Specular Infini-D 3.0 Reference Card

The Toolbox

TOOL NAME	SHIFT	COMMAND	OPTION	CONTROL	DOUBLE-CLICK
V-Plane / H-Plane	Constrains movement to axis perpendicular to object's face	Object selection pop-up menu	Duplicate object while moving	Offset object from its world centerpoint	—
Rotate Towards/Away, Rotate Left/Right, Rotate Around	Constrain rotation around axis perpendicular to object's face	Trackball rotation	Duplicate object while rotating	Toggle to V-plane tool	Turn on and edit Snap-to angles
Ray Trace	—	—	Change to Ray Trace Lasso tool	Toggle to V-plane tool	Ray trace active view window
Uniform Scale	—	Object selection pop-up menu	Duplicate object while scaling	Toggle to V-plane tool	—
Squash & Stretch	Scale all three dimension values equally	Object selection pop-up menu	Duplicate object while scaling	Toggle to V-plane tool	—
Link	Position lock (with OPTION makes Full lock)	Object selection pop-up menu	Rotation lock (with SHIFT makes Full lock)	Toggle to V-plane tool	—
Hand (Navigate)	Constrains to vertical or horizontal movement	**In Camera View:** Rotate camera left/right **COMMAND + SHIFT:** Rotate camera up/down **COMMAND + OPTION:** Rotate camera around	**In Camera View:** Move camera in/out **In Standard View:** Move clipping plane in and out (results only visible in shaded modes)	Toggle to V-plane tool	**In Camera View:** Point camera at origin **In Standard View:** Return to default viewing position
Zoom	—	—	Zoom out	Toggle to V-plane tool	Return to default magnification level

Toggle to Hand Tool: press the Space Bar
Toggle to Zoom In Tool: press COMMAND-Space Bar

Toggle to Zoom Out Tool: press COMMAND-OPTION-Space Bar

The Workshop Toolbox

TOOL NAME	SHIFT	COMMAND	OPTION	CONTROL	DOUBLE-CLICK
Arrow	Multiple selection	**On Point:** change to Plain point type	Lasso marquee	**Drag Handle:** change to Smooth point	—
Rotate	Constrain rotation to 15° increments **In Object View:** Rotate object around	**In Object View:** Rotate object left/right	**In Object View:** Rotate object toward and away	Toggle to Arrow tool **In Object View:** Toggle to Hand tool	—

The Workshop Toolbox (Continued)

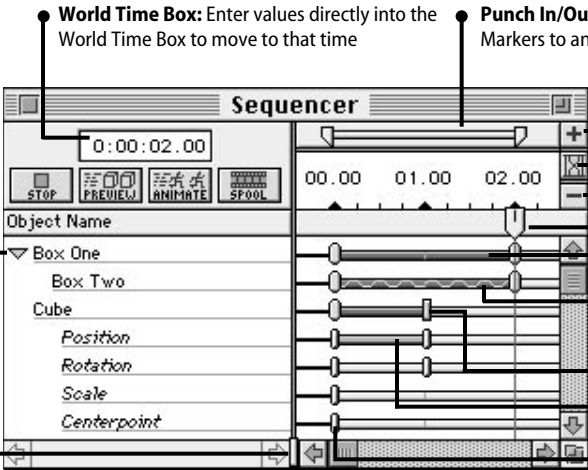| TOOL NAME	SHIFT	COMMAND	OPTION	CONTROL	DOUBLE-CLICK
Scale	Uniform scaling	—	—	Toggle to Arrow tool	—
Flip	Constrain rotation to 15° increments	—	—	Toggle to Arrow tool	—
Pen*	Constrain handles to eight directions while dragging	—	**On Curve:** add point **On Point:** delete point	Toggle to Arrow tool	—
Pencil*	Connect each clicked point with straight line	—	—	Toggle to Arrow tool	—
Razor	Constrain to eight directions while dragging	—	—	Toggle to Arrow tool	—
Polygon*	Make shape of equal height and width	Draw shape centered around origin	Toggle between drawing from corner or center	Toggle to Arrow tool	Open Shape Preferences dialog box
Zoom	—	—	Zoom out	Toggle to Arrow tool	Reset zoom level and centers origin in window

Toggle to Hand Tool: press the Space Bar
Toggle to Zoom In Tool: press COMMAND-Space Bar
Toggle to Zoom Out Tool: press COMMAND-OPTION-Space Bar

*When drawing with Pen, Pencil, or Polygon tools in a Path view window, the Rails will be replaced if they are active; otherwise the Path is replaced.

The Sequencer

World Time Box: Enter values directly into the World Time Box to move to that time

Punch In/Out Markers: Use the Punch In/Out Markers to animate a portion of the sequence

Object Hierarchy Arrow: Click on arrow to show or hide an object's child objects

Object List/Timeline Divider: Drag this bar to increase or decrease the space in the object list

Plus Sign: Click to zoom in on the timebar

Hourglass: Click to change the timebar units

Minus Sign: Click to zoom out on the timebar

World Time Marker: The World Time Marker indicates the time in the sequence that the view windows reflect

Linear Motion: A blue bar indicates linear motion

Spline Motion: A purple bar with a wavy line indicates spline-based motion

End Animation: A square eventmark indicates a "death" event.

Sub-Event Bar: A red bar indicates animation of a sub-event

Sub-Events: Object Attribute Timelines let you sequence motion for just one attribute of an object

Snap to Other Eventmarks: Hold the SHIFT key while dragging eventmarks, the World Time Marker, or Punch In/Out markers

Snap to Timebar Increments: Hold the CONTROL key while dragging eventmarks, the World Time Marker, or Punch In/Out markers

Show or Hide the Sub-Event Timelines: Double-click an object name in the sequencer

Select All of the Eventmarks for an Object: COMMAND-double-click an object name. Eventmarks can also be selected by dragging a marquee around them with the arrow tool or by holding the SHIFT key while clicking.

Eventmark Info: Double-click on an eventmark

Drag an Object Name onto another to link the first to the second