

Isotropix Clarisse iFX Reference Card

Keyboard Shortcuts

File		Edit		
Ctrl + N	New Scene	Ctrl + Z	Undo	
Ctrl + Shift + N	New Empty Project	Ctrl + Shift + Z	Redo	
Ctrl + O	Open Project	Ctrl + C	Copy	
Ctrl + S	Save Project	Ctrl + X	Cut	
Ctrl + Shift + S	Save Project As	Ctrl + V	Paste	
Shift + Alt + S	Save Snapshot	Ctrl + I	Instantiate Selected Items	
Ctrl + Shift + R	Reload Resources	F2	Rename Selected Items	
Ctrl + Q	Quit	Del	Delete Selected Items	
Selection		Create		
Backspace	Previous Selection	Ctrl + Shift + C	Create Context	
Shit + Backspace	Next Selection	Ctrl + Shift + L	Create Locator	
Ctrl + A	Select All Items	Ctrl + Shift + G	Create Group	
Ctrl + Page Down	Select Instances	Ctrl + Shift + I	Create Image	
Ctrl + Page Up	Select Sources			
Alt + Page Down	Select Outputs	Windows		
Alt + Page Up	Select Inputs	F1	Open Help Window	
Ctrl + Shift + A	Select Inputs Recursively	F3	Open Search Window	
		Ctrl + K	Open Preferences Window	
Animate		Tools		
,	Previous Frame	Q	Activate Select Tool	
.	Next Frame	W	Activate Translate Item Tool	
Shift + ,	Previous Keyframe	E	Activate Rotate Item Tool	
Shift + .	Next Keyframe	R	Activate Scale Item Tool	
Return	Set Motion Key			
3D View		Image View		
Alt + LMB	Select Items Tool	Alt + LMB	Camera Orbit	
Alt + RMB	Move Items Tool	Alt + RMB	Camera Dolly	
Alt + MMB	Rotate Items Tool	Alt + MMB	Camera Pan	
F	Fit View To Selection	Space + LMB	Image Pan	
A	Fit View To All Items	Space + RMB	Image Zoom	
Space	Set Selected Item As View Point	Space + F	Reset Image Pan & Zoom	
		Space + C	Center Image	
Material Editor		Space + Z	Snap Image Zoom To Nearest Step	
F	Fit View To Selected Nodes	X + LMB	Set Render Region	
A	Fit View To All Nodes			
L	Auto Layout Nodes	Tool Specific		
Ctrl + LMB Drag	Start a drag&drop action	Select	Z + LMB	Select Sub Object
		Clone Stamp 3D	Ctrl + LMB	Select Source Object
All Editors		Translate Item		
Ctrl + F5	Reset the editor	Rotate Item	Home	Switch to edit pivot mode
		Scale Item		

Drag & Drop actions*

All Items		Material	
Context icon	Move the item into the context	Material Editor	Import the material
Attribute Editor		3D View	Assign the material to a shading group
1. Reference Selector	Select the item for referencing	Image View	Assign the material to a shading group
2. Reference List	Add the item to the list	Material Linker	Assign the material to shading groups
Geometry		Displacement	
3D View	Create an instance at the drop location	Material Linker	Assign the displacement to shading groups
Image View	Create an instance at the drop location	3D View	Assign the displacement to a shading group
Material Editor	Import all the materials of the geometry	Image View	Assign the displacement to a shading group
Material Linker	Select the geometry		
Image		Texture	
Image View	Select and lock the image for display	Attribute Editor	
		1. Texture Modifier	Bind the texture to the attribute
		Material Editor	Import the texture

(*) left columns: drop locations, right columns: actions