

Bryce Shortcuts

Here is a list of known Bryce keyboard shortcuts.

Dialogs

These are commands that work inside a specific Dialog or Lab field.

Item	Command Keys Mac	Command Keys PC
Object Attributes/Multi Replicate/Sky Lab - Text Field Modifiers		
Add 1 to value	Up Arrow	Up Arrow
Subtract 1 from value	Down Arrow	Down Arrow
Add 0.01 to value	Option+Alt+Up Arrow	Ctrl+Alt+Up Arrow
Subtract 0.01 from value	Option+Alt+Down Arrow	Ctrl+Alt+Down Arrow
Add 10 to value	Shift+Up Arrow	Shift+Up Arrow
Subtract 10 from value	Shift+Down Arrow	Shift+Down Arrow
Random Replicate - Text Field Modifiers		
Add 1 to value	Up Arrow	Up Arrow
Subtract 1 from value	Down Arrow	Down Arrow
Edit Mesh		
Export Rocks/Imported Meshes	Select mesh, Command+E, then Command+D	Select mesh, Ctrl+E, then Ctrl+D
Terrain Editor		
Access Deep Texture Editor from Terrain Editor	Shift+click on Picture button or Command+Option+O	Shift+click on Picture button or Ctrl+Alt+O
Access Picture Library from Terrain Editor	Command+O	Ctrl+O
	Control+click on Picture button	Ctrl+click on Picture button
New Blank Terrain	Command+N	Ctrl+N
Revert to Terrain active when TE was opened	Command+Shift+N	Ctrl+Shift+N
	Control+click New button	Ctrl+click New button
Erode Terrain	Command+Shift+E	Ctrl+Shift+E
Raise Terrain	Command+Shift+X	Ctrl+Shift+X
Lower Terrain	Command+X	Ctrl+X
Max Brush Level (white)	Command+L	Ctrl+L
Min Brush Level (black)	Command+Shift+L	Ctrl+Shift+L
Reset Clipping Bracket	Command+Shift+A	Ctrl+Shift+A
Flip/Invert Terrain	Command+I	Ctrl+I
Reset Gradient Bar	Option+click on Gradient Bar	Alt+click on Gradient Bar
Flip Gradient Colors	Command+F	Ctrl+F

List of Bryce Shortcuts

Copy Terrain Grayscale to Clipboard	Command+C	Ctrl+C
Paste Terrain Grayscale to Terrain Canvas	Command+V	Ctrl+V
Undo one step	Command+Z	Ctrl+Z
Deep Texture Editor		
Clear Texture	Command+N	Ctrl+N
Terrain Exporter		
Preview Pan	Spacebar+Drag	Spacebar+Drag
Preview Zoom	Command+Drag	Ctrl+Drag
Preview Adjust Contrast	Command+Option+Drag	Ctrl+Alt+Drag
Preview Adjust Brightness	Command+Option+Shift+Drag	Ctrl+Alt+Shift+Drag
Advanced Motion Lab		
Toggle Hierarchy for Object	Option+click Object Name	Alt+click Object Name
Animation Options Dialog for Object	Shift+click Object or Attribute Name	Shift+click Object or Attribute Name
Toggle Hierarchy for all Animated Objects	Command+Q	Ctrl+Q
Toggle Hierarchy for Selected Object (if object contains a sub-hierarchy)	N/A	Ctrl+H (will only open sub-hierarchy, will not close it)
Show All/Show Animated	Command+A	Ctrl+A
Top of List	Home	Home
Bottom of List	End	End

Menus

Menu Item	Command Keys Mac	Command Keys PC
File		
New Document	Command+N	Ctrl+N or Set NumLock, then Ctrl+ decimal key on numpad
Document Setup	Command+Option+N	Ctrl+Alt+N
Animation Setup	Command+Shift+N	Ctrl+Shift+N
Open	Command+O	Ctrl+O or Set NumLock, then Ctrl+ divide key (/) on numpad
Save	Command+S	Ctrl+S
Save As	Command+Shift+S	Ctrl+Shift+S
Revert to Saved	Command+Option+S	Ctrl+Alt+S
Render	Command+R	Ctrl+R
Clear and Render	Command+Option+R	Ctrl+Alt+R
Render Animation	Command+Shift+R	Alt+Shift+R
Print	Command+P	Ctrl+P

