset  
Main Menu ~ File / Save As / Hierarchical Material(s) Preset  
Main Menu ~ File / Save As / Hierarchical Pose Preset  
Main Menu ~ File / Save As / Wearable(s) Preset  
Main Menu ~ File / Save As / Character Preset



Main Menu ~ File / Save As / Properties Preset  
Main Menu ~ File / Save As / Shaping Preset  
Main Menu ~ File / Save As / Pose Preset  
Main Menu ~ File / Save As / Material(s) Preset  
Main Menu ~ File / Save As / Shader Preset  
Main Menu ~ File / Save As / Camera(s) Preset  
Main Menu ~ File / Save As / Light(s) Preset  
Main Menu ~ File / Save As / Render Settings Preset  
Main Menu ~ File / Save As / D-Former(s) Preset  
Main Menu ~ File / Save As / Layered Image(s) Preset  
Main Menu ~ File / Save As / Puppeteer Preset  
Main Menu ~ File / Save As / Support Asset  
Main Menu ~ File / Save As / Support Asset / Scene Asset(s)  
Main Menu ~ File / Save As / Support Asset / Figure/Prop Assets  
Main Menu ~ File / Save As / Support Asset / Morph Asset(s)  
Main Menu ~ File / Save As / Support Asset / UV Asset(s)  
Main Menu ~ File / Save As / Support Asset / Shader Definition Asset  
Main Menu ~ File / Save As / Support Asset / Dynamic Cloth Asset  
Main Menu ~ File / Save As / Support Asset / Clone Asset  
Main Menu ~ File / Save As / Support Asset / Save Modified Assets  
Main Menu ~ File / Save As / Deprecated  
Main Menu ~ File / Save As / Deprecated / D-Form Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Puppeteer Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Pose Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Shader Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Materials Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Character Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Light(s) Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Camera(s) Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Uv Preset (.ds\*)  
Main Menu ~ File / Save As / Deprecated / Render Settings Preset (.ds\*)  
Main Menu ~ File / Save Last Render  
Main Menu ~ File / Import  
Main Menu ~ File / Export  
Main Menu ~ File / Send To Bryce  
Main Menu ~ File / Send To Hexagon

Main Menu ~ File / Exit  
Main Menu ~ Edit / Undo  
Main Menu ~ Edit / Redo  
Main Menu ~ Edit / Copy  
Main Menu ~ Edit / Copy / Copy Figure  
Main Menu ~ Edit / Copy / Copy Selected Item(s)  
Main Menu ~ Edit / Copy / Copy Selected Surface(s)  
Main Menu ~ Edit / Paste  
Main Menu ~ Edit / Paste / Paste To Figure(s)  
Main Menu ~ Edit / Paste / Paste Figure Pose  
Main Menu ~ Edit / Paste / Paste Figure Shape  
Main Menu ~ Edit / Paste / Paste To Selected Item(s)  
Main Menu ~ Edit / Paste / Paste Pose To Selected Item(s)  
Main Menu ~ Edit / Paste / Paste Shape To Selected Item(s)  
Main Menu ~ Edit / Paste / Paste To Selected Surface(s)  
Main Menu ~ Edit / Duplicate  
Main Menu ~ Edit / Duplicate / Duplicate Node(s)  
Main Menu ~ Edit / Duplicate / Duplicate Node Hierarchies  
Main Menu ~ Edit / Delete  
Main Menu ~ Edit / Delete / Delete Selected Item(s)  
Main Menu ~ Edit / Delete / Delete All Lights  
Main Menu ~ Edit / Delete / Delete All Cameras  
Main Menu ~ Edit / Object  
Main Menu ~ Edit / Object / Transfer Utility  
Main Menu ~ Edit / Object / Morph Loader Advanced  
Main Menu ~ Edit / Object / Morph Loader Pro  
Main Menu ~ Edit / Object / Scene Identification  
Main Menu ~ Edit / Object / Set Default Compatibility  
Main Menu ~ Edit / Object / Element Data  
Main Menu ~ Edit / Object / Geometry  
Main Menu ~ Edit / Object / Geometry / Convert To Subd  
Main Menu ~ Edit / Object / Geometry / Triangulate  
Main Menu ~ Edit / Object / Geometry / Add Level Of Detail  
Main Menu ~ Edit / Object / Geometry / Load UV Set  
Main Menu ~ Edit / Object / Geometry / Apply Smoothing Modifier  
Main Menu ~ Edit / Object / Geometry / Remove Smoothing Modifier

Main Menu ~ Edit / Object / Geometry / Set Smoothing Modifier Base  
Main Menu ~ Edit / Object / Geometry / Bake Smoothed Morphs  
Main Menu ~ Edit / Object / Geometry / Add Push Modifier  
Main Menu ~ Edit / Object / Geometry / Remove Push Modifier  
Main Menu ~ Edit / Object / Geometry / Update Base Geometry  
Main Menu ~ Edit / Object / Rigging  
Main Menu ~ Edit / Object / Rigging / Convert Prop To Figure  
Main Menu ~ Edit / Object / Instances  
Main Menu ~ Edit / Object / Instances / Group Like Sibling Instances  
Main Menu ~ Edit / Object / Instances / Break Instance Group  
Main Menu ~ Edit / Object / Assets  
Main Menu ~ Edit / Object / Assets / Update Asset(s) From Import Source(s)  
Main Menu ~ Edit / Object / Memorize  
Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s)  
Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s) Pose  
Main Menu ~ Edit / Object / Memorize / Memorize Selected Item(s) Shape  
Main Menu ~ Edit / Object / Memorize / Memorize Selected Node(s) Rigging  
Main Menu ~ Edit / Object / Restore  
Main Menu ~ Edit / Object / Restore / Restore Selected Item(s)  
Main Menu ~ Edit / Object / Restore / Restore Selected Item(s) Pose  
Main Menu ~ Edit / Object / Restore / Restore Selected Item(s) Shape  
Main Menu ~ Edit / Object / Restore / Restore Selected Node(s) Rigging  
Main Menu ~ Edit / Object / Zero  
Main Menu ~ Edit / Object / Zero / Zero Selected Item(s)  
Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Pose  
Main Menu ~ Edit / Object / Zero / Zero Selected Item(s) Shape  
Main Menu ~ Edit / Object / Clear Animation  
Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s)  
Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s) Pose  
Main Menu ~ Edit / Object / Clear Animation / Clear Selected Item(s) Shape  
Main Menu ~ Edit / Object / Lock  
Main Menu ~ Edit / Object / Lock / Lock Selected Node(s)  
Main Menu ~ Edit / Object / Lock / Lock Selected Node(s) Pose  
Main Menu ~ Edit / Object / Lock / Lock Selected Node(s) Shape  
Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s)  
Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s) Pose

