

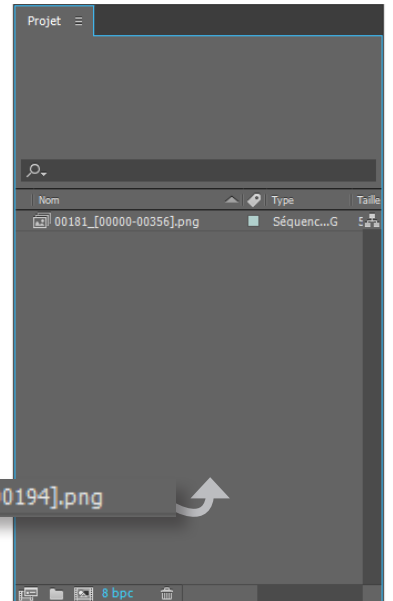
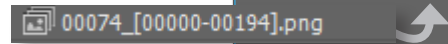
## Project

 +  Save

 +  +  Save as...

 +  +  +  Save incremental

 +  Import...



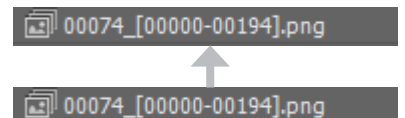
 +  Precise dragging



 +  Quick dragging

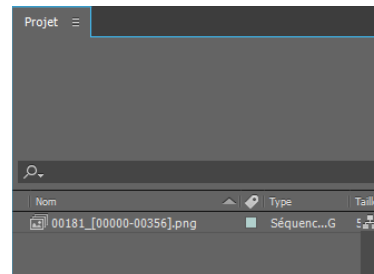


 +  Duplicate element

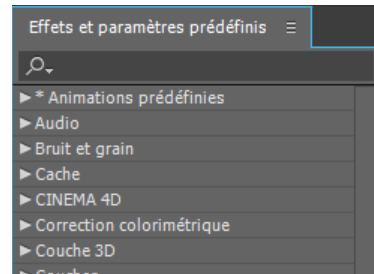


## Show/hide pannels

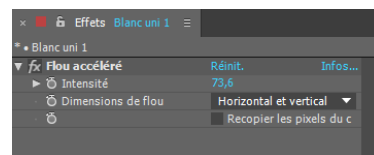
**Ctrl + 0** Project



**Ctrl + 5** Presets



**F3** Effects






## Tools


**V** Selection 

**W** Rotation 

**Y** Pan behind 

**C** Camera 

**G** Pen 

**Q** Shapes 

**Ctrl** + **B** Brush 

**Ctrl** + **T** Text 

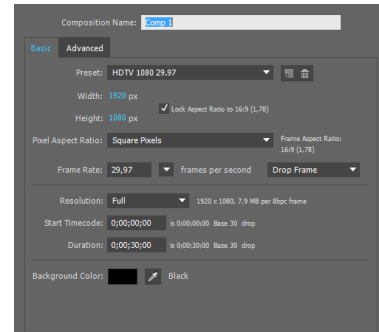
**Ctrl** + **P** Puppet 



## Composition

**Ctrl + N** New comp

**Ctrl + K** Comp parameters



**B** Work area start



**N** Work area end



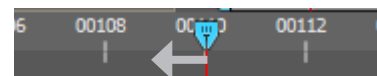
**,** Zoom out



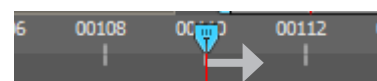
**:** Zoom in



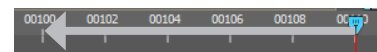
**⇧** Previous frame



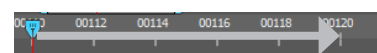
**⇩** Next frame



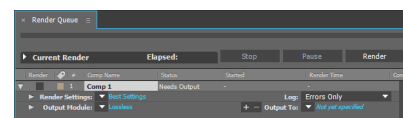
**⇧ + ⇧** Previous 10 frames



**⇧ + ⇩** Next 10 frames



**Ctrl + M** Add to render queue



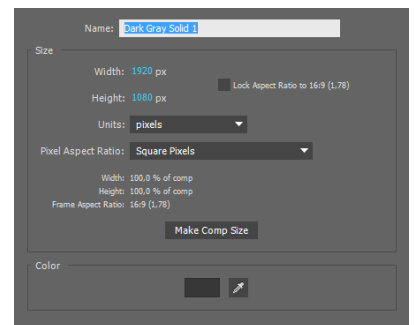
## Layer

**Ctrl** + **Y** New solid

**Ctrl** + **Alt** + **Y** New effects layer

**Ctrl** + **Alt** + **↑** + **Y** New null object

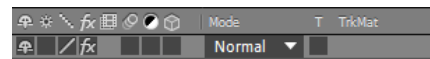
**Ctrl** + **↑** + **Y** Layer parameters



**Alt** + **ù** Trim start

**Alt** + **\$** Trim end

**F4** Display attributes





## Keyframes

**Alt** +  Move to prev. frame




**Alt** +  Move to next frame

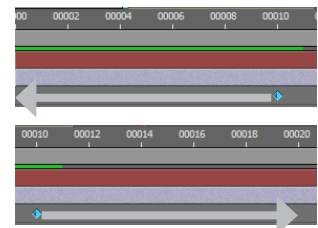
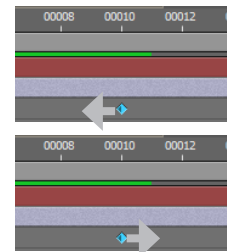
**Alt** +  +  Move 10 frames

**Alt** +  +  Move 10 frames

**Alt** +  Retime

**F9** Bezier 

**Ctrl** +  Linear or auto bezier  





## Properties



Add property

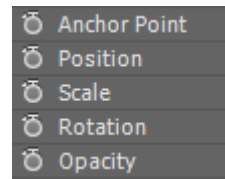
**A** Anchor Point

**P** Position

**S** Scale

**R** Rotation

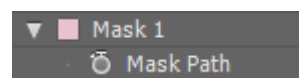
**T** Opacity



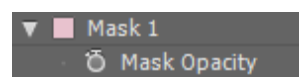
**M** **M** Mask



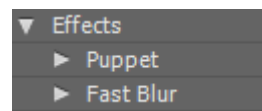
**M** Mask path



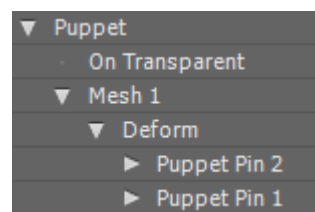
**T** **T** Mask opacity



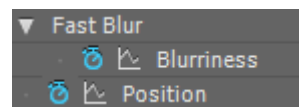
**E** Effects



**P** **P** Puppet



**U** Animated



**U** **U** Modified

