

HOUDINI SHORTCUTS

Pane by Pane

Main Menu

Particle/Contex/Scene View

Network View

Parameters

Common List Controls

Tree View

Take List

Light Linker

Material Palette

Parameter Spreadsheet

Textport

Python Shell

Channel Editor

Channel List

Motion View

Render Scheduler

Composite View

Shader View

Render View

Bundle List

Details View

Handle List

Help Browser

Time Line

OSX Differences

Mplay

MAIN MENU

New File **Alt + n**
 Open File **Alt + o & Ctrl + o**
 Save File **Alt + s & Ctrl + s**
 Save File As **Alt + Shift + s & Ctrl + Shift + s**
 Quit Application **Alt + q & Ctrl + q**
 Merge Files **Alt + m**

 Undo **Alt + u & Ctrl + z**
 Redo **Alt + r & Ctrl + x**

 Cut **Alt + x & Ctrl + x**
 Copy **Alt + c & Ctrl + c**
 Paste **Alt + v & Ctrl + v**

 Aliases and Variables **Alt + Shift + a**

 Compositing Settings **Alt + Shift + i**
 Clear Compositing Cache **Alt + Shift + r**
 Set Key Frame **k**

 New Desktop **Alt + d**
 Desktop Manager **Alt + Shift + D**

 Network Pane **Alt + Shift + w**
 Channel Editor **Alt + Shift + f**
 HScript Textport **Alt + Shift + t**
 Python Shell **Alt + Shift + p**
 Material Palette **Alt + g**
 Performance Monitor **Alt + y**
 Audio Dialog **Alt + i**
 Cache Manager **Alt + Shift + m**

 Rename Selected Dialog **Alt + w**
 Find Node **Alt + f**

 About Houdini **Alt + Shift + v**

New Pane tab **Ctrl + t**
 Tear off Pane tab **Alt + Shift + c**
 Next Pane tab **Ctrl + Page Down & Ctrl + Tab**
 Previous Pane tab **Ctrl + Page Up & Ctrl + Backtab**
 Close Pane tab **Ctrl + w**
 Close all Pane tab **Alt + /**
 Network Control **Alt + **
 Move Playbar Here **Alt + p**
 Maximize Pane **Ctrl + b & Alt + `**
 Split Pane Left/Right **Alt + [**
 Split Pane Top/Bottom **Alt +]**
 Select Viewport **Ctrl + n**
 Edit Path as Text **Ctrl + i**
 Scene View **Alt + 1**
 Network View **Alt + 2**
 Parameters **Alt + 3**
 Tree View **Alt + 4**
 Textport **Alt + 5**
 Channel Editor **Alt + 6**
 Material Palette **Alt + 7**
 Details View **Alt + 8**
 Context View **Alt + 9**

 Play Forward **Up Arrow**
 Play Back **Down Arrow**
 Next Frame **Right Arrow**
 Previous Frame **Left Arrow**
 First Frame **Ctrl + Up Arrow**
 Next Scoped Key **Ctrl + Right Arrow**
 Previous Scoped Key **Ctrl + Left Arrow**

PARTICLE/CONTEX/SCENE VIEW
 Select **s**
 Move **t**
 Rotate **r**
 Scale **e**
 Handle **Enter**

 View **Esc**
 Tool Menu **Tab**
 Repeat Last Tool **q**
 Object **1**
 Points **2**
 Edges **3**
 Primitives (Faces) **4**
 Vertices **5**
 Particles **6**
 Dynamics **7**
 Toggle Object/Geometry **F8**

 Toggle Wireframe/ **w**
 Shaded
 Display Options **d**
 Restore Camera View **[**
 Ortohographic/ **o**
 Perspective
 Select Viewport/ **n**
 No objects
 Select All **a & Ctrl + a**
 Invert Selection **Ctrl + i**