List of Bryce Shortcuts

Edit		
Undo	Command+Z	Ctrl+Z
Redo	Command+Shift+Z	Ctrl+Shift+Z
Cut	Command+X	Ctrl+X
Copy	Command+C	Ctrl+C
Paste	Command+P	Ctrl+P
Clear	Option+>	Alt+>
Copy Material	Command+Option+C	Ctrl+Alt+C
Paste Material	Command+Option+V	Ctrl+Alt+V
Copy Matrix	Option+C	Alt+C
Paste Matrix	Option+V	Alt+V
Duplicate	Command+D	Ctrl+D
Replicate	Option+D	Alt+D
Multi-Replicate	Option+Shift+D	Alt+Shift+D
Random Replicate	Option+R	Alt+R
Select All	Command+A	Ctrl+A or Set NumLock, then Ctrl+1 key on numpad
Invert Selection	Command+Shift+A	Ctrl+Shift+A
Load Sky only when Merging	Option, then choose File > Merge	Alt, then choose File > Merge
Object		
Edit Object	Command+E	Ctrl+E
Attributes	Command+Option+E	Ctrl+Alt+E
Convert Boolean to Mesh	Option+Shift+C	Alt+Shift+C
Edit Material	Command+M	Ctrl+M
Edit 2D Pictures	Command+Option+M	Ctrl+Alt+M
Edit 3D Textures	Option+M	Alt+M
Show Objects As Box	Command+B	Ctrl+B
Show Objects As Mesh	Command+L	Ctrl+L
Group Objects	Command+G	Ctrl+G
UnGroup Objects	Command+U	Ctrl+U
Create Path	Option+P	Alt+P
Fly-around	Command+Y	Ctrl+Y
Motion Lab	Command+T	Ctrl+T
Sky Lab	Command+K	Ctrl+K

Object Creation and Object Selection

Item	Command Keys Mac	Command Keys PC
Creating Objects		
Volume Water Plane	Option+Click Water Plane	Ctrl+Click Water Plane
Volume Ground Plane	Option+Click Ground Plane	Ctrl+Click Ground Plane
Volume Cloud Plan	Option+Click Cloud Plane	Ctrl+Click Cloud Plane
Load Preset Tree	Option+Click Tree	Alt+Click Tree
Save Preset Tree	Ctrl+Click Tree	Ctrl+Click Tree
Negative Metaball	Shift+Click Metaball	Shift+Click Metaball
Sphere with X=20.48, Y=10.24, Z=20.48	Ctrl+Click Sphere	Ctrl+Click Sphere
Sphere with X=20.48, Y=40.96, Z=20.48	Shift+Click Sphere	Shift+Click Sphere
Cylinder with X=20.48, Y=5.12, Z=20.48	Ctrl+Click Cylinder	Ctrl+Click Cylinder
Cylinder with X=20.48, Y=40.96, Z=10.24	Shift+Click Cylinder	Shift+Click Cylinder
Cube with X=4.12, Y=5.12, Z=20.48	Ctrl+Click Cube	Ctrl+Click Cube
Cube with X=10.24, Y=40.96, Z=20.48	Shift+Click Cube	Shift+Click Cube
Pyramid with X=20.48, Y=5.12, Z=20.48	Ctrl+Click Pyramid	Ctrl+Click Pyramid
Pyramid with X=10.24, Y=40.96, Z=20.48	Shift+Click Pyramid	Shift+Click Pyramid
Cone with X=10.24, Y=10.24, Z=40.96, horizontal	Ctrl+Click Cone	Ctrl+Click Cone
Cone with X=10.24, Y=40.96, Z=20.48	Shift+Click Cone	Shift+Click Cone
2D Disk Horizontal	Ctrl+Click 2D Disk Vertical	Ctrl+Click 2D Disk Vertical
2D Face Horizontal	Ctrl+Click 2D Face Vertical	Ctrl+Click 2D Face Vertical
Set Object Attributes (non+metaballs)		
Set current object to Positive	P	P
Set current object to Negative	N	N
Set current object to Intersect	I (i)	I (i) or Set NumLock, then press 9 (on numpad)
<i>Note: the commands above will set a metaball's attributes but they will not affect its actions, will still act as a positive object.</i>		
Selecting Objects		
Multi-selection, Add object to current selection	Shift+Click on object(s)	Shift+Click on object(s)
Select obscured objects	Ctrl+Click on object, select from list	Ctrl+Click on object, select from list
Tab through objects in scene	Tab key	Tab key
Remove object from selection	Shift+Click on object	Shift+Click on object
Select all objects behind cursor (will deselect any object behind the cursor that is already selected)	Shift+Click on front object	Shift+Click on front object
Add object to current selection from list	Ctrl+Click on object, when list comes up, Shift+Click on object in list to add	Ctrl+Click on object, when list comes up, Shift+Click on object in list to add
Remove obscured object from selection	Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect	Ctrl+Click on object, when list comes up, Shift+Click on object in list to deselect

