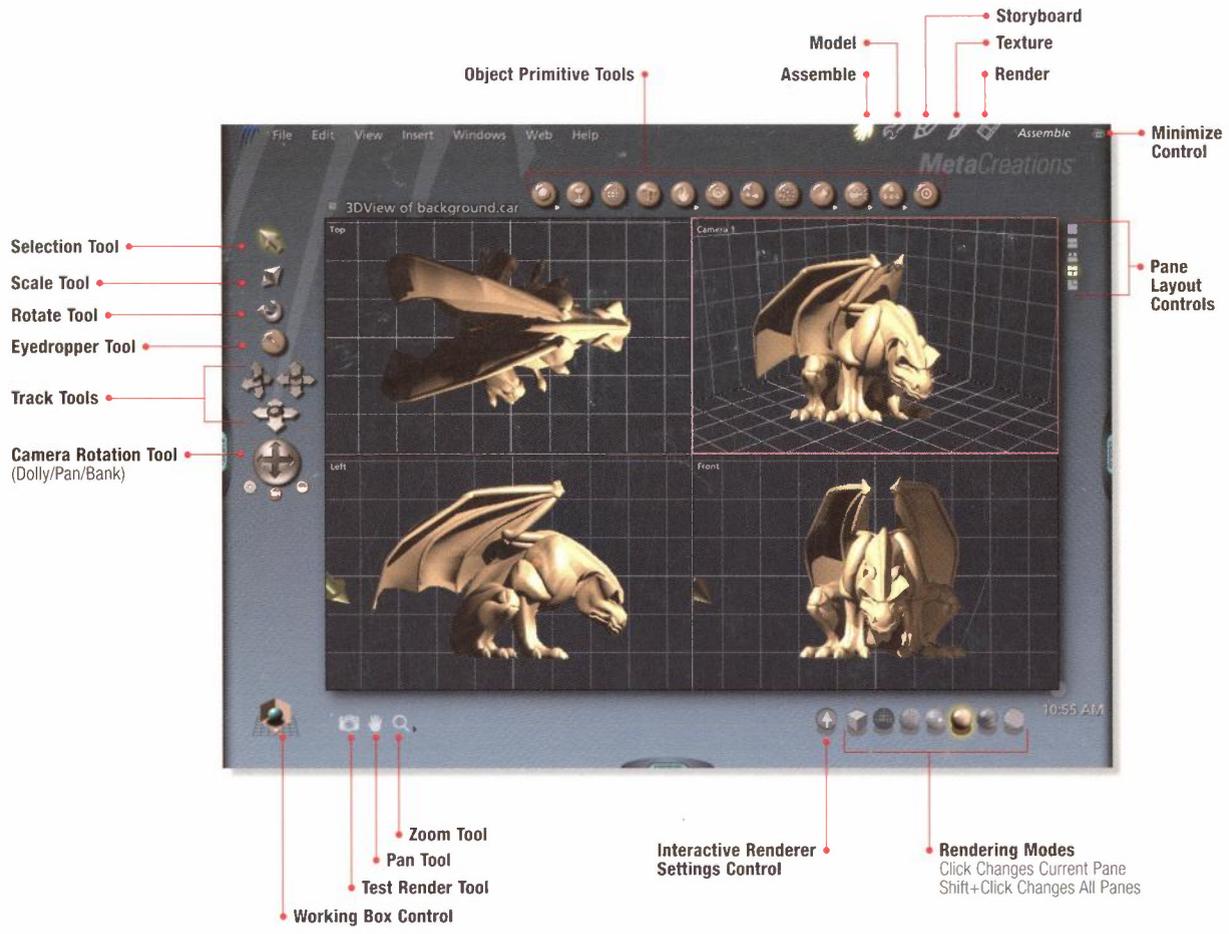




MetaCreations[®] CARRARA[™]

QUICK
REFERENCE
CARD



Assemble Room

Assemble

The Assemble room is used to create your scene, place objects, and specify effects.

