

The image shows a comprehensive grid of keyboard shortcuts for Luxology modo, organized into functional sections:

- ESC:** End All
- 201 Layout:** F1 Help
- Deformers false:** F2 Tools
- Deformers true:** F3 Sculpt
- Run Script:** F4 Animate
- History:** F5 History
- Presets:** F6 Presets
- Graph Edit:** F7 Graph Edit
- Preview:** F8 Preview
- Render Visible:** F9 Render
- Render Select:** F10 Render
- Render View:** F10 Render
- Snap:** F11 Snap
- Save Config:** F12 Save Config
- Viewport Pie:** Tools Pie, Lists Pie, Palettes
- Toggles Pie:** Layer 1, Layer 2, Layer 3, Layer 4, Layer 5, Layer 6, Layer 7, Layer 8, Layer 9, Layer 10
- Shading Mode:** Select Edges, Select Polys
- Pop-Overs:** 4 Materials, 5 Item, 6 Pivot, 7 Center, 8, 9, 0 Handles, - Reduce, = Increase, Delete Selected
- Modeling Pie:** Tab (Smooth Mesh), PSUB Mesh, Grow Quads, Select/Trans Pie, Drop Tool, Close Scene, V. Map Weight, KeyPosition, Action Origin, Move Tool, Bend, Pivot, Axis Rotate, KeyRotate, Rotate, Refire Cmd, Repeat Action, Uniform Scale, KeyScale, Scale, Soft Drag, Element Snap, Triangles, Tweak, Run Micro, Flex, KeySetRott, Transform, Load Image, Open Scene, Open Curve, Adv. Color Pick, View Prefs, Closed Curve, Parent 0, Unparent 0, Unparent 1, Parent 1, Create Face, Close Loop, Close
- Cap Lock:** Align Selected, Fit & Align, Fit Selected, Action Auto Select, Action Select, Undo, Redo, Offset Sculpt, Select Type, Action Element, Select Chan, Extend Edge, Cut, Extrude, Action Local, Snap, Snapping, Copy, Poly Knife, Loop Slice, Edge Slice, Paste, Mirror, Spin Quads, Brush - Paint, Edges Bevel, Verts to Poly, New Scene, V. Map Morph, Zoom Out 2x, Zoom In 2x, Align 3D View, Turntable, Play Anim, Turntable, Group, Invert Select, Invert Hide, Lock Unselect, Join Edges, Split Poly, Radial Sweep, Select Ring, L Locator, Loop, Tool Flag, Swap Layers
- Shift:** Shift Click - Add to Selection
- Ctrl:** Control Click - Subtracts from Selection
- Alt:** Alt Drag - Rotates Viewport
- Cmd:** Next Mode Item, Quick Access Popover, Next Selection Mode, Drops Current Operation (Item)
- Return:** Shift Click - Add to Selection
- Navigation:** Key First, Add to More, First Frame, Walk Up, Select More, Key Prev, Add to Prev, Frame Prev, Walk Left, Previous Loop, Key Last, Add to Less, Last Frame, Key Next, Add to Next, Frame Next, Walk Down, Select Less, Walk Right, Next Loop
- Help/Navigation:** help, home, page up, delete, End, page dn, clear, =, Wireframe, Wire Uniform, * Workplane, 7 Wireframe, 8 Sketch, 9 Vertex Map, Decrease Subdivision Level, 4 Shade, 5 Texture, 6 Reflection, Increase Subdivision Level, Bottom, Top View, Back, Front View, Left, Right View, 1, 2, 3, 0 Maximize Selected, Perspective, Enter

Standard

Open	⌘+O	Ctrl+O
Copy	⌘+C	Ctrl+C
Cut	⌘+X	Ctrl+X
Paste	⌘+V	Ctrl+V
Undo	⌘+Z	Ctrl+Z
Redo	⌘+Shift+Z	Ctrl+Shift+Z
Save	⌘+S	Ctrl+S
Save As	⌘+Shift+S	Ctrl+Shift+S
Close Window	⌘+W	Ctrl+W
Select All	⌘+A	Ctrl+A
Quit	⌘+Q	Ctrl+Q
Escape from Operation or Selection		Esc