Object Scaling

Item	Command Keys Mac	Command Keys PC
Scaling Objects Interactively	Select object first ...	Select object first ...
Increase by 50% on selected side	Shift+drag right on control point once for each increase	Shift+drag right on control point once for each increase
Decrease by 50% on selected side	Shift+drag left on control point once for each increase	Shift+drag left on control point once for each increase
Increase by 50% from center	Shift+Option+drag right on control point once for each increase	Shift+Alt+drag right on control point once for each increase
Decrease by 50% from center	Shift+Option+drag left on control point once for each increase	Shift+Alt+drag left on control point once for each increase
Scale from center	Option+drag on control point	Alt+drag on control point
Scale from opposite side	Command+drag on control point	Click on control point then press Ctrl and drag
Scale from specific side	Drag on control point then press Control+Option	Click on control point then press Ctrl+Alt and drag
Scaling Objects by Keyboard	Select object first ...	Select object first ...
Double object size	* (Shift+8)	* (Shift+8)
Halve object size	/	/
Return object to original (unity) size	=	=

Object Translation

Item	Command Keys Mac	Command Keys PC
Sun & Moon		
Place Sun with Precision	Hold down Control+Option and double-click the Sun Control. Continue holding down Control+Option and, in the working window, click where you want to position the sun. A yellow asterisk will show up where you click indicating where you placed the sun.	Hold down Ctrl+Alt and double-click the Sun Control. Continue holding down Ctrl+Alt and, in the working window, click where you want to position the sun. A yellow asterisk will show up where you click indicating where you placed the sun.
Place Moon with Precision	Hold down Control+Option and double-click the Sun Control. Continue holding down Control+Option, press Shift, and, in the working window, click where you want to position the sun. A blue asterisk will show up where you click indicating where you placed the moon.	Hold down Ctrl+Alt and double-click the Sun Control. Continue holding down Ctrl+Alt, press Shift, and, in the working window, click where you want to position the sun. A blue asterisk will show up where you click indicating where you placed the moon.
Translating Objects	Select object first ...	Select object first ...
Slow down translation	Option+drag on Reposition control	Alt+drag on Reposition control
Constrain direction to X-axis	X+Drag object or	X+Drag object or
	Left-click-hold on object, press Control+Alt, then drag object	Left-click-hold on object, press Ctrl+Alt, then drag object