Main Menu ~ Edit / Object / Lock / Unlock Selected Node(s) Shape  
Main Menu ~ Edit / Object / Change Parent  
Main Menu ~ Edit / Object / Move To Floor  
Main Menu ~ Edit / Figure  
Main Menu ~ Edit / Figure / Transfer Utility  
Main Menu ~ Edit / Figure / Transfer Active Morphs  
Main Menu ~ Edit / Figure / Morph Loader Advanced  
Main Menu ~ Edit / Figure / Morph Loader Pro  
Main Menu ~ Edit / Figure / Clear Generated Morphs  
Main Menu ~ Edit / Figure / Scene Identification  
Main Menu ~ Edit / Figure / Set Default Compatibility Bases  
Main Menu ~ Edit / Figure / Element Data  
Main Menu ~ Edit / Figure / Geometry  
Main Menu ~ Edit / Figure / Geometry / Convert To Subd  
Main Menu ~ Edit / Figure / Geometry / Triangulate  
Main Menu ~ Edit / Figure / Geometry / Add Level Of Detail  
Main Menu ~ Edit / Figure / Geometry / Load UV Set  
Main Menu ~ Edit / Figure / Geometry / Apply Smoothing Modifier  
Main Menu ~ Edit / Figure / Geometry / Remove Smoothing Modifier  
Main Menu ~ Edit / Figure / Geometry / Set Smoothing Modifier Base  
Main Menu ~ Edit / Figure / Geometry / Bake Smoothed Morphs  
Main Menu ~ Edit / Figure / Geometry / Add Push Modifier  
Main Menu ~ Edit / Figure / Geometry / Remove Push Modifier  
Main Menu ~ Edit / Figure / Geometry / Update Base Geometry  
Main Menu ~ Edit / Figure / Rigging  
Main Menu ~ Edit / Figure / Rigging / Convert Figure To Prop  
Main Menu ~ Edit / Figure / Rigging / Convert Figure To Weight Mapping  
Main Menu ~ Edit / Figure / Rigging / Convert Triax Weight To General Weight  
Main Menu ~ Edit / Figure / Rigging / Convert General Weight To Triax Weight  
Main Menu ~ Edit / Figure / Rigging / Convert Triax/General Weight To Blended Weight  
Main Menu ~ Edit / Figure / Rigging / Extract Donor Figure  
Main Menu ~ Edit / Figure / Rigging / Transfer Rigging (Figure Space)  
Main Menu ~ Edit / Figure / Rigging / Adjust Rigging To Shape  
Main Menu ~ Edit / Figure / Instances  
Main Menu ~ Edit / Figure / Instances / Group Like Sibling Instances  
Main Menu ~ Edit / Figure / Instances / Break Instance Group

Main Menu ~ Edit / Figure / Assets  
Main Menu ~ Edit / Figure / Assets / Update Asset(s) From Import Source(s)  
Main Menu ~ Edit / Figure / Memorize  
Main Menu ~ Edit / Figure / Memorize / Memorize Figure  
Main Menu ~ Edit / Figure / Memorize / Memorize Figure Pose  
Main Menu ~ Edit / Figure / Memorize / Memorize Figure Shape  
Main Menu ~ Edit / Figure / Memorize / Memorize Figure Rigging  
Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s)  
Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s) Pose  
Main Menu ~ Edit / Figure / Memorize / Memorize Selected Item(s) Shape  
Main Menu ~ Edit / Figure / Memorize / Memorize Selected Node(s) Rigging  
Main Menu ~ Edit / Figure / Restore  
Main Menu ~ Edit / Figure / Restore / Restore Figure  
Main Menu ~ Edit / Figure / Restore / Restore Figure Pose  
Main Menu ~ Edit / Figure / Restore / Restore Figure Shape  
Main Menu ~ Edit / Figure / Restore / Restore Figure Rigging  
Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s)  
Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s) Pose  
Main Menu ~ Edit / Figure / Restore / Restore Selected Item(s) Shape  
Main Menu ~ Edit / Figure / Restore / Restore Selected Node(s) Rigging  
Main Menu ~ Edit / Figure / Zero  
Main Menu ~ Edit / Figure / Zero / Zero Figure  
Main Menu ~ Edit / Figure / Zero / Zero Figure Pose  
Main Menu ~ Edit / Figure / Zero / Zero Figure Shape  
Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s)  
Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Pose  
Main Menu ~ Edit / Figure / Zero / Zero Selected Item(s) Shape  
Main Menu ~ Edit / Figure / Clear Animation  
Main Menu ~ Edit / Figure / Clear Animation / Clear Figure  
Main Menu ~ Edit / Figure / Clear Animation / Clear Figure Pose  
Main Menu ~ Edit / Figure / Clear Animation / Clear Figure Shape  
Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s)  
Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s) Pose  
Main Menu ~ Edit / Figure / Clear Animation / Clear Selected Item(s) Shape  
Main Menu ~ Edit / Figure / Limits  
Main Menu ~ Edit / Figure / Limits / Limits On (Rotation)

