

Key1	Key2	Key3	Key4	Action	Notes
Q				Toggle shapes	
V				Selection Tool	
Z				Zoom Tool	Hold Down - Zoom Then Release To Return To Selection Tool
Y				Pan Behind Tool	Moves Anchor Point
M				Mask	
⌘	T			Text Tool	Twice = Vertical Text
MM				Open Mask with all parameters	
F				Mask Feather	
H				Hand tool	
0				RAM Preview	Zero on the number pad
⇧ 0				Draft Ram Preview	Every Other Frame - Twice The Preview Duration And Quicker
U				Show animated parameters	
UU				Show modified parameters	
I				Jump to In point of layer	
O				Jump to Out point of layer	
B				Move beginning of Work Area to Playhead	
N				Move end of Work Area to Playhead	
J				Jump to previous Keyframe	
K				Jump to next Keyframe	
Home				Jump to start of Timeline	
End				Jump to end of Timeline	
F2				Deselect all layers	
W				Rotate tool	Remember: "Wotate"
R				Rotation parameter	
P				Position parameter	
S				Scale parameter	
T				Opacity parameter	Remember: "Opaci-TEE"
PgUp				Move Playhead one frame back	Add Shift Key = 10 Frames
PgDn				Move Playhead one frame forward	Add Shift Key = 10 Frames
C				Toggle camera tools	For 3D. Unified, orbit, move X-Y, move Z
F9				Easy ease Keyframes	
⌘	⌘			Open media in native player	
⌘	(num)			View colour channels	1. Red, 2. Green, 3. Blue, 4. Alpha
⌘	⇧	J		Jump to time	Type [300] or [3.] to jump to 3 seconds.
⌘	⌘			Toggle fill/stroke for shape	Fill, colour, linear gradient, radial gradient, no fill (for both fill and stroke).
(hold) ⌘	⌘			Draw shape/mask away from centre	Hold after starting to drag shape/mask/etc. out.
⌘	Y			New solid	
⌘	⇧	Y		Solid settings	
(hold) ⌘	⌘			Pan screen in Composition Panel	Temporarily selects Hand tool.
⌘	D			Duplicate	
(hold) ⌘	⌘			Replace media	When dropping media into Timeline (Layer must be selected in Timeline).
⌘				Preview	Not full RAM Preview (eg. audio not included).
~				Expand to full screen	Applies to pane currently under cursor.
⌘	[Trim In point to Playhead	
⌘]			Trim Out point to Playhead	
[Move In point to Playhead	
]				Move Out point to Playhead	
+				Zoom Timeline in	Zooms to Playhead
-				Zoom Timeline out	
⇧				Snap to object	Eg. snap Keyframe to Playhead.

Key1	Key2	Key3	Key4	Action	Notes
↑	⌘	C		Pre-compose	
(num)				Select (number) layer	1 = layer 1 21 = layer 21
⌘	↑			Select layer above	
⌘	↓			Select layer below	
⌘	(key)			Add Keyframe for specific parameter	Eg. [⌘T] adds Keyframe for Opacity.
↑	⌘	(key)		Edit settings of specific parameter	P: Position, O: Opacity, R: Rotate.
(hold)	⌘			Time-stretch keyframes (relative to first and last selected Keyframes)	Keyframes to be stretched must be selected.
/				Composition screen to 100%	
⌘	/			Fit to panel	
<				Zoom Composition screen out	
>				Zoom Composition screen in	
⌘	Z			Undo	
⌘	S			Save	
⌘	A			Select all	
⌘	I			Import media	
↑				Nudge up	Hold ↑ to nudge 10x distance.
↓				Nudge down	Hold ↑ to nudge 10x distance.
→				Nudge right	Hold ↑ to nudge 10x distance.
←				Nudge left	Hold ↑ to nudge 10x distance.
⌘	⌘	↑	S	Increment and Save	
B				Set Start Of Work Area	(Begin)
N				Set End Of Work Area	(Nend)
↑	Home			Go To Start Of Work Area	
↑	End			Go To End Of Work Area	
*				Set Marker	On Numbers Pad - On Layer if Active. Can Tap When Ram Preview is In Playback