

Navigation Mode (Meshmixer)

Tumble  +  or 

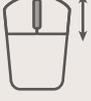
Pan  +  or  +  or  +  + 

Zoom (Maya)  +  or (Pen-friendly)  +  + 
⌘ (Mac)

Navigation Mode (Fusion 360)

Tumble  + 

Pan  + Hold and Drag

Zoom 
(Scroll the wheel)

Undo Redo

Undo  +   + 
⌘ (Mac)

Redo  +   +   +  + 
(Mac)

Skip tool changes in undo  +  + 

Skip tool changes in redo  +  + 

3D Print

 + 
⌘ (Mac)

Preferences

 +   + 
(Mac)

Tool Hotkeys

Select Faces

S

Cancel

Esc

Transform

(Object or Selection)

T

Accept

Enter/A

Soft Transform

Shift + T

Align

N

Surface Brush

2

Inspector

I

Volume Brush

3

Separate Shells

Shift + Y

Stamp

4

Overhangs

O

Remove clicked post/strut



Automatically add strut



existing support at joints

Manually add strut



drag from joint,
to another point on support or model

Note: live strut changes color from red to yellow to green, indicating whether strut satisfies Max Angle criteria. Also, strut will not be added if it intersects model.

same as above, but disable model-intersection test (ie allow strut to intersect model)



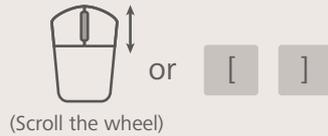
Brush Properties

Primary		Volume Brush	
Secondary	Shift + 	Toggle Symmetry	Shift + S
Invert	Ctrl +  ⌘ (Mac)	Toggle Refinement	R
Strength		Toggle Adaptive Refinement	T
Brush Size	 or [] (Scroll the wheel)	Toggle hold boundary	B
		Toggle preserve groups	G
		Toggle attract	A

Selection Tool

Select All	Ctrl + A ⌘ (Mac)	Expand/Contract Ring	< >
Connected	E	Expand to Groups	G
Invert	I	Invert Connected	Shift + I
Expand		Optimize Boundary	O
Deselect	Shift + 	Create Facegroup	Ctrl + G ⌘ (Mac)