Main Menu ~ Edit / Figure / Limits / Limits Off (Rotation)  
Main Menu ~ Edit / Figure / Lock  
Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s)  
Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s) Pose  
Main Menu ~ Edit / Figure / Lock / Lock Selected Node(s) Shape  
Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s)  
Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s) Pose  
Main Menu ~ Edit / Figure / Lock / Unlock Selected Node(s) Shape  
Main Menu ~ Edit / Figure / Inverse Kinematics  
Main Menu ~ Edit / Figure / Inverse Kinematics / Enable IK  
Main Menu ~ Edit / Figure / Inverse Kinematics / Enable Pins  
Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rot/Tran  
Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Rotation  
Main Menu ~ Edit / Figure / Inverse Kinematics / Pin Translation  
Main Menu ~ Edit / Figure / Inverse Kinematics / Unpin Selected  
Main Menu ~ Edit / Figure / Inverse Kinematics / Unpin All  
Main Menu ~ Edit / Figure / Inverse Kinematics / Bake Figure IK To FK  
Main Menu ~ Edit / Figure / Fit To  
Main Menu ~ Edit / Figure / Change Parent  
Main Menu ~ Edit / Figure / Symmetry  
Main Menu ~ Edit / Figure / Bake To Transforms  
Main Menu ~ Edit / Figure / Move To Floor  
Main Menu ~ Edit / Scene  
Main Menu ~ Edit / Scene / Update Scene Asset(s) From Import Source(s)  
Main Menu ~ Edit / View  
Main Menu ~ Edit / View / Keyboard Navigation  
Main Menu ~ Edit / View / Move Up  
Main Menu ~ Edit / View / Move Down  
Main Menu ~ Edit / View / Move Forward  
Main Menu ~ Edit / View / Move Back  
Main Menu ~ Edit / View / Move Left  
Main Menu ~ Edit / View / Move Right  
Main Menu ~ Edit / View / Increase Move Speed  
Main Menu ~ Edit / View / Decrease Move Speed  
Main Menu ~ Edit / View / Reset Move Speed  
Main Menu ~ Edit / View / Look Up (Pitch +)

Main Menu ~ Edit / View / Look Down (Pitch -)  
Main Menu ~ Edit / View / Look Left (Yaw -)  
Main Menu ~ Edit / View / Look Right (Yaw +)  
Main Menu ~ Edit / View / Bank Left (Roll -)  
Main Menu ~ Edit / View / Bank Right (Roll +)  
Main Menu ~ Edit / View / Increase Rotation Speed  
Main Menu ~ Edit / View / Decrease Rotation Speed  
Main Menu ~ Edit / View / Reset Rotation Speed  
Main Menu ~ Edit / View / Level (Pitch/Roll)  
Main Menu ~ Edit / View / Increase Leveling Speed  
Main Menu ~ Edit / View / Decrease Leveling Speed  
Main Menu ~ Edit / View / Reset Leveling Speed  
Main Menu ~ Edit / View / Snap Level  
Main Menu ~ Edit / View / Frame Selection  
Main Menu ~ Edit / View / Aim At Selection  
Main Menu ~ Edit / View / Reset The Camera  
Main Menu ~ Edit / Audio  
Main Menu ~ Edit / Preferences  
Main Menu ~ Edit / Device Settings  
Main Menu ~ Create / New Camera  
Main Menu ~ Create / New Distant Light  
Main Menu ~ Create / New Spotlight  
Main Menu ~ Create / New Point Light  
Main Menu ~ Create / New Linear Point Light  
Main Menu ~ Create / New Primitive  
Main Menu ~ Create / New Null  
Main Menu ~ Create / New Group  
Main Menu ~ Create / New Node Instance  
Main Menu ~ Create / New Node Instances  
Main Menu ~ Create / New Geometry Shell  
Main Menu ~ Create / New D-Former  
Main Menu ~ Create / New Push Modifier Weight Node  
Main Menu ~ Tools / Scene Navigator  
Main Menu ~ Tools / Node Selection  
Main Menu ~ Tools / Universal  
Main Menu ~ Tools / Rotate

Main Menu ~ Tools / Translate  
Main Menu ~ Tools / Scale  
Main Menu ~ Tools / Surface Selection  
Main Menu ~ Tools / Region Navigator  
Main Menu ~ Tools / Joint Editor  
Main Menu ~ Tools / Geometry Editor  
Main Menu ~ Tools / Spot Render  
Main Menu ~ Tools / Node Weight Map Brush  
Main Menu ~ Tools / Activepose  
Main Menu ~ Tools / Animate2  
Main Menu ~ Render / Render  
Main Menu ~ Render / Render Settings  
Main Menu ~ Render / Render Editor  
Main Menu ~ Connect / Login  
Main Menu ~ Connect / My Account  
Main Menu ~ Connect / My Cart  
Main Menu ~ Connect / My Wishlist  
Main Menu ~ Connect / My Gallery  
Main Menu ~ Window / Panes (Tabs)  
Main Menu ~ Window / Panes (Tabs) / Align  
Main Menu ~ Window / Panes (Tabs) / Animate2  
Main Menu ~ Window / Panes (Tabs) / Animate2 Constraints  
Main Menu ~ Window / Panes (Tabs) / Aux Viewport  
Main Menu ~ Window / Panes (Tabs) / Batch Convert  
Main Menu ~ Window / Panes (Tabs) / Cameras  
Main Menu ~ Window / Panes (Tabs) / Content Library  
Main Menu ~ Window / Panes (Tabs) / Dform  
Main Menu ~ Window / Panes (Tabs) / Dynamic Clothing  
Main Menu ~ Window / Panes (Tabs) / Environment  
Main Menu ~ Window / Panes (Tabs) / Figure Setup  
Main Menu ~ Window / Panes (Tabs) / Help  
Main Menu ~ Window / Panes (Tabs) / Lights  
Main Menu ~ Window / Panes (Tabs) / Parameters  
Main Menu ~ Window / Panes (Tabs) / Posing  
Main Menu ~ Window / Panes (Tabs) / Powerpose  
Main Menu ~ Window / Panes (Tabs) / Property Hierarchy