 Tumble **LMB**
 Pan **MMB**
 Dolly **RMB**
 Home Grid **h**
 Home All **a**
 Home Selected **g & Shift + g**
 Frame Grid **f**
 Frame All **Shift + a**
 Frame Selected **Shift + f**
 Expand Viewport **b**
 Select Viewport **n**
 Perspective View **1**
 Top View **2**
 Front View **3**
 Right View **4**
 UV View **5**

Single View **Ctrl + 1**
 Four Views **Ctrl + 2**
 Two Views Stacked **Ctrl + 3**
 Two Views Side by Side **Ctrl + 4**
 Three Views Split Bottom **Ctrl + 5**
 Three Views Split Left **Ctrl + 6**
 Four Views Split Bottom **Ctrl + 7**
 Four View Split Left **Ctrl + 8**

Grid **x**
 Primitive (Curve) **c**
 Point **v**
 Multi-Snapping **Ctrl + j**

NETWORK VIEW

Tool Menu **Tab & Backspace**
 Next Pane **Alt + Left Arrow**
 Previous Pane **Alt + Right Arrow**

 Select All **a**
 Turn on Bypass Flag **b + Cursor Sensitive**
 Color Palette **c**
 Display Options **d**
 Drop on Wire **e**
 Focus - Pans and zooms **f**
 Focus /Home In Large **g**
 Focus - Pans and centers **h**
 Dive Into Network **i & Enter**
 ? **j**
 Set Key Frame at **k**
 Obj level
 Layout and center **l**
 ? **m**
 Toggle Names **n**
 Overview Window **o**
 mini Parameter Editor **p**
 Repea t Last Tool **q**
 Reorder Inputs **r**

HOUDINI SHORTCUTS

Toggle Splines **s**
Tree List View **t**
Jump Up out of Network **u**
Scope Channel **v**
Outliner View **w**
Group Menu **x**
? **y**
Previous Zoom Level **z**

? **Shift + a**
Bypass Flag **Shift + b**
Create Subnet **Shift + c**
Hide Selected **Shift + d**
Expose All **Shift + e**
Focus Selected - **Shift + f**
Pans and zooms
Add group **Shift + g**
Focus Selected - **Shift + h**
Pans and centers
layout selected **Shift + l**
Add Network **Shift + n**
Save .hip file **Shift + s**

Select All **Ctrl + a**
Copy **Ctrl + c**
Find Node Dialog **Ctrl + f**
Create Network Box **Ctrl + n**
Create Sticky Note **Ctrl + p**
Save .hip file **Ctrl + s**
Cut **Ctrl + x**
Paste **Ctrl + v**

Display **1**
Render **2**
Add file Operator = **& `**

Delete **Delete**
Select First Input **Page Up**
Select First Output **Page Down**

Select Left Sibling **Shift + Page Up & ,**
Select Right Sibling **Shift + Page Down & .**

PARAMETERS

Set Keyframe **k**
Toggle AutoKey **Alt + k**
Key Handle **Ctrl + k**
Key Translate **Shift + t**
Key Rotate **Shift + r**
Key Scale **Shift + e**
Revert to Previous Value **Shift + RMB**
Scope Appended **Shift + LMB**
Parameters
Scope Parameters **Shift + RMB**
Set Key Frame **Alt + LMB**
Remove Key Frame **Ctrl + LMB**
Edit Expression **Alt + e**
Delete Channel **Ctrl + Shift + LMB**
Read Expression **RMB + Label**
Read Expression **MMB + Label**
Export Parameter to **Alt + MMB**
Type Properties

COMMON LIST CONTROLS

Move Up List **Up Arrow**
Move Down List **Down Arrow**
Expand **Left Arrow**
Collapse **Right Arrow**
PageUp **PageUp & Ctrl + b**
PageDown **Page Down & Ctrl + f**
Sort Ascending **Shift + a**
Sort Descending **Shift + d**
Sort Nothing **Shift + n**
Edit Name **Enter**
Delete **Delete**

TREE VIEW

Edit Network **i & Enter**
Toggle Display **l**
(Network View Object)
Previous Error Node **Shift + e**
Next Error Node **e**