List of Bryce Shortcuts

Constrain direction to Y-axis	Y+Drag object or	Y+Drag object or
	Left-click-hold on object, press Option, then drag object	Left-click-hold on object, press Alt, then drag object
Constrain direction to Z-axis	Z+Drag object or	Z+Drag object or
	Left-click-hold on object, press Command, then drag object	Left-click-hold on object, press Ctrl, then drag object
Move positive on X-axis by 10.24 BU	Shift+Right	Shift+Right
Move negative on X-axis by 10.24 BU	Shift+Left	Shift+Left
Move negative on Y-axis by 10.24 BU	Shift+Page Up or Shift+'	Shift+Page Up or Shift+'
Move negative on Y-axis by 10.24 BU	Shift+Page Down	Shift+Page Down
Move positive on Z-axis by 10.24 BU	Shift+Up	Shift+Up
Move negative on Z-axis by 10.24 BU	Shift+Down	Shift+Down
Move positive on Y-axis by 5.12 BU	Page Up	Page Up
Move negative on Y-axis by 5.12 BU	Page Down	Page Down
Move positive on X-axis by 5.12 BU	Right or '	Right or '
Move negative on X-axis by 5.12 BU	Left	Left
Move positive on Z-axis by 5.12 BU	Up	Up
Move negative on Z-axis by 5.12 BU	Down	Down
Move positive on X-axis by 2.56 BU	Shift+Option+Up	Shift+Alt+Up
Move negative on X-axis by 2.56 BU	Shift+Option+Down or Shift+Option+5	Shift+Alt+Down or Shift+Alt+5
Move positive on Y-axis by 2.56 BU	Shift+Option+Page Up	Shift+Alt+Page Up
Move negative on Y-axis by 2.56 BU	Shift+Option+Page Down	Shift+Alt+Page Down
Move positive on Z-axis by 2.56 BU	Shift+Option+Right	Shift+Alt+Right
Move negative on Z-axis by 2.56 BU	Shift+Option+Left	Shift+Alt+Left
Move positive on X-axis by 0.08 BU	Option+Right or Option+'	Alt+Right or Alt+'
Move negative on X-axis by 0.08 BU	Option+Left	Alt+Left
Move positive on Y-axis by 0.08 BU	Option+Page Up or Shift+Option+1	Alt+Page Up or Shift+Alt+1
Move negative on Y-axis by 0.08 BU	Option+Page Down	Alt+Page Down
Move positive on Z-axis by 0.08 BU	Option+Up or Shift+Option+7	Alt+Up or Shift+Alt+7
Move negative on Z-axis by 0.08 BU	Option+Down or Shift+Option+9	Alt+Down or Shift+Alt+9

Palettes and Labs

Item	Command Keys Mac	Command Keys PC
Palettes		
Create	Ctrl+1	Ctrl+1
Edit	Ctrl+2	Ctrl+2
Sky	Ctrl+3	Ctrl+3
Toggle Time/Selection	S	S

List of Bryce Shortcuts

Labs		
Materials Lab	Command+M	Ctrl+M
Picture Library	Command+Alt+M	Ctrl+Alt+M or Ctrl+Alt+ minus key on numpad
Deep Texture Editor	Option+M	Alt+M or Set NumLock, then Alt+ minus key on numpad
Sky Lab	Command+K	Ctrl+K or Set NumLock, then Ctrl+ plus key on numpad
Motion Lab	Command+T	Ctrl+T
Object Editor	Command+E	Ctrl+E
- Edit Mesh, Edit Torus, Terrain Editor, Light Lab, or Tree Lab		
Time Line		
Show Selected Path as Ribbon	Option+P	Alt+P
Play or Pause	/	/
Next Ticker Mark in Timeline	>	>
Previous Ticker Mark in timeline	<	<
Next Key Frame	Shift+>	Shift+>
Previous Key Frame	Shift+<	Shift+<
Move to Start of Animation	[[
Move to End of Animation]]
- Next two items will move the Scrubber past the end of the current Timeline		
Move to next Ticker Mark	Period (.)	Period (.)
Go back to previous Ticker Mark	Comma (,)	Comma (,)
Delete All Animation Frames at once		Ctrl+Shift+Alt+click on Remove Keyframe button
Move Palettes		
Move Palette	Spacebar+drag palette	Spacebar+drag palette
Reset Palettes	Option+Spacebar+click on a palette	Alt+Spacebar+click on a palette
Advanced Display Palette		
Marker	M	M
Turn Anti-aliased Wireframes and Depth Cueing On or Off	Ctrl+Alt+click Depth Cue Tool	Ctrl+Alt+click Depth Cue Tool
Reset Pan Tool	Option+click on Pan Tool	Alt+click on Pan Tool
Floating Nano-Editor	Option+Spacebar+drag in window	Alt+Spacebar+drag in window
Zoom In	Plus (+)	Plus (+)
Zoom Out	Minus (-)	Minus (-) or Shift+0 (on numpad)
Zoom Into a Specific Area	Command+Spacebar + drag a marquee around an area of your scene	Ctrl+Spacebar + drag a marquee around an area of your scene