Selection Tool

Scale Tool

Rotate Tool

Eyedropper Tool

YZ XY

Track Tools XZ

Camera Rotation Tool

Dolly Pan Bank

Tools

Object Primitive

- Vertex Object
- Spline Object
- Sphere
- Cube
- Cone
- Cylinder
- Icosahedron
- Plane
- Infinite Plane

Text Object

- Formula Object
- Fire
- Clouds
- Fountain
- Fog
- Earth

Environmental Primitives

Metaball Object

Particle Emitter Object

Spot

Bulb

Distant

Moon Light

Sun Light

Cameras

Lights

Conical

Isometric

Physical Forces

Target Helper Object

Directional Force

Point Force

Damping Force

Torque Force

Flow Force

Sequencer

Zoom Add Key Frame Animation Options Snap, Reverse, Repeat, and Mirror Toggles Time-Key Frame Current Time Allocated Time Frames per Second

Pick Tool Hides-Displays Tracks

Sequencer Master Objects Master Shaders

Keyframe Tweener Current Time Bar Drag to Resize

Properties Tray

Mesh Form : Primitive

Find:

Motion-Transform Modifiers Effects

General

Motion: Key Frame

No Parameters

Constraint: None

Transform

Coordinate System: World

	Center	Hot Point
X	0.30 °	0.30 °
Y	-0.47 °	-0.47 °
Z	13.74 °	13.74 °

Lock Center and Hot Point

Yaw	Pitch	Roll
-20.37 °	-8.36 °	12.71 °

Mirrored

Rotate around: Hot Point

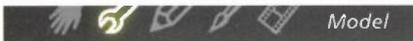
Size	Scaling
X 15.30 °	100.00 %
Y 15.31 °	100.00 %
Z 15.34 °	100.00 %
Overall	1345.13 %

Keep Proportions

Lock: Hot Point and Center

Drag to Scroll

Model Room

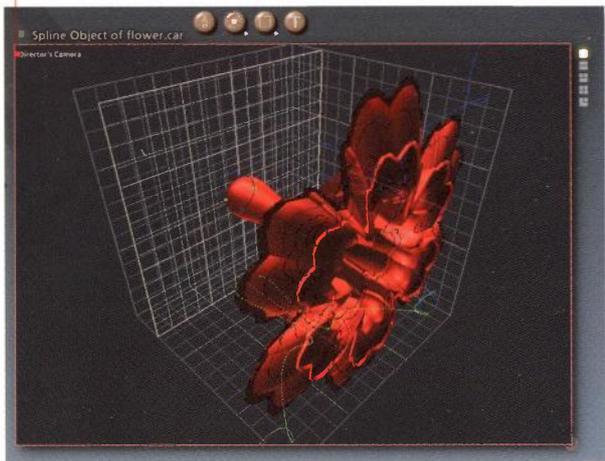


The Model room is where you create your own objects; it provides different modelers for the different types of objects.

Spline Modeler

Click to Change

Convert Point Tool
Pen Tool
Draw Rectangle Tool
Draw Text Tool

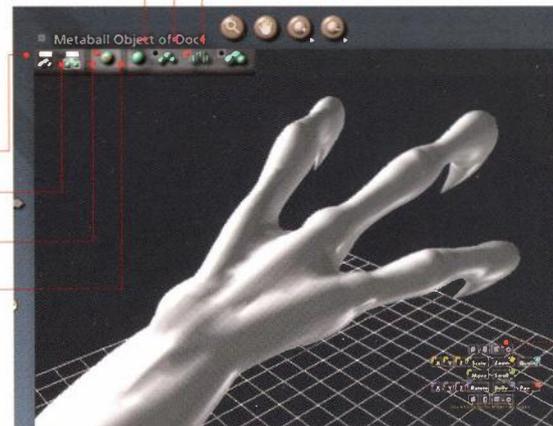


Metaball Modeler

Pan
Zoom
Metaball Primitives



Continuous Mesh Preview
Particles Preview
Primitive Preview
Set Selection Tool
Selective Primitive Tool
Display Negative Primitives
Renders: Wireframe-Shader