Main Menu ~ Window / Panes (Tabs) / Puppeteer  
Main Menu ~ Window / Panes (Tabs) / Render Album  
Main Menu ~ Window / Panes (Tabs) / Render Library  
Main Menu ~ Window / Panes (Tabs) / Render Settings  
Main Menu ~ Window / Panes (Tabs) / Rsl Editor  
Main Menu ~ Window / Panes (Tabs) / Scene  
Main Menu ~ Window / Panes (Tabs) / Scene Info  
Main Menu ~ Window / Panes (Tabs) / Script Ide  
Main Menu ~ Window / Panes (Tabs) / Shader Builder  
Main Menu ~ Window / Panes (Tabs) / Shader Mixer  
Main Menu ~ Window / Panes (Tabs) / Shaping  
Main Menu ~ Window / Panes (Tabs) / Smart Content  
Main Menu ~ Window / Panes (Tabs) / Steps  
Main Menu ~ Window / Panes (Tabs) / Surfaces  
Main Menu ~ Window / Panes (Tabs) / Timeline  
Main Menu ~ Window / Panes (Tabs) / Tool Settings  
Main Menu ~ Window / Panes (Tabs) / Ui Widget Map  
Main Menu ~ Window / Panes (Tabs) / View  
Main Menu ~ Window / Panes (Tabs) / Viewport  
Main Menu ~ Window / Viewports  
Main Menu ~ Window / Viewports / Single View  
Main Menu ~ Window / Viewports / Side By Side  
Main Menu ~ Window / Viewports / Top And Bottom  
Main Menu ~ Window / Viewports / Four Views  
Main Menu ~ Window / Viewports / 2 Right, 1 Left  
Main Menu ~ Window / Viewports / 2 Top, 1 Bottom  
Main Menu ~ Window / Viewports / 2 Left, 1 Right  
Main Menu ~ Window / Viewports / 2 Bottom, 1 Top  
Main Menu ~ Window / Viewports / 3 Right, 1 Left  
Main Menu ~ Window / Viewports / 3 Top, 1 Bottom  
Main Menu ~ Window / Viewports / 3 Left, 1 Right  
Main Menu ~ Window / Viewports / 3 Bottom, 1 Top  
Main Menu ~ Window / Workspace  
Main Menu ~ Window / Workspace / Select Layout  
Main Menu ~ Window / Workspace / Save Layout As  
Main Menu ~ Window / Workspace / Delete Layout(s)

Main Menu ~ Window / Workspace / Off Screen Pane (Tab) Groups  
Main Menu ~ Window / Workspace / Enable Activity Bar  
Main Menu ~ Window / Workspace / Orient Tabs Along Top  
Main Menu ~ Window / Workspace / Enable Lesson Strip  
Main Menu ~ Window / Workspace / Lock Docking/Undocking  
Main Menu ~ Window / Workspace / Customize  
Main Menu ~ Window / Style  
Main Menu ~ Window / Style / Select Style  
Main Menu ~ Window / Style / Save Style As  
Main Menu ~ Window / Style / Delete Style(s)  
Main Menu ~ Window / Style / Customize Colors  
Main Menu ~ Window / Always On Top  
Main Menu ~ Window / Go Full Screen  
Main Menu ~ Window / Preview Lights  
Main Menu ~ Help / Home  
Main Menu ~ Help / Quickstart Guide  
Main Menu ~ Help / User Guide  
Main Menu ~ Help / Reference Guide  
Main Menu ~ Help / Video Tutorials  
Main Menu ~ Help / Help Browser  
Main Menu ~ Help / Online Resources  
Main Menu ~ Help / Online Resources / Frequently Asked Questions (Faq)  
Main Menu ~ Help / Online Resources / Tutorials  
Main Menu ~ Help / Online Resources / Daz 3d Web Site  
Main Menu ~ Help / Online Resources / Daz 3d Galleries  
Main Menu ~ Help / Online Resources / Daz 3d Forums  
Main Menu ~ Help / Online Resources / New User Help Forum  
Main Menu ~ Help / Online Resources / 3rd Party Contributors  
Main Menu ~ Help / Online Resources / 3rd Party Contributors / Dreamlight  
Main Menu ~ Help / What's This? (Interactive Help)  
Main Menu ~ Help / Register Daz Studio  
Main Menu ~ Help / About Daz Studio  
Main Menu ~ Help / About Installed Plugins  
Main Menu ~ Help / Troubleshooting  
Main Menu ~ Help / Troubleshooting / About Your Video Card  
Main Menu ~ Help / Troubleshooting / View Log File

Main Menu ~ Help / Submit Feedback  
Main Menu ~ Create / New Primitive  
Main Menu ~ Create / New Primitive / Type  
Main Menu ~ Create / New Primitive / Type = "Cube"  
Main Menu ~ Create / New Primitive / Type = "Cylinder"  
Main Menu ~ Create / New Primitive / Type = "Cone"  
Main Menu ~ Create / New Primitive / Type = "Sphere"  
Main Menu ~ Create / New Primitive / Type = "Torus"  
Main Menu ~ Create / New Primitive / Type = "Plane"  
Main Menu ~ Create / New Primitive / Origin  
Main Menu ~ Create / New Primitive / Origin = "World Center"  
Main Menu ~ Create / New Primitive / Origin = "Object Center"  
Main Menu ~ Preferences / Interface / Activity Bar / Hide Lesson Strip ((check))  
Main Menu ~ Preferences / Interface / Activity Bar / Hide Lesson Strip ((uncheck))

#### PARAMETERS (Pane)

Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Consolidate Properties  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Persistent Group Expansion  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Display Separate Items  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste to Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Pose  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Selected Item(s)  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s)  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Figure Pose  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s)  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s)  
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Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Symmetry  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Move To Floor  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs

Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Edit Mode  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Parameters (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Consolidate Properties  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Show Hidden Properties  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Persistent Group Expansion  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Display Separate Items  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Display Followers  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy / Copy Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Copy / Copy Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste to Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Paste / Paste Figure Pose  
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Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Figure Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Memorize / Memorize Selected Item(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Figure Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Restore / Restore Selected Item(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Pose

Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Figure Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Zero / Zero Selected Item(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Figure  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Figure Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Figure Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Clear Animation / Clear Selected Item(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits / Limits On (Rotation)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Limits / Limits Off (Rotation)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Lock Selected Node(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Unlock Selected Node(s)  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Pose  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Lock / Unlock Selected Node(s) Shape  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Symmetry  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Bake To Transforms  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Move To Floor  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Transfer Active Morphs  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Edit Mode  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Make Pane Undockable  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Make Pane Group Undockable  
Parameters (Pane/Tab) ~ Right-Click Parameters Tab / Close Pane  
Parameters (Pane/Tab) ~ Show Sub Items  
Parameters (Pane/Tab) ~ Video: Parameters  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Edit Mode  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy / Copy Figure  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Copy / Copy Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste

Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste to Figure(s)  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste Figure Pose  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste to Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand / Expand All  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Expand / Expand Selected  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Collapse  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Collapse All  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Collapse Selected  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites / Add Selected Properties to Favorites  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Lock  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Lock / Lock Selected Properties  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Lock / UnLock Selected Properties  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Hidden  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Hidden / Hide Selected Properties  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Hidden / UnHide Selected Properties  
Parameters (Pane/Tab) ~ Right-Click Properties Section / Mark All Properties As Seen

### **POSING (Pane)**

Posing (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Display Separate Items  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Pose to Selected Item(s)  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Memorize  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Pose

Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Figure Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits On (Rotation)  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Limits / Limits Off (Rotation)  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Lock  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s) Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Pose  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Symmetry  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Bake To Transforms  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Move To Floor  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Posing (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Show Hidden Properties  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Display Separate Items  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Display Followers  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy / Copy Figure  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Copy / Copy Selected Item(s)  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste / Paste Figure Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Paste / Paste Pose to Selected Item(s)  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Memorize  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Memorize / Memorize Figure Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Memorize / Memorize Selected Item(s) Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Figure Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Restore / Restore Selected Item(s) Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Figure Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Zero / Zero Selected Item(s) Pose



Posing (Pane/Tab) ~ Right-Click Posing Tab / Clear Animation  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Clear Animation / Clear Figure Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Clear Animation / Clear Selected Item(s) Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits / Limits On (Rotation)  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Limits / Limits Off (Rotation)  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Lock  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Lock / Lock Selected Node(s) Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Lock / Unlock Selected Node(s) Pose  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Symmetry  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Bake To Transforms  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Move To Floor  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Make Pane Undockable  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Make Pane Group Undockable  
Posing (Pane/Tab) ~ Right-Click Posing Tab / Close Pane  
Posing (Pane/Tab) ~ Video: Posing  
Posing (Pane/Tab) ~ Left-Click Editor / Show Sub Items  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste / Paste Figure Pose  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste / Paste Pose to Selected Item(s)  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden

Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties  
Posing (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen  
Posing (Pane/Tab) ~ Left-Click Presets / Right-Click Properties Section / Refresh

### **RENDER LIBRARY (Pane)**

Render Library (Pane/Tab) ~ Left-Click folder dropdown-menu / Manage Directories  
Render Library (Pane/Tab) ~ Left-Click folder dropdown-menu / Accept  
Render Library (Pane/Tab) ~ Left-Click folder dropdown-menu / Cancel  
Render Library (Pane/Tab) ~ New Folder  
Render Library (Pane/Tab) ~ Delete Folder  
Render Library (Pane/Tab) ~ Navigate to the Previous Page  
Render Library (Pane/Tab) ~ Navigate to the Next Page  
Render Library (Pane/Tab) ~ Increase Assets Per Page  
Render Library (Pane/Tab) ~ Decrease Assets Per Page  
Render Library (Pane/Tab) ~ Asset Grid View  
Render Library (Pane/Tab) ~ Asset List View  
Render Library (Pane/Tab) ~ Right-Click Render Library / Browse to location  
Render Library (Pane/Tab) ~ Right-Click Render Library / Refresh  
Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Render Directory Manager  
Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Render Library (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

### **RENDER SETTINGS (Pane)**

Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Restore Render Setting Defaults  
Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Render Settings (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Show Hidden Properties  
Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Restore Render Setting Defaults  
Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Make Pane Undockable  
Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Make Pane Group Undockable  
Render Settings (Pane/Tab) ~ Right-Click Render Settings Tab / Close Pane  
Render Settings (Pane/Tab) ~ Video: Render Settings  
Render Settings (Pane/Tab) ~ Left-Click Editor / Show Sub Items

## SCENE (Pane)

Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Figures  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Objects  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Lights  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Cameras  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Dforms  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show IK  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Show / Show Hidden Nodes  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Figures  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Objects  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Lights  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Cameras  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select All Dforms  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Select Children  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Deselect Children  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Clear Selection  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Select / Invert Selection  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children To Top  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children Up  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children Down  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Selected Children To Bottom  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Reorder / Lock Bone Order  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Camera  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Distant Light  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Spotlight  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Point Light  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Linear Point Light  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Primitive  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Null  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Group  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instance  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Node Instances  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Geometry Shell  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New D-Former  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Create / New Push Modifier Weight Node

Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete Selected Item(s)  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Lights  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Delete / Delete All Cameras  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Sorting / Do Not Sort  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Sorting / Sort Ascending  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Sorting / Sort Descending  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Expand / Expand All  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Expand / Expand from Selection  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Collapse / Collapse All  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Collapse / Collapse from Selection  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Scene Identification  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Set Default Compatibility Bases  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Element Data  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Convert to SubD  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Triangulate  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Add Level of Detail  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Load UV Set  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Apply Smoothing Modifier  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Smoothing Modifier  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Set Smoothing Modifier Base  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Bake Smoothed Morphs  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Add Push Modifier  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Remove Push Modifier  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Geometry / Update Base Geometry  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Prop to Figure  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Prop  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert Figure to Weight Mapping  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert TriAx Weight to General Weight  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert General Weight to TriAx Weight  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Convert TriAx/General Weight to Blended Weight  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Extract Donor Figure  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Transfer Rigging (Figure Space)  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Rigging / Adjust Rigging To Shape  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Update Asset(s) from Import Source(s)  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Edit / Update Scene Asset(s) from Import Source(s)  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Transfer Utility

Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Transfer Active Morphs  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Morph Loader Advanced  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Morph Loader Pro  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / Clear Generated Morphs  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Assets / ExP Export  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Parent Items In Place  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Scene (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Figures  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Objects  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Lights  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Cameras  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Select All Dforms  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Clear Selection  
Scene (Pane/Tab) ~ Right-Click "object" / Select / Invert Selection  
Scene (Pane/Tab) ~ Right-Click "object" / Delete "object"  
Scene (Pane/Tab) ~ Right-Click "object" / Change "object" Parent  
Scene (Pane/Tab) ~ Right-Click "object" / Expand / Expand All  
Scene (Pane/Tab) ~ Right-Click "object" / Collapse / Collapse All  
Scene (Pane/Tab) ~ V {visibility icons}  
Scene (Pane/Tab) ~ S {viewport selectability icons}  
Scene (Pane/Tab) ~ Left-Click "object"  
Scene (Pane/Tab) ~ Left-Click "object"

