

Navigation Mode (Meshmixer)

Tumble



Pan



Zoom

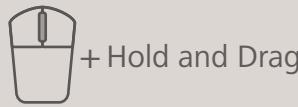


Navigation Mode (Fusion 360)

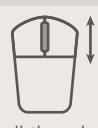
Tumble



Pan



Zoom



(Scroll the wheel)

Undo Redo

Undo



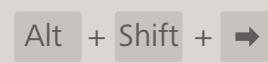
Redo



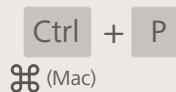
Skip tool changes in undo



Skip tool changes in redo



3D Print



Preferences



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



Secondary



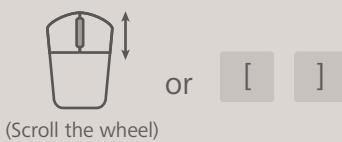
Invert



Strength



Brush Size



Volume Brush

Toggle Symmetry

Shift + S

Toggle Refinement

R

Toggle Adaptive Refinement

T

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



Create Facegroup

Ctrl + G
⌘ (Mac)

Brush Size



Clear Facegroup

 $\text{Ctrl} + \text{Shift} + \text{G}$
 $\text{⌘} (\text{Mac})$

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 & $\text{Shift} + \text{R}$

Optimize Selection Boundary

Selection & O

+10/10 to mesh density

Selection & D/F

Extract

Selection & $\text{Shift} + \text{D}$

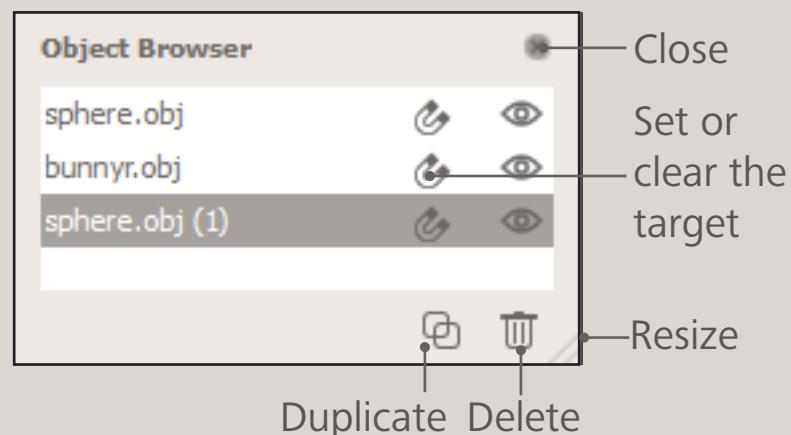
Toggle adaptive

Selection & T

Offset

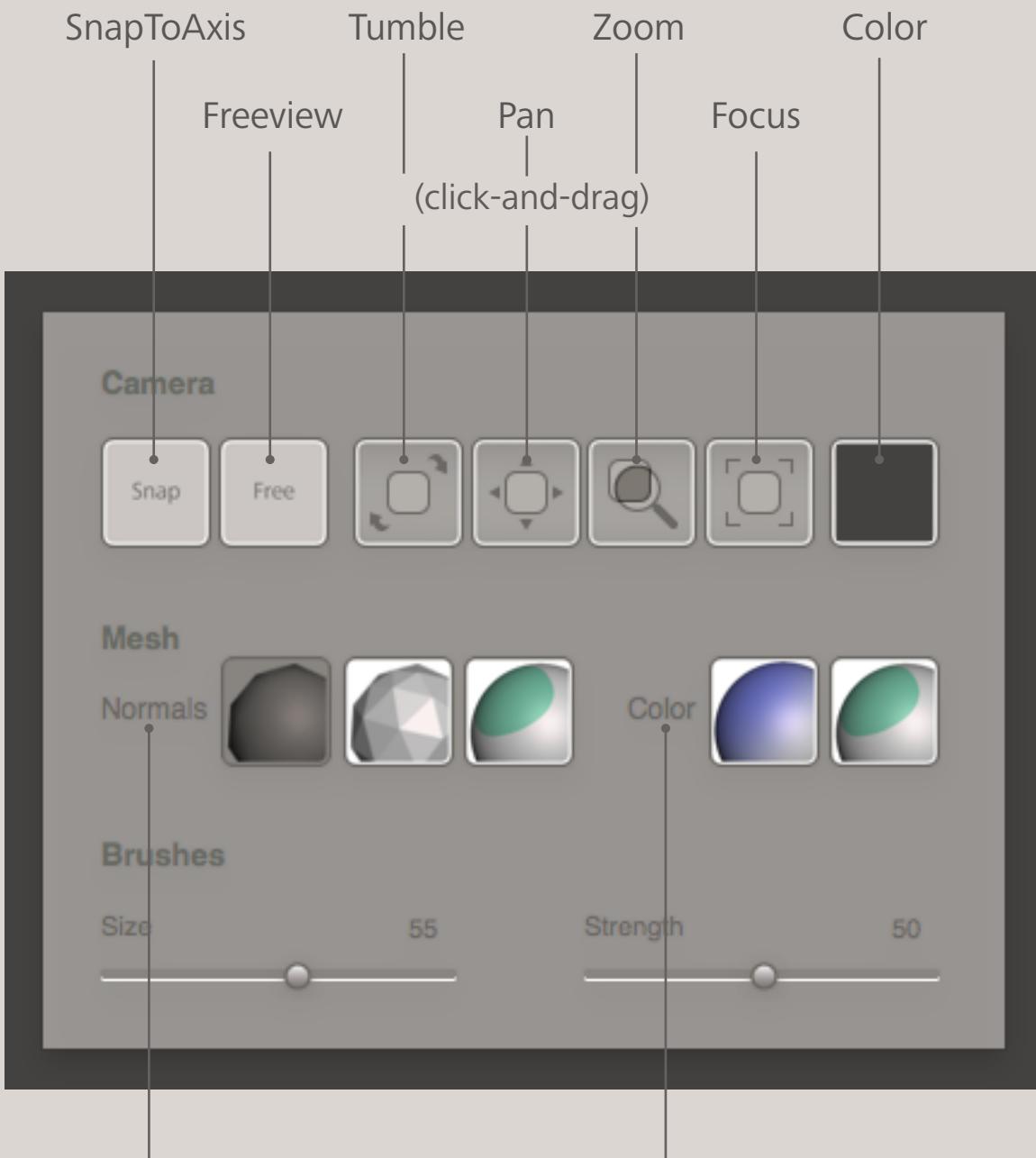
Selection & $\text{Ctrl} + \text{D}$

Object Browser

 $\text{Ctrl} + \text{Shift} + \text{O}$


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.*

Q