TAKE LIST

Append Take **Shift + t**
Insert Take **Insert**
Copy Take **Alt + c & Ctrl + c**
Show Take Controls **w**

LIGHT LINKER

Open Spreadsheet **w**

MATERIAL PALETTE

Delete Entry **Delete**
Duplicate Entry **d**
Edit **Enter**

PARAMETER SPREADSHEET

Full Node Path **n**
Select None **c**
Open Parameter Tree **w**

TEXTPORT

External Editor **Alt + e**

PYTHON SHELL

none

CHANNEL EDITOR

Import into Displayed >
Parameters...
Export Displayed <
Channels as...
Isolate Channels (Only **i**

PARAMETERS

Display Selected
Channels)
Include Channels **Shift + i**

Cut **Alt + x & Ctrl + x**

Copy **Alt + c & Ctrl + c**

Paste **Alt + v & Ctrl + v**

Delete **Delete**

Tie/Untie **t**

Set Selection to **b**

Default Values

Set Selected Slopes to **0**

Zero

Smooth Selected Slopes **9**

Home Channels **g**

(Current Graph)

Home Channels **h**

(All Graphs)

Home Play Back Range **j**

(All Graphs)

Home Global Range **Shift + j**

(All Graphs)

Frame Selection **f**

Vertical Adapt **v**

Show Scale Handle **y**

Show Full Channel **n**

Names

Show Channel Names **Shift + n**

Show Group List **x**

Show Channel Lister **Tab or Backspace**

Create Time Group from **q**

Selected Keys

Attach/Detach Selected **a**

Keys to/from Time

Group

Toggle Pinning on **Shift + p**

HOUDINI SHORTCUTS

all groups
 Create groups **g**
 Creat groups from **Shift + g**
 Scoped
 Create Groups from **Ctrl + g**
 Display
 Select All **a & Ctrl + a**

Create Group from all **Shift + g**
 Unscope All **c**
 Display all scoped **d & Ctrl + d**
 channels
 Select all Values **a & Ctrl + a**
 Toggle Pinning on All **Shift + p**
 Show Pin Status **Ctrl + p**
 Show Value Fields **v**
 Show Node Headers **h**
 Use Parameter Labels **l**

CHANNEL LIST

Toggle Pinning **p**
 Add Displayed to groups **+**
 Remove Display from **-**
 groups
 Set groups to displayed **=**
 Set Key on groups **Ctrl + k**
 Remove Key from groups **Ctrl + Shift + k**
 Collapse Children **c**
 Merge Groups Together **m**
 Display Related **d**
 Operators
 Select Related Operators **s**
 Select Terminal **Shift + s**
 Operators
 Delete Groups **Delete**

Toggle Pinning on **Shift + p**
 all groups
 Create groups **g**

Creat groups from **Shift + g**
 Scoped
 Create Groups from **Ctrl + g**
 Display
 Select All **a & Ctrl + a**

MOTION VIEW

Home **h**
 Horizontal Adapt **Shift + h**
 Vertical Adapt **Shift + v**
 Timebar **t**
 Labels **l**
 Handles **tab & y**
 Dots **d**
 Extend Regions **x**
 Raw Edit and Scope Tool **e**
 Units **Shift + u**
 Grid Detail **g**

RENDER SCHEDULER

Suspend All Jobs **s**
 Restart All Jobs **r**
 Kill All Jobs **Shift + k**
 Clear Completed Jobs **c**

COMPOSITE VIEW

Snap Options **Ctrl + Shift + j**

SHADER VIEW

Object **m**
 Resolution **l**
 Transparency **a**
 Home **h**

RENDER VIEW

Cancel Render **Esc**
 Display Options **d**
 Inspector **i**
 Home/Focus **g & h**

Detail View **m**
 Repair Zoom **/ & Shift + /**
 Zoom In **= & +**
 Zoom Out **-**