Ghost Menu

Vertex Modeler

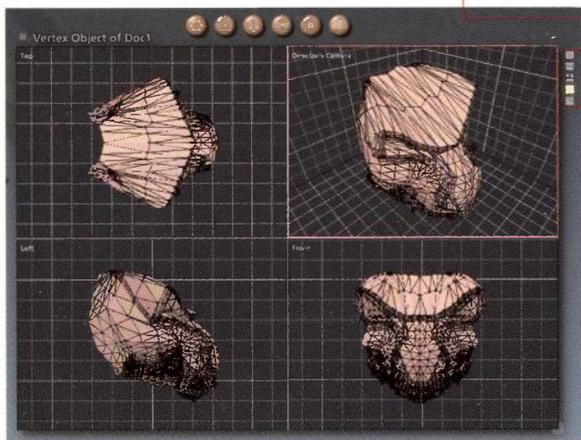
Marque Tool
Polyline Tool
Magnet Tool
Delete Tool



Crease Tool

Add Tool

Pane Layout Controls



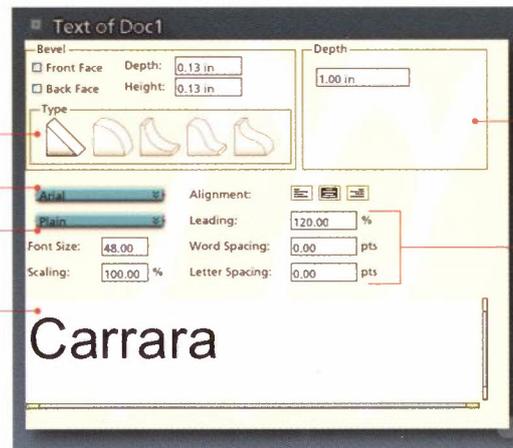
Text Modeler

Bevel Options

Font Options

Style Options

Text Entry



Extrusion Depth

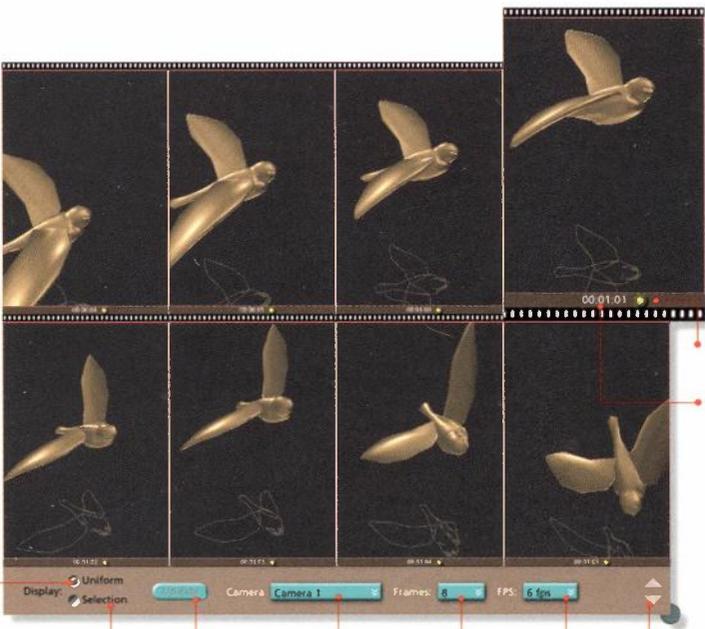
Text Attribute Settings

Storyboard Room



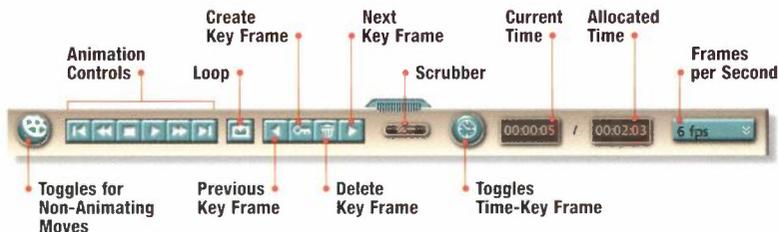
Storyboard

The Storyboard room is used to create animation storyboards.