Brush Size



Clear Facegroup



Selection Based Commands

Discard

Selection & X

Remesh

Selection & R

Erase & Fill

Selection & F

+10/-10 to mesh density

Selection & D/F

Smooth Loop

Selection & B

Toggle adaptive

Selection & T

Invert Selection

Selection & I

Toggle preserve groups Selection & G

Extrude

Selection & D

Fit Primitive

Selection & F

Reduce

Selection & Shift + R

Optimize Selection Boundary

Selection & O

+10/-10 to mesh density

Selection & D/F

Extract

Selection & Shift + D

Toggle adaptive

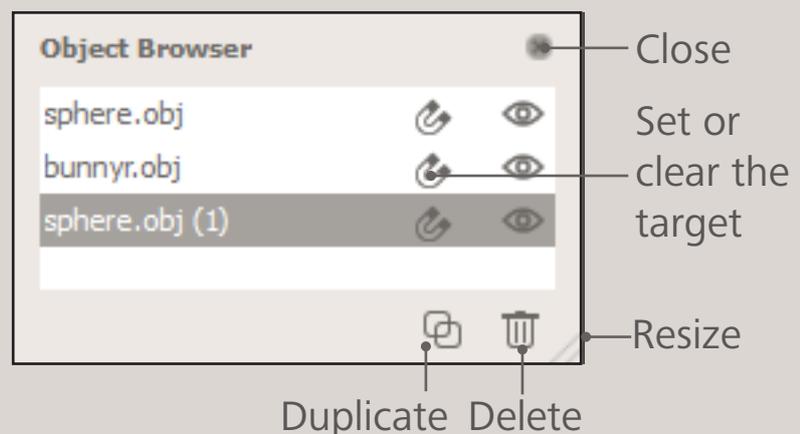
Selection & T

Offset

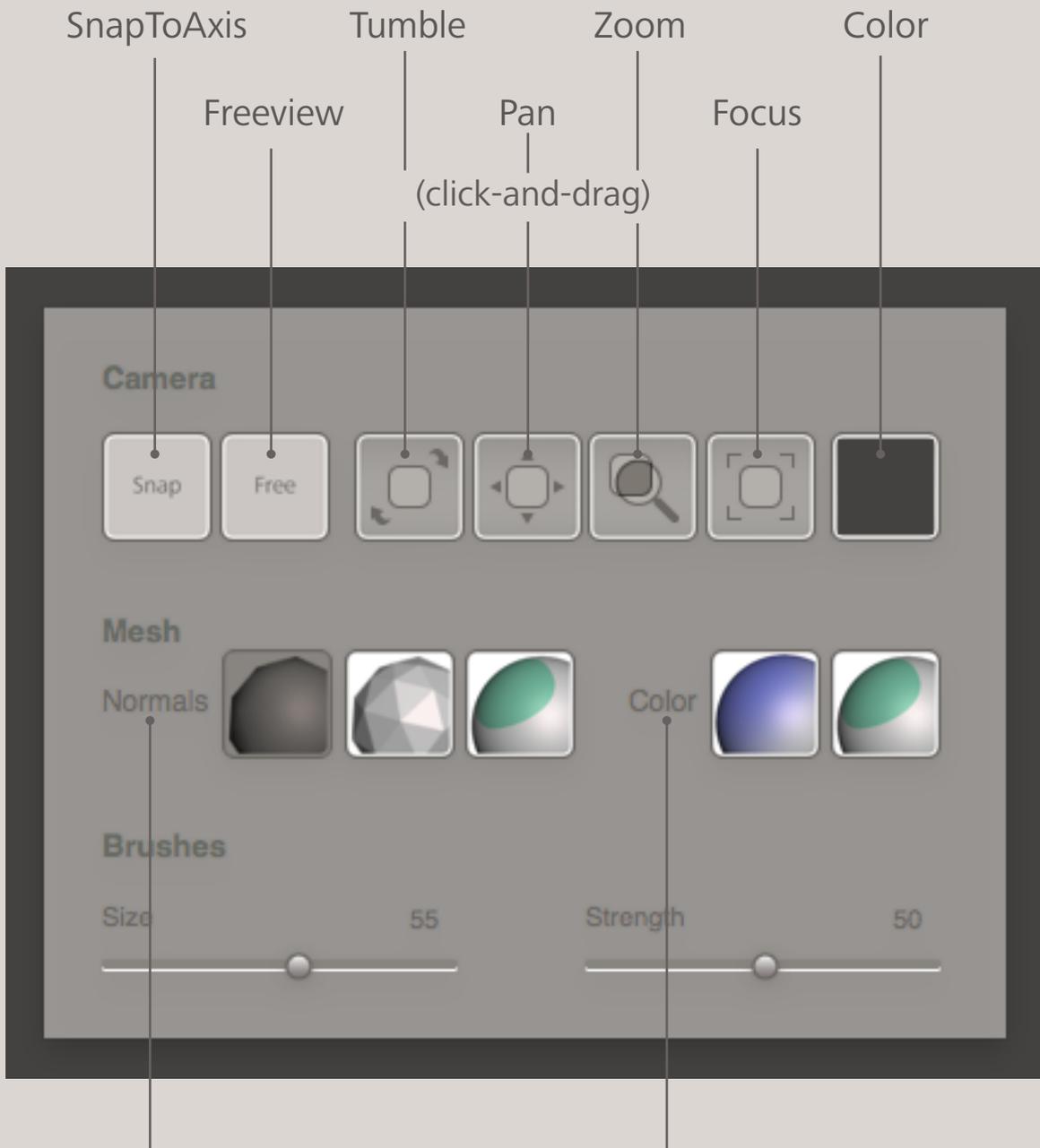
Selection & Ctrl + D

Object Browser

Ctrl + Shift + O



Hotbox Space



Controls the smoothness of mesh shading

Choose vertex or face group colors

Super Q! This hotkey runs a frequently-used user-interface action in most tools. For Example:

In Inspector Tool it Repairs All,

In Make Solid and Pattern it runs the Update button,

In Plane Cut it cycles the cut mode.

