**Mudbox 2014 Shortcuts**

<http://download.autodesk.com/global/docs/mudbox2013/en_us/files/homepage.htm>  
<http://download.autodesk.com/global/docs/mudbox2014/en_us/>

**Camera and image plane hotkeys**

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| --- | --- | --- | --- |
| ***Action*** | ***Windows* and *Linux*** | ***Mac OS X*** | ***Results*** |
| Rotate the camera | Alt + drag | Option + drag  Command + drag | The camera rotates about its center of interest. |
| Track the camera | Alt + middle-drag | Option + middle-drag  Command + middle-drag | The camera moves in a sideways motion. |
| Dolly the camera | Alt + right-drag | Option + right-drag  Command + right-drag | The camera moves toward its center of interest. You can also dolly using the scroll wheel. |
| Roll the camera | Alt + Shift + middle-drag | Alt + Shift + middle-drag | The camera rolls about its barrel. |
| Focus on a location on the model | F | F | The location beneath the cursor becomes the camera's new center of interest. |
| Frame All | A | A | Repositions the camera so that all visible geometry is within the camera's field of view. |
| Rotate an image plane | E + drag | E + drag | The image plane rotates about its center of interest. |
| Track/transform an image plane | E + middle-drag | E + middle-drag | The image plane moves relative to the direction you drag. |
| Adjust the depth property for an image plane | E + right-drag | E + right-drag | The image plane appears in front of or behind the objects in the 3D View depending on the direction you drag. |

**Subdivision level and symmetry hotkeys**

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| --- | --- | --- | --- |
| ***Action*** | ***Windows* and *Linux*** | ***Mac OS X*** | ***Results*** |
| Add Subdivision Level | Shift + D | Shift + D | Subdivides the active model. |
| Step Level Up | Page Up | Page Up | Displays the next (higher) subdivision level on the active model. |
| Step Level Down | Page Down | Page Down | Displays the next (lower) subdivision level on the active model. |
| Set Topological Axis | Ctrl + V | Command + V | Sets the topological axis for symmetry and layer operations. Two adjacent faces of a model's topological center line must be selected when the hotkey is pressed. |

**Sculpt and paint tool hotkeys**

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| ***Action*** | ***Windows* and *Linux*** | ***Mac OS X*** | ***Results*** |
| Adjust brush size | B + drag | B + drag | The tool cursor resizes larger and smaller as you drag. |
| Adjust brush strength | M + drag | M + drag | The brush strength indicator lengthens or shortens as you drag. |
| Adjust color | Ctrl + m | Control + m | Opens the [Adjust Color window](http://download.autodesk.com/global/docs/mudbox2014/en_us/files/Adjust_Color.htm). |
| Increase brush size in steps | ] | ] | Increases the size of the brush in increments. |
| Decrease brush size in steps | [ | [ | Decreases the size of the brush in increments. |
| Increase brush strength in steps | ' (apostrophe) | ' (apostrophe) | Increases the strength of the brush in increments. |
| Decrease brush strength in steps | ; | ; | Decreases the strength of the brush in increments. |
| Select tools from left to right on the current tool tray. | 0 - 9 | 0 - 9 | Press the 0 through 9 keys to select the first 9 tools on a tool tray. For more information, see [Trays](http://download.autodesk.com/global/docs/mudbox2014/en_us/files/GUID-5A8A0E15-A31D-4C0E-BEE5-2FBC3DB58B89.htm). |
| Invert Function | Ctrl | Ctrl | If the current tool has an inverse function, the inverse function is applied as you sculpt or paint. |
| Activate the Smooth or Blur tool temporarily | Shift | Shift | Temporarily smooths vertices or blurs paint, no matter which tool is active. (Releasing the *Shift* key reverts to the selected tool function.) |
| Turn on the Smooth Values property temporarily to smooth color applied with Freeze or Mask. | Shift | Shift | Temporarily turns on Smooth Values when using Mask or Freeze. Releasing the Shift key reverts to regular Mask or Freeze. For more information, see [Advanced](http://download.autodesk.com/global/docs/mudbox2014/en_us/files/Sculpt_Tool_properties.htm#WS1A9193826455F5FF4E421D7D11BF108001D-409) properties. |
| Toggle Falloff | Ctrl + \ | Command + \ | Toggles the tools falloff property between its current and previous setting. |
| Mirror X | Shift + Alt + X | Shift + Option + X | Reflects strokes for the current sculpt or paint tool across the world space X-axis. |
| Mirror Y | Shift + Alt + Y | Shift + Option + Y | Reflects strokes for the current sculpt or paint tool across the world space Y-axis. |
| Mirror Z | Shift + Alt + Z | Shift + Option + Z | Reflects strokes for the current sculpt or paint tool across the world space Z-axis. |
| Sample color in the 3D View | I | I | Turns on the Color Picker and changes the display mode to Flat Lighting to let you copy/sample color. |
| Mirror Tangent | Shift + Alt + T | Shift + Option + T | Reflects strokes for the current sculpt or paint tool across the topological center line of a topologically symmetrical model. See also [Set a topological axis](http://download.autodesk.com/global/docs/mudbox2014/en_us/files/GUID-7A9E9FCD-3FA3-4FEA-A930-9FE79D214B63.htm). |
| Mirror Off | Shift + Alt + O | Shift + Option + O | Turns off any mirror option so that sculpt or paint tool strokes are not reflected. |
| Flatten to UV Space, Unflatten from UV Space | Alt + T | Option + T | Produces a flattened copy of a 3D model. The vertices on the flattened version are repositioned to match the UV texture coordinates of the original model to allow texture painting or basic UV editing. The original 3D version still exists and is temporarily invisible. Pressing Alt + T a second time deletes the unflattened version and displays the original 3D version with updated textures/UVs. |

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