Key frame Indicator
Displays Time or Frame Number

Display All Frames
Update
Choose a Camera
Set the Number of Frames to View
Set the Frame Rate
Scroll Frames



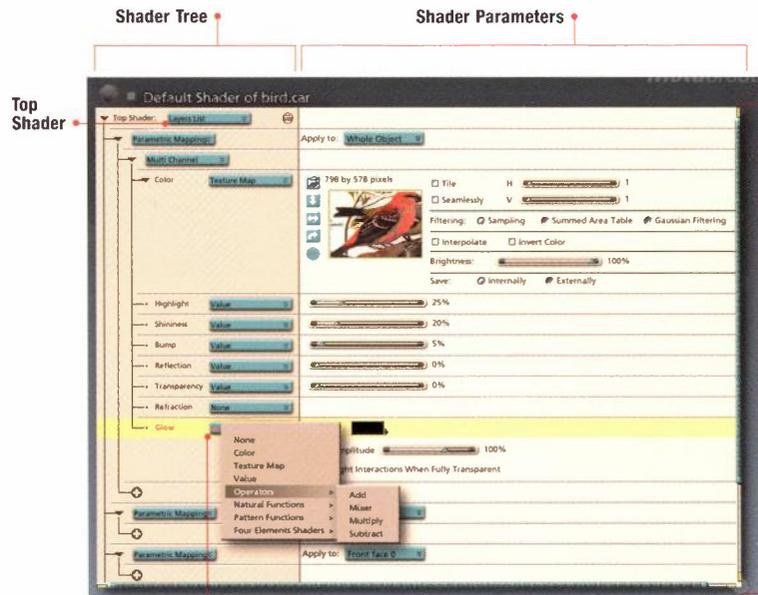
Texture Room



Texture

The Texture room is where you create, edit, and apply shaders to all or part of an object.

Shader Tree Editor



Top Shader

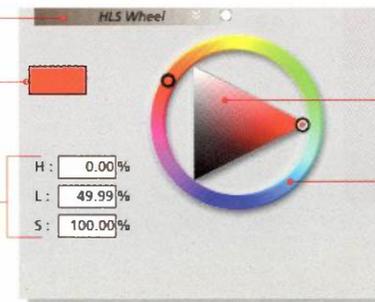
Click a Popup
Select a different Shader

Parameters Vary
Based on Selected
Shader Tree

Click Here to
Switch Color
Picker Types

Current
Selected Color

Type a Value



Click to Select
Intensity and
Saturation

Click to
Select a Hue

Rendering Room

Render

The Render room is where you specify render settings to render an image or an animation.

Renderer Settings

- Output Settings:** Width: 216.00, Height: 144.00, Resolution: 200 dpi, Keep Proportions: Pixel Aspect Ratio: 1.00
- Image Size:** Properties: Image Aspect Ratio: 1.50, 900 by 600 pixels, 2.06 Mbytes
- File Formats:** File Name: Default File Name: In Named File:



Renderer Settings

Output Settings

Progress/Statistics

Render Preview



Current Scene

- Render: 0%
- Scene File: 1999 Mustang.car, spaceship.car, Millennium2000.car

Batch Queue

- Render: 0%
- Scene File: ..._bird1.car, ..._bird1.avi, ..._goyle.car, ..._1921.car, ..._karakim.brp

Render the current scene

Render a list of files

ACTION MACINTOSH WINDOWS

File Menu		
New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Print	⌘-P	Ctrl-P
Preferences	⌘-Shift-P	Ctrl-Shift-P
Quit-Exit	⌘-Q	Alt-F4

