Blackmagic Fusion Keyboard Shortcuts



mouse	S
Display Dialogue/Editor	
ctrl + space : Select Tool Dialogue	
ctrl + B : Bins	s
ctrl + M : Render Manager	s
F1 : Help for selected tool/object	
F4 : Toggle single/multiple viewer in area	S
F5 : Nodes Editor	S
F7 : Keyframes Editor	S
F8 : Spline Editor	S
F9 : Inspector - Tools	S
F11 : Inspector - Modifiers	
F12 : Render Settings	
S Nodes Editor	H
View selected node on:	ac
1 : Left viewer 2 : Right viewer	
3, 4, : Additional viewers	
if available (e.g. I/O card)	S
ctrl + F : Find nodes in flow	

shift + M : Modify only
shift + N : Done
shift + A : Select all points
shift+O: Close active polyline
shift + P : Publishes the selected points
<pre>shift + F : Set selected points to follow existing published points</pre>
<pre>shift + R : toggle rendering of polylines during manipulation</pre>
shift+B: Box for Spline Shaping
shift+K: Toggle display of key points
shift ⁺ H: Toggle display of spline handles
<pre>shift+T : Display numbers for each point (ids)</pre>
W + O ^{drag} : Only for B-Splines: Adjust smoothing tension at a point
E : Display the point editor dialogue
ctrl + alt + O : Toggle onion skinning on/off
Hold the following keys to perform an action around the mouse pointer:
S: Scale X: Scale in X Y: Scale in Y
T:Twist (Rotate)
shift : Restricts movement in x or y

shift

ctrl

: Display guides list G

> : Create a keyframe for selected tools/active splines at current timeline position.

3D Viewer

Κ

- Zoom/Pan controls work like in 2D
- Quad View displays 4 viewing angles

Θ : Rotate with middle mouse button alt

: Center view on selected object D

: Fit selected object F

F : Fit all objects in the scene shift +

A : Select all nodes in fow ctrl + V : Display Navigator ctrl + shift V : Paste instance copy of copied tool For all selected nodes do: F2 : Rename G : Group ctrl T: Swap FG/BG input ctrl L : Lock/unlock ctrl ctrl U: Toggle update mode P : Pass Through (deactivate) ctrl +

Spline Editor

: Allows to draw a rectangle to zoom ctrl + R into an area (region zoom) : Select all points of active splines ctrl + A

shift ⁺ K : Toggle display of key points



: Toggle display of spline handles

- : Show slider controls to adjust ease in and hout handles
- The relevant tools from the Polyline section work also in the Spline Editor
- The spline editor in the Inspector (e.g. curves tool) also uses these shortcuts but shortcuts using ctrl do not work. Furthermore, pan requires holding the ctrl key.

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© 2020, Bernd Klimm - vfxstudy.com. This is an unofficial cheat sheet created with the default configuration from Fusion Studio v16 under Windows. Minor deviations based on Fusion Version and OS are possible. Feedback? Please email me at bernd.klimm@vfxstudy.com. Download link: https://vfxstudy.com/tutorials/keyboard-shortcuts