







Material 



-  ⌘E Export Textures...
-  ⌘Z Redo
-  ⌘S Save as project
-  ⌘B Bake Mesh Maps
-  ⌘I Invert quick mask

 ⌘ + Left Draw snapped straight lines





Material



- ⇧⌘E Export Textures...
- ⇧⌘Z Redo
- ⇧⌘S Save as project
- ⇧⌘B Bake Mesh Maps
- ⇧⌘M Import materials

Y

Material