Edit Menu		
Undo	⌘-Z	Ctrl-Z
Redo	⌘-Y	Ctrl-Y
Cut	⌘-X	Ctrl-X
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
Delete	Delete/Backspace	Delete/Backspace
Duplicate	⌘-D	Ctrl-D
Duplicate with Symmetry	⌘-Option-D	Ctrl-Alt-D
Select All	⌘-A	Ctrl-A
Select All Primitives	⌘-Option-A	Ctrl-Alt-A
Group	⌘-G	Ctrl-G
Ungroup	⌘-U	Ctrl-U
Align	⌘-K	Ctrl-K
Send to Origin	⌘-Shift-O	Ctrl-Shift-O
Center Hot Point	⌘-Option-H	Ctrl-Alt-H
Point At	⌘-M	Ctrl-M

View		
Send Working Box to Object	⌘-Option-Shift-B	Ctrl-Alt-Shift-B
Send Working Box to Origin	⌘-Option-B	Ctrl-Alt-B
Grid	⌘-J	Ctrl-J

Window		
Go to Assemble	⌘-1	Ctrl-1
Go to Model	⌘-2	Ctrl-2
Go to Storyboard	⌘-3	Ctrl-3
Go to Texture	⌘-4	Ctrl-4
Go to Render	⌘-5	Ctrl-5
Show-Hide Sequencer	⌘-H	Ctrl-H
Show-Hide Properties	⌘-I	Ctrl-I
Show-Hide Browser	⌘-B	Ctrl-B
Render Scene	⌘-R	Ctrl-R

Hot Keys		
3D View Layout	1/2/3/4/5	1/2/3/4/5
Last Pane Settings	L	L
Change Pane Focus	K	K
Camera Track YZ	Q	Q
Camera Track XY	W	W
Camera Track XZ	E	E
Camera Dolly	D	D
Camera Pan	P	P
Camera Bank	B	B
Selection Tool	T	T
Scale Tool	S	S
Rotate Tool	R	R
Eye Dropper Tool	Y	X
Area Render Tool	X	X
2D Pan	Spacebar	Spacebar
2D Zoom	Z	Z
Lock Hotpoint with Object	Capslock	Capslock

Keyboard Shortcuts

ACTION **MACINTOSH** **WINDOWS**

MODEL ROOM: SPLINE

File Menu

New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Print	⌘-P	Ctrl-P
Preferences	⌘-Shift-P	Ctrl-Shift-P
Quit-Exit	⌘-Q	Alt-F4

Edit Menu

Undo	⌘-Z	Ctrl-Z
Redo	⌘-Y	Ctrl-Y
Cut	⌘-X	Ctrl-X
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
Delete	Delete	Delete
Duplicate	⌘-D	Ctrl-D
Duplicate with Symmetry	⌘-Option-D	Ctrl-Alt-D
Select All	⌘-A	Ctrl-A

Sections

Center Cross Section	⌘-Shift-C	Ctrl-Shift-C
Set Shape Number	⌘-Shift-N	Ctrl-Shift-N
Cross Section Options	⌘-Option-N	Cmd-Alt-N

Arrange

Combine as Compound	⌘-Option-G	Ctrl-Alt-G
Break Apart Compound	⌘-Option-U	Ctrl-Alt-U

Geometry

Gnd	⌘-J	Ctrl-J
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Window

Go to Assemble	⌘-1	Ctrl-1
Go to Model	⌘-2	Ctrl-2
Go to Storyboard	⌘-3	Ctrl-3
Go to Texture	⌘-4	Ctrl-4
Go to Render	⌘-5	Ctrl-5
Show-Hide Sequencer	⌘-H	Ctrl-H
Show-Hide Properties	⌘-I	Ctrl-I
Show-Hide Browser	⌘-B	Ctrl-B
Render Scene	⌘-R	Ctrl-R

MODEL ROOM: VERTEX

File Menu

New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Print	⌘-P	Ctrl-P
Preferences	⌘-Shift-P	Ctrl-Shift-P
Quit-Exit	⌘-Q	Alt-F4