#### SCRIPT IDE (*Pane*)

Script IDE (Pane/Tab) ~ File / New Script  
Script IDE (Pane/Tab) ~ File / Open Script  
Script IDE (Pane/Tab) ~ File / Save Script  
Script IDE (Pane/Tab) ~ File / Save Script As  
Script IDE (Pane/Tab) ~ File / Save Encrypted Script  
Script IDE (Pane/Tab) ~ File / Reload Script  
Script IDE (Pane/Tab) ~ File / Close Script  
Script IDE (Pane/Tab) ~ File / Close All Scripts  
Script IDE (Pane/Tab) ~ File / Run [Continue] Script  
Script IDE (Pane/Tab) ~ Edit / Cut to Clipboard

Script IDE (Pane/Tab) ~ Edit / Copy to Clipboard  
Script IDE (Pane/Tab) ~ Edit / Paste from Clipboard  
Script IDE (Pane/Tab) ~ Edit / Delete  
Script IDE (Pane/Tab) ~ Edit / Select All  
Script IDE (Pane/Tab) ~ Edit / Preferences  
Script IDE (Pane/Tab) ~ Find / Find [& Replace]  
Script IDE (Pane/Tab) ~ Find / Find First  
Script IDE (Pane/Tab) ~ Find / Find Previous  
Script IDE (Pane/Tab) ~ Find / Find Next  
Script IDE (Pane/Tab) ~ Find / Replace & Find Previous  
Script IDE (Pane/Tab) ~ Find / Replace & Find Next  
Script IDE (Pane/Tab) ~ Find / Replace All  
Script IDE (Pane/Tab) ~ Find / Go to Line  
Script IDE (Pane/Tab) ~ Debug / Debugger  
Script IDE (Pane/Tab) ~ Debug / Interrupt Script  
Script IDE (Pane/Tab) ~ Debug / Step Into  
Script IDE (Pane/Tab) ~ Debug / Step Over  
Script IDE (Pane/Tab) ~ Debug / Step Out  
Script IDE (Pane/Tab) ~ Debug / Run To Cursor  
Script IDE (Pane/Tab) ~ Debug / Toggle Breakpoint  
Script IDE (Pane/Tab) ~ Debug / Clear Console  
Script IDE (Pane/Tab) ~ Debug / Clear Output  
Script IDE (Pane/Tab) ~ Debug / Clear Errors  
Script IDE (Pane/Tab) ~ Help / Scripting Documentation  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Run [Continue] Script  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / File  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Open Script  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Save Script As  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Save Encrypted Script  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / File / Close Script  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Cut to Clipboard  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Copy to Clipboard  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Paste from Clipboard  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Delete  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Select All

Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert To Uppercase  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert To Lowercase  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert Spaces to Tabs  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Edit / Convert Tabs to Spaces  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find [& Replace]  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find First  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find Previous  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Find Next  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Replace & Find Previous  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Replace & Find Next  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Replace All  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Find / Go to Line  
Script IDE (Pane/Tab) ~ Right-Click Script Editor / Reset Script Engine  
Script IDE (Pane/Tab) ~ Execute  
Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Reset Script Engine  
Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Script IDE (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

#### SHADER BUILDER (Pane)

Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shader Categories Section / New Sub Category  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shader Categories Section / Browse to category location  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shaders Section / New Shader  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click Shaders Section / Refresh  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply to Selected Surface(s)  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Compile Network  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Edit Shader  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Rename Shader  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Duplicate Shader  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Delete Shader  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Refresh  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Create New Light  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Replace Selected Light(s)  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply Area Light to Selected Surface(s)  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Create New Camera  
Shader Builder (Pane/Tab) ~ Left-Click Catalog / Right-Click "shader" / Apply to Selected Camera(s)

[illegible]



[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / User Macros / Skin  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Block Network / Right-Click Block Network "block" / New Block / RenderTime Script  
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)  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click "misc" Code / Right-Click Code Editor / Copy  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click "misc" Code / Right-Click Code Editor / Select All  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Log / Right-Click Log Data / Copy  
Shader Builder (Pane/Tab) ~ "shader selected" / Left-Click Designer / Left-Click Log / Right-Click Log Data / Select All  
Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Reset Shader  
Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Restore Default Examples  
Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Shader Builder (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

### SHADER MIXER (Pane)

Shader Mixer (Pane/Tab) ~ File / New Shader  
Shader Mixer (Pane/Tab) ~ File / Open Shader  
Shader Mixer (Pane/Tab) ~ File / Save Shader  
Shader Mixer (Pane/Tab) ~ File / Close Shader  
Shader Mixer (Pane/Tab) ~ File / Import From Scene  
Shader Mixer (Pane/Tab) ~ Edit / Shader Name  
Shader Mixer (Pane/Tab) ~ Edit / Cut Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Edit / Copy Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Edit / Paste Brick(s)  
Shader Mixer (Pane/Tab) ~ Edit / Delete Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Edit / Group Selected Bricks  
Shader Mixer (Pane/Tab) ~ Edit / Arrange  
Shader Mixer (Pane/Tab) ~ Edit / Arrange / Auto-Arrange Bricks  
Shader Mixer (Pane/Tab) ~ Edit / Arrange / Auto-Arrange From Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Edit / Align  
Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Tops  
Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Lefts  
Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Rights  
Shader Mixer (Pane/Tab) ~ Edit / Align / Selected Brick Bottoms  
Shader Mixer (Pane/Tab) ~ Edit / Move  
Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Front  
Shader Mixer (Pane/Tab) ~ Edit / Move / Selected Brick(s) To Back

