# KERKYTHEA QUICK START

**Kerkythea** Rendering System

Render Progress

Selection Mode

Toggle Render Window

Start Rendering

Active Library (double click to apply)

Small Render View
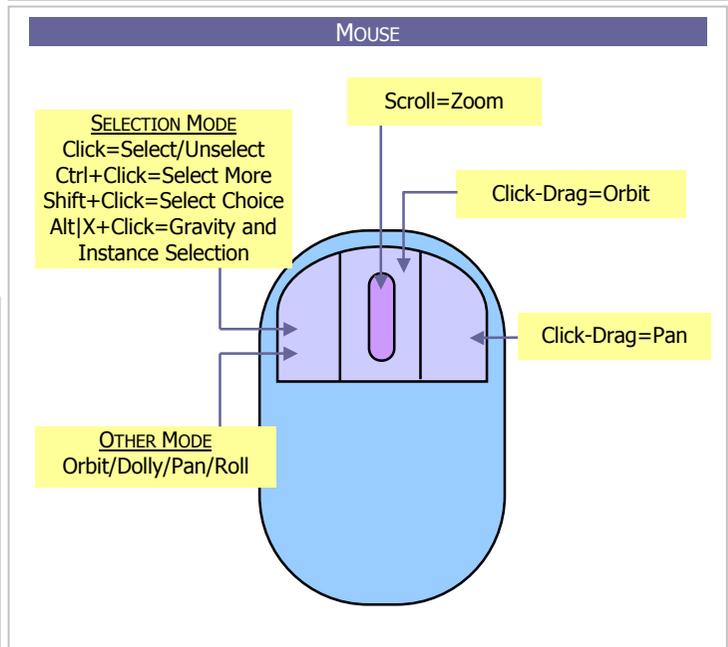
Scene Tree View

OpenGL Real-Time View

## SHORTCUTS

| Key | Action |
|-----|--------|
| 'Q' | Switch to Orbit Mode |
| 'W' | Switch to Dolly Mode (Zoom in/out) |
| 'R' | Switch to Roll Mode |
| 'P' | Switch to Pan Mode |
| ESQ | Switch to Selection Mode / Cancel Follow Mode |
| 'G' | Cycle Gizmos (Move/Rotate – Translate – Scale) |
| 'D' | Center Selection in View |
| 'F' | Fit Selection in View |
| 'U' | Mount/Unmount Camera (camera follows viewer) |
| 1-6 | Predefined Views (top, bottom, front, back, left, right) |
| 'E' | Go to Home Position |
| 'L' | Toggle Parallel/Perspective View |
| 'C' | Cycle Cameras (view from next camera) |
| Space | Unselect Current Selections |
| Del | Delete Current Selection |
| Ins | Duplicate Current Selection |
| 'H' | Hide Current Selection |
| Ctrl+Z | Undo Previous Move/Action |
| Ctrl+Y | Redo Previous Move/Action |
| 'V' | Toggle Wireframe/Solid OpenGL Mode |

## MOUSE

Scroll=Zoom

Click-Drag=Orbit

Click-Drag=Pan

**SELECTION MODE**
Click=Select/Unselect
Ctrl+Click=Select More
Shift+Click=Select Choice
Alt|X+Click=Gravity and Instance Selection

**OTHER MODE**
Orbit/Dolly/Pan/Roll

## KERKYTHEA ON THE WEB

Homepage
http://www.kerkythea.net/
Forum
http://www.kerkythea.net/phpBB2/
e-mail
support@kerkythea.net

## STAGING

Besides objects, the (point) lights and cameras are two additional entities in a scene. When selecting them, some extra widgets will appear on the upper-right corner. These are useful for editing visually these entities within the viewer (the other way is from Scene Settings dialog).
Also, you can find some extra controls for objects on the right side after selecting them. The complete scene can be transferred to the origin by right clicking the Scene name in the tree view.

## MATERIAL EDITOR

The material editor is well integrated inside the application making material editing fun. There are plenty of materials to choose from and a lot of standard textures. The materials can be saved to libraries and can be previewed in various environments and render conditions (user specified scenes).
Even more, there is an integrated texture editor and unlimited extension possibilities with the supported plugin system.