List of Bryce Shortcuts

Zoom In Using the Mouse	Command+Option+Spacebar + drag the mouse left in your scene	Ctrl+Alt+Spacebar + drag the mouse left in your scene
Zoom Out Using the Mouse	Command+Option+Spacebar + drag the mouse right in your scene	Ctrl+Alt+Spacebar + drag the mouse right in your scene
Camera Views		
Director's View	~	~
Camera View	1	1
Top	2	2
Right	3	3
Front	4	4
Saved Views #1 through #5	5 through 9	5 through 9
Reset Views	Option + click on the Select Views control	Alt + click on the Select Views control
Delete Saved Camera Views	Option+click on a filled Memory Dot	Alt+click on a filled Memory Dot
Reset Camera Banking	Option+click on Banking control	Alt+click on Banking control
Reset Field of View	Option+click on Field of View control	Alt+click on Field of View control
Reset Camera Origin Point	Shift+click on Camera Origin Point	Shift+click on Camera Origin Point
Reset Views	Option+click on Select Views control	Alt+click on Select Views control
Fly-around View		
Start Fly-around	Command+Y	Ctrl+Y
Zoom In in Fly-around View	Command + drag mouse up	Ctrl + drag mouse up
Zoom Out in Fly-around View	Command + drag mouse down	Ctrl + drag mouse down
Note: When dragging the mouse up or down to zoom in or out, do not click in the scene, just move the mouse while pressing Command/Ctrl		
Slow Down Fly-around View	Shift	Shift
Pause/Unpause Fly-around	Spacebar	Spacebar
Stop Fly-around	Return	Enter
Camera Controls		
Constrain Trackball to Y-axis	Option+drag on Trackball	Alt+drag on Trackball
Constrain Trackball to X-axis	Control+drag on Trackball	Ctrl+drag on Trackball

List of Bryce Shortcuts

Render Controls		
Turn Off Anti-Aliasing for an object	Select Object, click on the [A] button, press Control+Shift+click on checkmark	Select Object, click on the [A] button, press Ctrl+Shift+click on checkmark
Turn On Anti-Aliasing for an object	Select Object, click on the [A] button, press Shift+click on checkmark	Select Object, click on the [A] button, press Shift+click on checkmark

Rendering

Menu Item	Command Keys Mac	Command Keys PC
Render	Command+R	Ctrl+R
Clear and Render	Command+Option+R	Ctrl+Alt+R
Render Animation		Alt+Shift+R
Resume Render	Command+R	Ctrl+R
Turn off AA for single object or group	Select object or group, press [A] button, press Ctrl+Shift+Alt, and click on OK icon	Select object or group, press [A] button, press Ctrl+Shift+Alt, and click on OK icon
Turn on AA for single object or group	Select object or group, press [A] button, press Shift, and click on OK icon	Select object or group, press [A] button, press Shift, and click on OK icon