RGBA **`**
 Red **1**
 Green **2**
 Blue **3**
 Alpha **4**

BUNDLE LIST

New Bundle **Shift + b**
 Duplicate Bundle **Shift + d**
 Delete Bundle **Delete**
 Cut **Alt + x & Ctrl + x**
 Copy **Alt + c & Ctrl + c**
 Paste **Alt + v & Ctrl + v**
 Show full path **f**
 for Bundle Nodes

DETAILS VIEW

Jump Up **u**
 Jump Down **i & Enter**
 Set Current Above **Page Up**
 Set Current Below **Page Down**
 Set Current Left **Shift + Page Up & ,**
 Set Current Right **Shift + Page Down**
& .

HANDLE LIST

Add Group **Shift + g**
 Add selection to groups **+**
 Remove selection **-**
 from groups
 Set groups equal **=**
 to selections
 Clear Groups **Shift + c**
 Expose Selected Handles **e**

CHANNEL LIST

Hide Selected Handles **h**
 Delete Selected Groups **Delete**
 Set Colors **d**
 to Default Values
 Open Group List **x**
 Open Hanle List **m**

HELP BROWSER

Find **Ctrl + f**

TIME LINE

Add Keys **Ctrl + k**
 Delete Keys **Delete**
 Cut **Alt + x & Ctrl + x**
 Copy **Alt + c & Ctrl + c**
 Paste **v**
 Stretch Paste **z**
 Cycle Paste **b**
 Replace **r**
 Visual Paste **Shift + v**
 Visual/Stretch Paste **Shift + z**
 Visual/Cycle Paste **Shift + b**
 Visual Replace **Shift + r**

Disable Key **d**
 Enable Key **e**
 Snap Selection to Keys **s**
 Select Entire Row **w**
 Clear Selection **q**
 Toggle Handle **y**
 Home Selection **g**
 Home All **h**
 Home Frame Range **Shift + j**
 Show Range Slider **Alt + t**

MPLAY

Open **Alt + o & Ctrl + o**
 Merge **Alt + m**
 Save Frame As... **Alt + f**
 Save Sequence As... **Alt + s**

HOUDINI SHORTCUTS

Save Preview **Alt + p**
Load Background **Alt + Shift + b**
Quit Application **Alt + q & Ctrl + q**

Detail View **m**
Inspector **i**
Zoom In = **& +**
Zoom Out **-**
Home **h**
Fit Window to Image **f**
Fit Image to Window **Shift + h**
Fullscreen **Ctrl + f**
Hide Extra UI **u**
Apply Changes to **v**
all views
Link Viewport Scrolling **s**
Maximize Current **b**
Viewport

Halt Current Render **Esc**
Halt All Renders **Alt + k**
Disconnect **Alt + i**

Play Forward **Up Arrow**
Play Reverse **Down Arrow**
Stop **Left Arrow &**
Right Arrow
Go to First Frame **Ctrl + Up Arrow**
Go to Previous Existing **Ctrl + Left Arrow**
Frame
Go to Next Frame **Ctrl + Right Arrow**
Realtime **p**
Set Houdini Frame **Ctrl + k**
Export Blocking **Ctrl + b**
Load Audio **Alt + a**

Reload Sequence **Alt + r**
Enable LUT **Ctrl + u**
Load LUT... **Ctrl + Shift + u**

Add Frame Comment... **Alt + c**

Preferences **Alt + Shift + s**
Profiles **Alt + Shift + p**
Display Options **d**
Sequence List **Alt + l**
Textport **Alt + Shift + T**

Snap Selection to Keys **s**
Select Entire Row **w**
Clear Selection **q**
Home Selection **g**
Home All **h**
Home Frame Range **Shit + j**

RGBA **`**
Red **1**
Green **2**
Blue **3**
Alpha **4**

Adapt Image to **?**
Fit Viewport
1:1 Exact Pixel Scale **/**

OSX DIFFERENCES

Delete is **Backspace**
Backspace is **Delete**
Combo **Command**
Combo **Function**

OSX DIFFERENCES