ACTION **MACINTOSH** **WINDOWS**

Edit Menu

Undo	⌘-Z	Ctrl-Z
Redo	⌘-Y	Ctrl-Y
Cut	⌘-X	Ctrl-X
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
Delete	Delete	Backspace
Duplicate	⌘-D	Ctrl-D
Duplicate with Symmetry	⌘-Option-D	Ctrl-Alt-D
Select All	⌘-A	Ctrl-A

View

Reset	⌘-Option-R	Ctrl-Option-R
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Selection

Weld	⌘-Shift-W	Ctrl-Shift-W
Link	⌘-L	Ctrl-L
Unlink	⌘-U	Ctrl-U
Move	⌘-Shift-T	Ctrl-Shift-T
Resize	⌘-Shift-S	Ctrl-Shift-S
Rotate	⌘-Shift-R	Ctrl-Shift-R

Window

Go to Assemble	⌘-1	Ctrl-1
Go to Model	⌘-2	Ctrl-2
Go to Storyboard	⌘-3	Ctrl-3
Go to Texture	⌘-4	Ctrl-4
Go to Render	⌘-5	Ctrl-5
Show-Hide Sequencer	⌘-H	Ctrl-H
Show-Hide Properties	⌘-I	Ctrl-I
Show-Hide Browser	⌘-B	Ctrl-B
Render Scene	⌘-R	Ctrl-R

MODEL ROOM: METABALL

File Menu

New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Print	⌘-P	Ctrl-P
Preferences	⌘-Shift-P	Ctrl-Shift-P
Quit-Exit	⌘-Q	Alt-F4

Edit Menu

Undo	⌘-Z	Ctrl-Z
Redo	⌘-Y	Ctrl-Y
Cut	⌘-X	Ctrl-X
Copy	⌘-C	Ctrl-C
Paste	⌘-V	Ctrl-V
Delete	Delete	Backspace
Duplicate	⌘-D	Ctrl-D
Duplicate with Symmetry	⌘-Option-D	Ctrl-Alt-D
Select All	⌘-A	Ctrl-A

ACTION **MACINTOSH** **WINDOWS**

View

Wireframe	⌘-Shift-Y	Ctrl-Shift-Y
Shaded	⌘-Option-Shift-Y	Ctrl-Alt-Shift-Y
Grid	⌘-J	Ctrl-J

Selection

Weld	⌘-Shift-W	Ctrl-Shift-W
Link	⌘-L	Ctrl-L
Unlink	⌘-U	Ctrl-U

Window

Go to Assemble	⌘-1	Ctrl-1
Go to Model	⌘-2	Ctrl-2
Go to Storyboard	⌘-3	Ctrl-3
Go to Texture	⌘-4	Ctrl-4
Go to Render	⌘-5	Ctrl-5
Show-Hide Sequencer	⌘-H	Ctrl-H
Show-Hide Properties	⌘-I	Ctrl-I
Show-Hide Browser	⌘-B	Ctrl-B
Render Scene	⌘-R	Ctrl-R

TEXTURE & RENDER ROOMS

File Menu

New	⌘-N	Ctrl-N
Open	⌘-O	Ctrl-O
Close	⌘-W	Ctrl-W
Save	⌘-S	Ctrl-S
Print	⌘-P	Ctrl-P
Preferences	⌘-Shift-P	Ctrl-Shift-P
Quit-Exit	⌘-Q	Alt-F4

Window

Go to Assemble	⌘-1	Ctrl-1
Go to Model	⌘-2	Ctrl-2
Go to Storyboard	⌘-3	Ctrl-3
Go to Texture	⌘-4	Ctrl-4
Go to Render	⌘-5	Ctrl-5
Show-Hide Sequencer	⌘-H	Ctrl-H
Show-Hide Properties	⌘-I	Ctrl-I
Show-Hide Browser	⌘-B	Ctrl-B
Render Scene	⌘-R	Ctrl-R

