Navigation Mode (Meshmixer)

Tumble Alt + [mouse] or [mouse]

Pan Alt + [mouse] or Shift + [mouse] or Alt + Shift + [mouse]

Zoom (Maya) Alt + [mouse] or (Pen-friendly) Alt + Ctrl + [mouse]
⌘ (Mac)

Navigation Mode (Fusion 360)

Tumble Shift + [mouse]

Pan [mouse] + Hold and Drag

Zoom [mouse]
(Scroll the wheel)

Undo Redo

Undo Ctrl + Z   Alt + ←
⌘ (Mac)

Redo Ctrl + Y   Alt + →   Shift + ⌘ + Z
(Mac)

Skip tool changes in undo Alt + Shift + ←

Skip tool changes in redo Alt + Shift + →

3D Print Ctrl + P
⌘ (Mac)

Preferences Alt + T   ⌘ + ,
(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   `Ctrl` + 🖱

Automatically add strut   🖱 existing support at joints
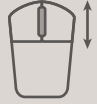
Manually add strut   🖱 drag from joint,
to another point on support or model

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)   `Shift` + 🖱 drag

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 | (Scroll the wheel) or [ ] | Clear Facegroup | Ctrl + Shift + G ⌘ (Mac) |
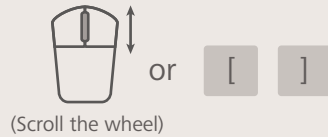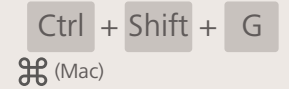
Selection Based Commands

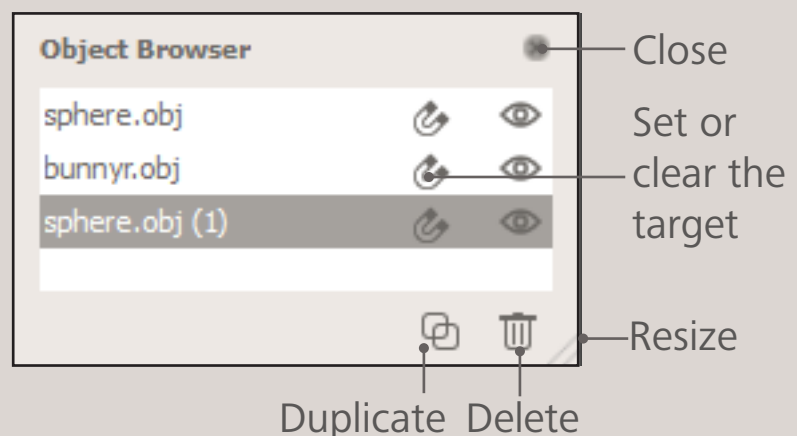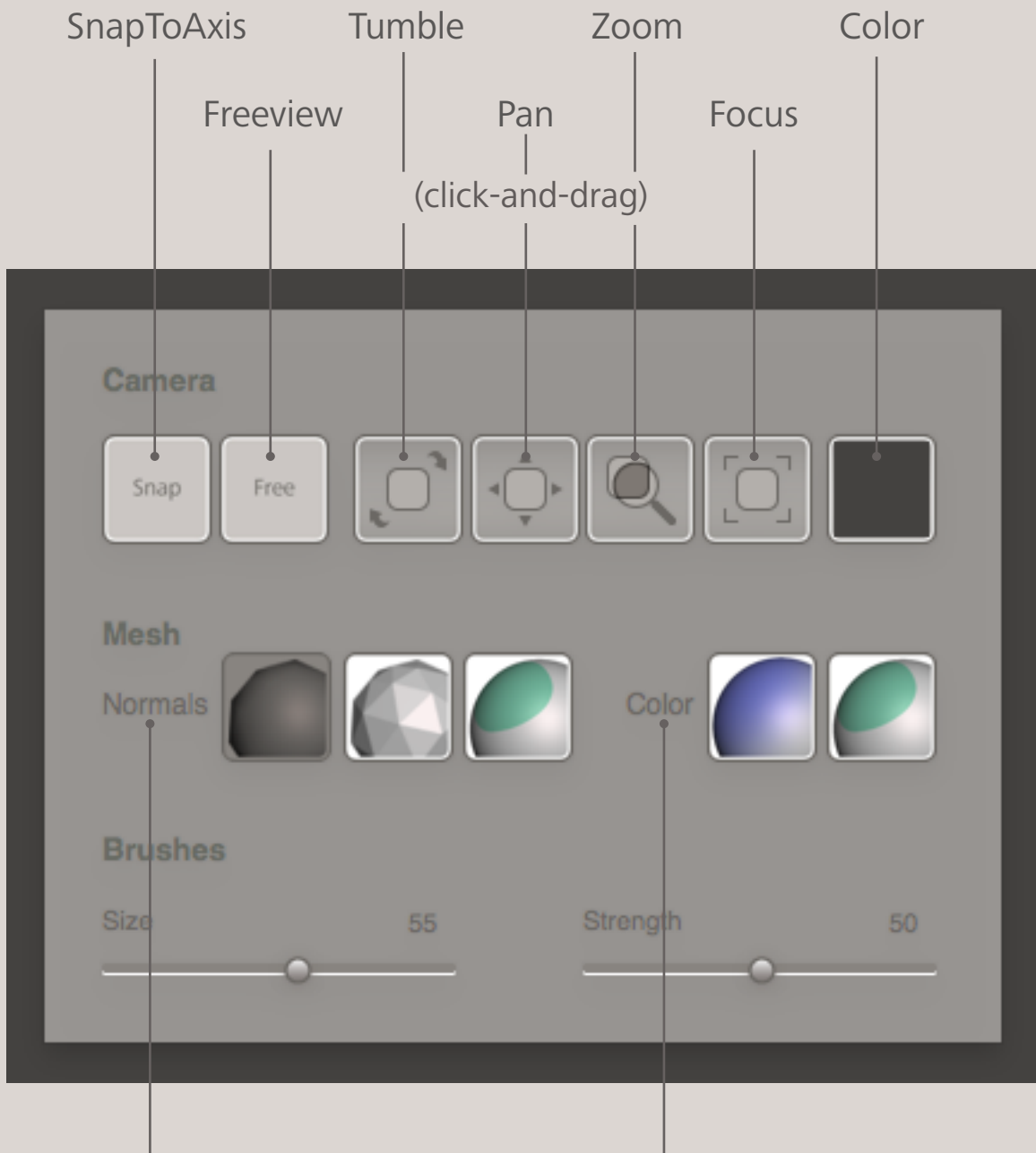| Discard	Selection & X	**Remesh**	Selection & R
Erase & Fill	Selection & F	+10/-10 to mesh density	Selection & D/F
Smooth Loop	Selection & B	Toggle adaptive	Selection & T
Invert Selection	Selection & I	Toggle preserve groups	Selection & G
Extrude	Selection & D		
Fit Primitive	Selection & F	**Reduce**	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

Object Browser

sphere.obj		
bunnyr.obj		
sphere.obj (1)		

Close

Set or clear the target

Duplicate   Delete   Resize

Hotbox `Space`

SnapToAxis   Tumble   Zoom   Color

Freeview   Pan   Focus

(click-and-drag)

Camera

Snap   Free

Mesh

Normals   Color

Brushes

Size   55

Strength   50

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.

`Q`