

## Previs Pro Keyboard Shortcuts Cheat Sheet by joemefford via cheatography.com/21273/cs/43914/

| Project List |                                       |  |
|--------------|---------------------------------------|--|
| Shift + Plus | Add new project                       |  |
| Cmd + N      | Add new project                       |  |
| Scene List   |                                       |  |
| Shift + Plus | Add new scene                         |  |
| Cmd + N      | Add new scene                         |  |
| Style Grade  |                                       |  |
| Left Arrow   | View previous image                   |  |
| Right Arrow  | View next image                       |  |
| 0            | View original source image            |  |
| 1, 2, 3, 4 9 | View different style grade iterations |  |
| Post Mode    |                                       |  |
| Left Arrow   | In POST mode, go to previous shot     |  |
| Right Arrow  | In POST mode, go to next shot         |  |

| Canvas (2D / 3D)     |  |
|----------------------|--|
| Delete               | Deletes Selected Object  |
| Space Bar            | Toggle between 2D and 3D Canvas  |
| Tab                  | (3D Canvas Only) When prop selected, moves forward through edit tools  |
| Shift + Tab          | (3D Canvas Only) When prop selected, moves backwards through edit tools  |
| Arrows Keys          | Move or rotate an object or alter its aperture depending on editing tool selected, or move canvas if no object is selected |
| Shift + Arrows       | Same as arrows but a larger distance or angle is applied   |
| Shift + Plus         | Zoom in to 2D or 3D canvas   |
| Shift + Minus        | Zoom out of 2D or 3D canvas  |
| Cmd + Arrows         | Move or rotate an object or alter its aperture depending on editing tool selected, or zoom canvas if no object is selected |
| Cmd + Shift + Arrows | Same as Arrows + Cmd but larger changes  |
| Q                    | Rotate a selected object or rotate the 2D or 3D canvas   |
| E                    | Rotate a selected object or rotate the 2D or 3D canvas   |
| Shift + Q            | Rotate a selected object or rotate the 2D or 3D canvas but with a larger angle delta                                       |
| Shift + E            | Rotate a selected object or rotate the 2D or 3D canvas but with a larger angle delta                                       |
| Option - Up Arrow    | Pitch the camera view down in 3D canvas  |
| Option - Down Arrow  | Pitch the camera view up in 3D canvas  |
| Cmd + D              | Duplicate the selected object  |
| Cmd + Z              | Undo   |
| Shift + Cmd + Z      | Redo   |
| 0                    | Perform orbit animation  |

| Cam Mode                    |  |
|-----------------------------|--|
| W                           | Translate camera forwards                    |
| Shift + W                   | Translate camera forwards a larger distance  |
| A                           | Translate camera left                        |
| Shift + A                   | Translate camera left a larger distance      |
| S                           | Translate camera right                       |
| Shift + S                   | Translate camera right a larger distance     |
| D                           | Translate camera backwards                   |
| Shift + D                   | Translate camera backwards a larger distance |
| Option + Up Arrow           | Translate the camera up                      |
| Option + Shift + Up Arrow   | Translate the camera up a larger distance    |
| Option + Down Arrow         | Translate the camera down                    |
| Option + Shift + Down Arrow | Translate the camera down a larger distance  |
| Up Arrow                    | Rotate the camera up                         |
| Shift + Up Arrow            | Rotate the camera up a larger angle          |
| Down Arrow                  | Rotate the camera down                       |





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| Cam Mode (cont)           |   |  |
|---------------------------|---|--|
| Shift + Down Arrow        | Rotate the camera down a larger angle   |  |
| Left Arrow                | Rotate the camera left  |  |
| Shift + Left Arrow        | Rotate the camera left a larger angle   |  |
| Right Arrow               | Rotate the camera right   |  |
| Shift + Right Arrow       | Rotate the camera right a larger angle  |  |
| Q                         | Roll the camera left  |  |
| Cmd + Left Arrow          | Roll the camera left  |  |
| E                         | Roll the camera right   |  |
| Cmd + Right Arrow         | Roll the camera right   |  |
| Shift + Q                 | Roll the camera left a larger angle   |  |
| Shift + Cmd + Left Arrow  | Roll the camera left a larger angle   |  |
| Shift + E                 | Roll the camera right a larger angle  |  |
| Shift + Cmd + Right Arrow | Roll the camera right a larger angle  |  |
| Cmd + Up Arrow            | Zoom the camera in  |  |
| Cmd + Down Arrow          | Zoom the camera out   |  |
| Shift + Cmd + Up Arrow    | Zoom the camera in a larger amount or to the next prime lens focal length when using a full frame sensor      |  |
| Shift + Cmd + Down Arrow  | Zoom the camera out a larger amount or to the previous prime lens focal length when using a full frame sensor |  |



## By joemefford

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