Keypad Functions/Views

Maximize Selected Viewports	0 on Keypad
Go to Top View	1 on Keypad
Got to Bottom View	Shift+1 on KP
Go to Front View	2 on Keypad
Go to Back View	Shift+2 on KP
Go to Right View	3 on Keypad
Go to Left View	Shift+3 on KP
Shaded View	4 on Keypad
Textured View	5 on Keypad
Reflection View	6 on Keypad
Wireframe	7 on Keypad
Sketch View	8 on Keypad
Vertex View	9 on Keypad
Perspective	0 on Keypad
Increase Subdivision Level	+ on Keypad
Decrease Subdivision Level	- on Keypad
Smoothing	= on Keypad
Workplane	* on Keypad
Show Wireframe	/ on Keypad
Show Wire Color	Ctrl+/ on KP
Show Wire Uniform	Shift+/ on KP

Workplane

Reset Workplane	End
Set Tab Last	Shift+Ctrl+End
Workplane Options	Shift+End
Step Workplane In	Page Up
Tab Next	Shift+Ctrl+Page Up
Workplane Rotate 0.90	Shift+Page Up
Workplane out	Page Down
Set Tab Previous	Shift+Ctrl+Page Dn
Workplane Rotate 2.90	Shift+Page Down
Align Workplane to Geometry	Home
Align Workplane to Selection	Shift+Home
Set Tab First	Shift+Ctrl+Home
Align Workplane to View	Ctrl+Home

Selection Modes

Vertex Mode	1
Edge Mode	2
Polygon Mode	3
Material Mode	4
Item Mode	5
Pivot Mode	6
Center Mode	7
Next Selection Mode	Space
Select More	Up arrow
Add More to Selected	Shift+Up Arrow
Select Less	Down Arrow
Add to Less Selected	Shift+Down Arrow
Select Previous Loop	Left Arrow
Add to Previous	Shift+Left Arrow
Select Next Loop	Right Arrow
Add to Next Loop	Shift+Right Arrow
Add to Current Selection	Shift+Click Item
Subtracts from Current Selection	Ctrl+Click Item
Remove Selected	Backspace
Delete Selected	Delete
Invert Selection	[
Select All Connected Geometry]
Select Between	Shift+G
Group Selection	Ctrl+G
Select Ring	Alt+L
Select Through Mode (on/off)	

F-Key Commands and Properties

Help Mode (On/Off)	F1
201 Default Layout	Alt-F1
Tools	F2
Deformers False	Shift+F2
Restore Model	Alt+F2
Sculpt	F3
Deformers True	Shift+F3
Restore Render	Alt+F3
Animate	F4
History	F5
Run Script	Shift+F5
Presets	F6
Graph Edit	F7
Preview	F8
Render	F9
Render Select	Shift+F9
Render Visible	Ctrl+F9
Render View	Shift+F10
Save Config	Alt+12

Mouse Select

Select	Left Mouse
Lasso Select	Right Mouse
Select Through	Middle Mouse

Viewport

Fit Items to Viewport	A
Fit Selected Items to Viewport	Shift+A
Fit All And Align	Ctrl+Shift+A
Align Selected	Ctrl+A
Select All	Alt+Shift
Create Locator	G
Go to Mouse Location in Viewport	
Zoom Out	Z
Zoom Out X2	Shift+,
Zoom In	.
Zoom In	Shift+.
Selected Viewport Turntable	/
Align to 3D Viewport	Shift+/
Switch Foreground & Background Items	
Hide Selected Geometry	H
Unhide Geometry	U
Unhide All	Shift+U
New Mesh Layer	N
Hide Unselected Items	Shift+H
Invert Selection	Ctrl+H
Zoom to Mouse	Scroll Wheel
Zoom to Mouse	Ctrl+Alt+Drag (LMB)
Pan Viewport	Shift+Alt+Drag (LMB)
Rotate Viewport	Alt+Drag Mouse (LMB)
Zoom to Area	Ctrl+ Alt+Drag (RMB)
Split View Horizontal	Ctrl+Drag VP Thumb Left/Right
Split Viewport Vertical	Ctrl+Drag VP Thumb Up/Down
Add Additional Preset	Shift+Drag Preset to Selection
Load Image	Ctrl+I
Run Micro	Ctrl+Y
Repeat last Command	Alt+R
Swap Color	S
Refire Command	Ctrl+R