Shader Mixer (Pane/Tab) ~ Edit / Preferences  
Shader Mixer (Pane/Tab) ~ Help / Online Documentation  
Shader Mixer (Pane/Tab) ~ Left-Click Preview Box  
Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size  
Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 64 X 64  
Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 128 X 128  
Shader Mixer (Pane/Tab) ~ Right-Click Preview Box / Size / 256 X 256  
Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Refresh Custom Bricks  
Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Browse to Custom Bricks location  
Shader Mixer (Pane/Tab) ~ Left-Click Brickyard / Right-Click Repository Section / Show Online Documentation  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Area  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Calculate Normal  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Depth  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Distance  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Face Forward  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Length  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normal Map  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Normalize  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Point  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Reflect  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Refract  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Brick Displacement  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / DS Default Displacement  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Edge Blend  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Special / Toon Outline  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix NTransform  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Matrix Transform  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / NTransform  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / Transformation / Transform  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Geometric / XYZ Components

Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Diffuse  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Diffuse / Translucence  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Ambient  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Color Map  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Environment Map  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Environment / Indirect Diffuse Map  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Falloff / Light Decay  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Fresnel  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Occlusion  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Reflect and Refract  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Subsurface Scattering  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Ray Tracing / Trace  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Caustics [Surface]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Root Settings / Photon Mapper [Camera]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Ambient Occlusion  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Shadow Catcher  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Shadows / Standard Shadows [Light]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Clay  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / DS Default Material  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Skin  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Toon  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Special / Velvet  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / BSDF  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Glossy  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Lighting / Specular / Specular  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical



Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Binary Operation  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Clamp or Step  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Compare  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Mix  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Spline  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Sum  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Mathematical / Unary Operation  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Altitude  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Backdrop [Camera]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Brick  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Carrara Marble  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Checker  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Clouds  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Fractal Sum  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Granite  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Image Map  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Marble  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Noise  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Random  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Spots  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tile  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Tiler  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Voronoi  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 2D  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wave 3D  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Weave  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Textures / Wood  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Array  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Components  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Color / Color Transform  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Control / If Else  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Dead End

Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Depth  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Ray Tracing / Ray Type Test  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Shader Builder Block  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / File String  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / String / Image String  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Value  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Fixed]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Utility / Variable [Root Context]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Depth Cue  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Ray Marcher  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Simple Fog  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Functions / Volume / Smoke  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Baker  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Displacement  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Imager  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Area Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Base Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Caustic Light [Camera]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Distant Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Gel Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Indirect Light [Camera]  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Point Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Lights / Spot Light  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Surface  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Bricks (Default) / Roots / Volume  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Insert / Custom Bricks  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Cut Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Copy Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Paste Brick(s)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Delete Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Group Selected Brick(s)

Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Arrange  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Arrange / Auto-Arrange Bricks  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Arrange / Auto-Arrange From Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Tops  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Lefts  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Rights  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Align / Selected Brick Bottoms  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Front  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Move / Selected Brick(s) To Back  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Shader Name  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Save Shader  
Shader Mixer (Pane/Tab) ~ Right-Click DAZ Default Material Section / Close Shader  
Shader Mixer (Pane/Tab) ~ Left-Click-drag Zoom  
Shader Mixer (Pane/Tab) ~ Cut Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Copy Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Paste Brick(s)  
Shader Mixer (Pane/Tab) ~ Delete Selected Brick(s)  
Shader Mixer (Pane/Tab) ~ Shader Name  
Shader Mixer (Pane/Tab) ~ Apply  
Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Custom Bricks  
Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Browse to Custom Bricks location  
Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Shader Mixer (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

### SHAPING (Pane)

Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Display Separate Items  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Display Followers  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Sync Region Selection with Scene  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Figure  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Copy / Copy Selected Item(s)  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Figure Shape

Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Paste / Paste Shape to Selected Item(s)  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Memorize  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Figure Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Memorize / Memorize Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Figure Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Restore / Restore Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Figure Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Zero / Zero Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Figure Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Clear Animation / Clear Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Lock  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Lock Selected Node(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Lock / Unlock Selected Node(s) Shape  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Transfer Active Morphs  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Shaping (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Show Hidden Properties  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Display Separate Items  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Display Followers  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Sync Region Selection with Scene  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy / Copy Figure  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Copy / Copy Selected Item(s)  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste / Paste Figure Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Paste / Paste Shape to Selected Item(s)  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Memorize  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Memorize / Memorize Figure Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Memorize / Memorize Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore / Restore Figure Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Restore / Restore Selected Item(s) Shape

Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero / Zero Figure Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Zero / Zero Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Clear Animation  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Clear Animation / Clear Figure Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Clear Animation / Clear Selected Item(s) Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Lock  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Lock / Lock Selected Node(s) Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Lock / Unlock Selected Node(s) Shape  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Transfer Active Morphs  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Make Pane Undockable  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Make Pane Group Undockable  
Shaping (Pane/Tab) ~ Right-Click Shaping Tab / Close Pane  
Shaping (Pane/Tab) ~ Video: Shaping  
Shaping (Pane/Tab) ~ Left-Click Editor / Show Sub Items  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Figure  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy / Copy Selected Item(s)  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Add Selected Properties to Favorites  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Favorites / Remove Selected Properties from Favorites  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties  
Shaping (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Mark All Properties As Seen  
Shaping (Pane/Tab) ~ Left-Click Presets / Right-Click Properties Section / Refresh

### SMART CONTENT (Pane)

Smart Content (Pane/Tab) ~ Files  
Smart Content (Pane/Tab) ~ Products  
Smart Content (Pane/Tab) ~ DAZ 3D Store  
Smart Content (Pane/Tab) ~ Video: Files  
Smart Content (Pane/Tab) ~ Video: Products  
Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Content DB Maintenance  
Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Smart Content (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

### SURFACES (Pane)

Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Show Hidden Properties  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected Item(s) Only  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display Selected and Fitted Item(s)  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Display All Items  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Copy Selected Surface(s)  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Paste to Selected Surface(s)  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Expand All  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Collapse All  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Images  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Automatically Refresh Images  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Load UV Set  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Edit Surface Selection Set(s)  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Map Transfer  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Use Baked Textures  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Auto Bake Textures  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Refresh Baked Textures  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Compile RenderMan Shaders  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
Surfaces (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Show Hidden Properties  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display Selected Item(s) Only  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display Selected and Fitted Item(s)  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Display All Items  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Copy Selected Surface(s)

Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Paste to Selected Surface(s)  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Expand All  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Collapse All  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Images  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Automatically Refresh Images  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Load UV Set  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Edit Surface Selection Set(s)  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Map Transfer  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Use Baked Textures  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Auto Bake Textures  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Refresh Baked Textures  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Compile RenderMan Shaders  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Make Pane Undockable  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Make Pane Group Undockable  
Surfaces (Pane/Tab) ~ Right-Click Surfaces Tab / Close Pane  
Surfaces (Pane/Tab) ~ Video: Surfaces  
Surfaces (Pane/Tab) ~ Left-Click Editor / Show Sub Items  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Copy Selected Surface(s)  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Paste to Selected Surface(s)  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand All  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Expand / Expand Selected  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse All  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Collapse / Collapse Selected  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / Lock Selected Properties  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Lock / UnLock Selected Properties  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / Hide Selected Properties  
Surfaces (Pane/Tab) ~ Left-Click Editor / Right-Click Properties Section / Hidden / UnHide Selected Properties

## TIMELINE

Timeline ~ Right-Click Timeline Tab / Advanced View  
Timeline ~ Right-Click Timeline Tab / Play All Frames  
Timeline ~ Right-Click Timeline Tab / Make Pane Undockable  
Timeline ~ Right-Click Timeline Tab / Make Pane Group Undockable

Timeline ~ Right-Click Timeline Tab / Close Pane

### **TIMELINE (Pane)**

Timeline (Pane/Tab) ~ Loop  
Timeline (Pane/Tab) ~ Skip to start  
Timeline (Pane/Tab) ~ Previous keyframe  
Timeline (Pane/Tab) ~ Previous frame  
Timeline (Pane/Tab) ~ Play / pause  
Timeline (Pane/Tab) ~ Next frame  
Timeline (Pane/Tab) ~ Next keyframe  
Timeline (Pane/Tab) ~ Skip to end  
Timeline (Pane/Tab) ~ Delete keys  
Timeline (Pane/Tab) ~ Create keys  
Timeline (Pane/Tab) ~ Left-Click PlayRange  
Timeline (Pane/Tab) ~ Left-Click-drag AnimationRange Marker

### **VIEWPORT (Pane)**

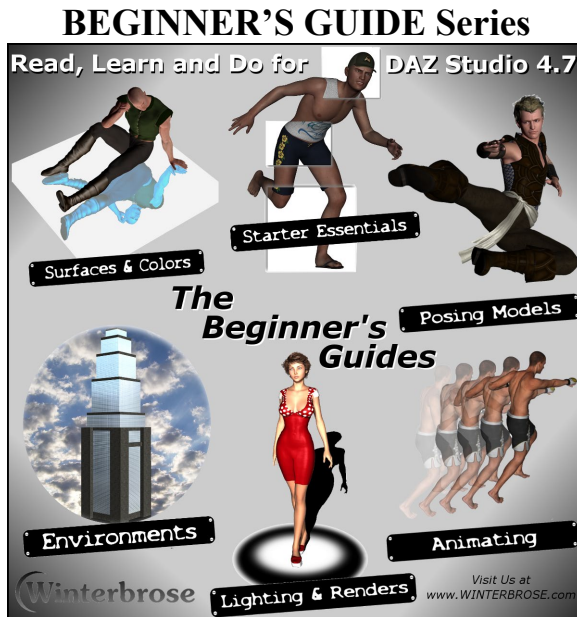
ViewPort (Pane/Tab) ~ Left-Click View Selection / Perspective View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Front View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Left View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Right View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Back View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Top View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / Bottom View  
ViewPort (Pane/Tab) ~ Left-Click View Selection / UV View  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Bounding Box  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Solid Bounding Box  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wireframe  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Hidden Line  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Lit Wireframe  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Shaded  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Smooth Shaded  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Wire Texture Shaded  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Texture Shaded  
ViewPort (Pane/Tab) ~ Left-Click DrawStyle Options / Cartoon Shaded  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Cube View Controls  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Docked View Controls  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Floor



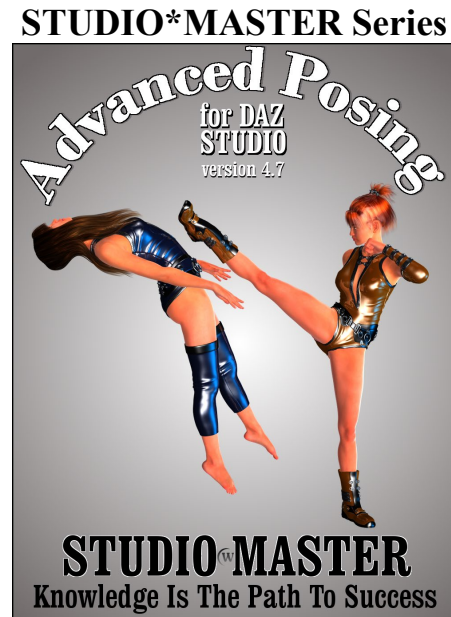
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Center Axes  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Aspect Frame  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Thirds Guide  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Show Pose Tool  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Hide Camera Cube  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Options  
ViewPort (Pane/Tab) ~ Left-Click Viewport Options / Auto Hide View Controls  
ViewPort (Pane/Tab) ~ View Orbit  
ViewPort (Pane/Tab) ~ View Pan  
ViewPort (Pane/Tab) ~ View Zoom  
ViewPort (Pane/Tab) ~ View Frame  
ViewPort (Pane/Tab) ~ View Reset  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Single View  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Side by Side  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Top and Bottom  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Four Views  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Right, 1 Left  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Top, 1 Bottom  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Left, 1 Right  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 2 Bottom, 1 Top  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Right, 1 Left  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Top, 1 Bottom  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Left, 1 Right  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / 3 Bottom, 1 Top  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Go Full Screen  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Preview Lights  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Undockable  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Make Pane Group Undockable  
ViewPort (Pane/Tab) ~ Left-Click Active Pane Options / Close Pane

# Conclusion

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



*Designed for New  
DAZ Studio Users*



*Designed for Pro  
DAZ Studio Users*

We would love to hear from you and see what creations you have made. Feel free to contact us via email:

[Support @ Winterbrose.com](mailto:support@winterbrose.com)

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