

# Aximmetry Camera Mover Mouse Control

In every mode for each mouse and keyboard movements:

- + **Ctrl** - 10x speed
- + **Shift** - 1/10 speed
- + **Ctrl + Shift** - 1/100 speed

To use the keyboard movements focus must be on the output window / preview panel.

Reset Position → **D**

## Aximmetry Mode

Look → Left Mouse | **Insert / Delete**

Orbit → Alt + Left Mouse

Shift World → None

Shift → Middle Mouse

Dolly → Wheel | Space + Right Mouse

Zoom → Space + Wheel | Space + Left Mouse

Move World → Right Mouse | **arrow keys**

Move → Alt + Right Mouse | **Alt + arrow keys**

Truck World → Space + Middle Mouse

Truck → Alt + Space + Middle Mouse

Pan → Alt + Space + Left Mouse

Tilt → Alt + Space + Right Mouse

Roll → Alt + Middle Mouse | Alt + Wheel | **PageUp / PageDown**

Pedestal World → Left+Right Mouse | **Home / End**

Pedestal → Middle Mouse | Alt + Left+Right Mouse | **Alt + Home / End**

## 3D Studio Max Mode

Look → Left Mouse | **Insert / Delete**

Orbit → Alt + Middle Mouse

Shift World → Alt + Left Mouse (inverse logic)

Shift → Middle Mouse (inverse logic)

Dolly → Wheel | Ctrl + Alt + Middle Mouse | Alt + Right Mouse  
Zoom → Space + Wheel | Space + Left Mouse

Move World → Right Mouse | Alt + arrow keys  
Move → Space + Right Mouse | arrow keys

Truck World → Space + Middle Mouse  
Truck → Alt + Space + Middle Mouse

Pan → Alt + Space + Left Mouse  
Tilt → Alt + Space + Right Mouse

Roll → Alt + Wheel | PageUp / PageDown

Pedestal World → Left+Right Mouse | Alt + Home / End  
Pedestal → Middle Mouse | Alt + Left+Right Mouse | Home / End

## Maya Mode

Look → Left Mouse | Insert / Delete  
Orbit → Alt + Left Mouse

Shift World → None  
Shift → Alt + Middle Mouse (inverse logic)

Dolly → Wheel | Alt + Right Mouse (inverse logic)  
Zoom → Space + Wheel | Space + Left Mouse

Move World → Right Mouse | Alt + arrow keys  
Move → Middle Mouse | arrow keys

Truck World → Space + Middle Mouse  
Truck → Alt + Space + Middle Mouse

Pan → Alt + Space + Left Mouse  
Tilt → Alt + Space + Right Mouse

Roll → Space + Right Mouse | PageUp / PageDown

Pedestal World → Left+Right Mouse | Alt + Home / End  
Pedestal → Alt + Left+Right Mouse | Home / End

## Cinema 4D Mode

Look → Left Mouse | Insert / Delete

Orbit → Alt + Left Mouse

Shift World → None

Shift → Alt + Middle Mouse (inverse logic)

Dolly → Wheel | Alt + Right Mouse

Zoom → Space + Wheel | Space + Left Mouse

Move World → Right Mouse | **arrow keys**

Move → Middle Mouse | **Alt + arrow keys**

Truck World → Space + Middle Mouse

Truck → Alt + Space + Middle Mouse

Pan → Alt + Space + Left Mouse

Tilt → Alt + Space + Right Mouse

Roll → Space + Right Mouse | **PageUp / PageDown**

Pedestal World → Left+Right Mouse | **Home / End**

Pedestal → Alt + Left+Right Mouse | **Alt + Home / End**

## **Modo / Lightwave Mode**

Look → **Insert / Delete**

Orbit → Alt + Left Mouse

Shift World → None

Shift → None

Dolly → None

Zoom → Space + Left Mouse

Move World → **Alt + arrow keys**

Move → **Alt + arrow keys**

Truck World → None

Truck → None

Pan → None

Tilt → None

Roll → **PageUp / PageDown**

Pedestal World → **Home / End**

Pedestal → **Alt + Home / End**

## Placer Mode

Zoom → Wheel | Left+Right Mouse

Roll → Right Mouse

Reset → Middle Mouse

## LEGEND

Look ↔ (in-place looking around)

Orbit ↔ (orbiting around the selected object or the origin)

Shift World ↔ (moving vertically/horizontally in a world plane)

Shift ↔ (moving vertically/horizontally in the camera's image plane)

Dolly ↔ (moving forward/backward along the camera's axis)

Zoom ↔ (field of view)

Move World ↔ (moving in the world horizontal plane)

Move ↔ (moving in the camera's horizontal plane)

Truck World ↔ (moving left/right in the world horizontal plane)

Truck ↔ (moving left/right in the camera's horizontal plane)

Pan ↔ (rotating left/right in the camera's horizontal plane)

Tilt ↔ (rotating up/down in the camera's vertical plane)

Roll ↔ (rotating around camera's axis)

Pedestal World ↔ (moving vertically along the world vertical axis)

Pedestal ↔ (moving vertically along the camera's vertical axis)

**Dolly**  
**Not Zoom**



**Truck / Track**  
**Not Pan**



**Pedestal**



**Move?**



**Roll**



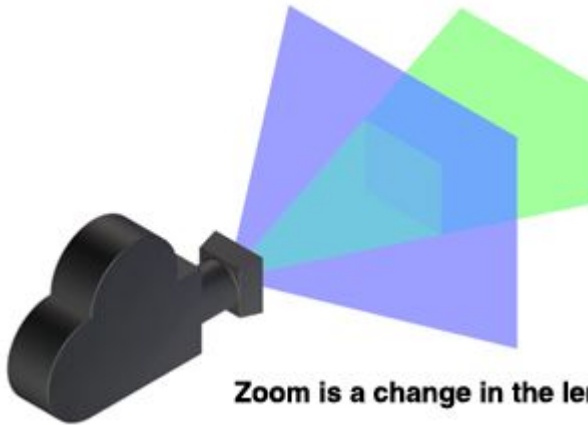
**Pan**



**Tilt**



**Tumble / Orbit**



**Zoom is a change in the lens focal length**