Action Center

Action Center Auto	Alt+A
Action Center Select	Alt+S
Action Center Auto Axis	Alt+D
Action Center Element	Alt+Z
Action Center Local	Alt+X
Action Center Screen	Alt+F
Action Center Origin	Alt+W

Quick Menus

Materials	M
Tool Prefs	K
ViewPort Prefs	O
Tools Pie	Shift+
Lists Pie	Alt+
Modeling Pie	Ctrl+Tab
Quick Access Menu	Alt+Space Bar
Viewport Pie Menu	Ctrl+Space Bar
Snapping Menu	F11
Brushes (paint)	B
Advanced Color Picker	O

Item Mode & Animation

Instance	Shift+D
Haul	C
Duplicate Item	Ctrl+D
Instance Item	Shift+D
Transform Key Rotation	Shift+D
Create Locator	L
Parent inPlace 1	P
Parent inPlace 0	Ctrl-P
Unparent inPlace 0	Ctrl+Shift P
Unparent inPlace 1	Shift+P
Transform Key Scale	Shift+R
Channel	S
Key Items	Shift+S
Transform Key Position	Shift+W
Item Snap	X
Transform Key setRotation	Shift+Y
Select Channell Animation	Z
Select Type Animation	Shift+Z
Drops Current Operation	Space Bar
Frame Offset -1.0	.
Frame Offset 1.0	Shift+.
Play Animation	/
Turntable	Shift+/
PickWalk Left	Left Arrow
Step Key Previous	Ctrl+Left Arrow
Step Frame Previous	Shift+Left
PickWalk Right	Right Arrow
Step Key Next	Ctrl+Right Arrow
Step Frame Next	Shift+Right
PickWalk Up	Up Arrow
Step First Key	Ctrl+Up Arrow
Step First Frame	Shift+Up Arrow
PickWalk Down	Down Arrow
Step Key First	Ctrl+Up Arrow
Step Frame First	Shift+Up Arrow
PickWalk Down	Down Arrow
Step Last Key	Ctrl+Down Arrow
Step Last Frame	Shift+Down

Layers

Layer 1	Shift+1	Layer 6	Shift+6
Layer 2	Shift+2	Layer 7	Shift+7
Layer 3	Shift+3	Layer 8	Shift+8
Layer 4	Shift+4	Layer 9	Shift+9
Layer 5	Shift+5	Layer 10	Shift+0

Slash & Burn

Viewport Pie	Ctrl+
Toggles Pie	Ctrl+1
Shading Modes	Ctrl+2
Pop-Overs	Ctrl+3
Viewports Pie	Ctrl+ Space Bar

Geometry Tools

Bevel Edge Tool	B
Bevel Polygon Tool	Shift+B
Sketch Extrude	Alt+B
Convert Selected Poly to Verts	Ctrl+B
Snapping	X
Extrude	Shift+X
Edge Slice Tool	C
Poly Knife	Shift+C
Loop Slice	Alt+C
Extend Edge	Z
Offset Sculpt	Shift+Z
Element Move Tool	T
Convert Poly to Triple	Shift+T
Transform	Y
Flex	Shift+Y
Bend	Ctrl+E
Smooth	Shift+S
Edge Spin	V
Spin Quads	Alt+V
Mirror	Shift+W
Loop Slice	Alt+C
Flip Poly Normals	F
Reduce Scale of Handles	-
Increase Scale of Handles	=
Reset Tool(Component Mode)	Ctrl+D
Axis Rotate	Shift+Alt+E
Transform/Rotate	E
Bend	Ctrl+E
Pivot	Alt+E
Activate Move Tool	W
Scale Tool	R
Uniform Scale	Shift+R
Drop Current Tool	Q
Smooth Mesh	Tab
PSub Mesh	Shift+Tab
Subdivide Polygons	Shift+D
Make Polygons from Verts	Ctrl+B
Create Polygon Face	P
Close Curve	Ctrl+P
Lock Selected Geometry	J
Unlock All Geometry	I
Mirror	Shift+W
Sketch Extrude	Alt+B
Radial Sweep	Shift+L
Collapse	Ctrl+Delete
Grow Quads	Shift+Q
Vertex Morph Map	Shift+M