

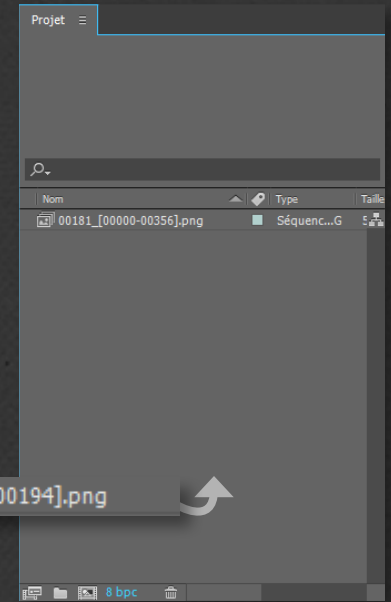
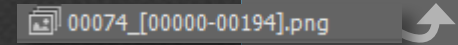
Project

Ctrl + S Save

Ctrl + ↑ + S Save as...

Ctrl + ↑ + Alt + S Save incremental

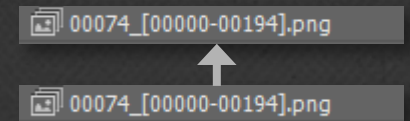
Ctrl + I Import...



Ctrl + [Icon] Precise dragging **60,0** → **60,1**

↑ + [Icon] Quick dragging **60,0** → **70,0**

Ctrl + D Duplicate element

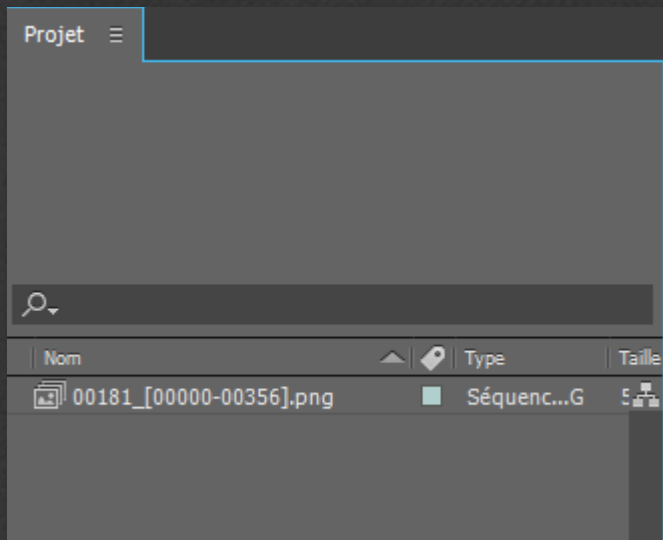


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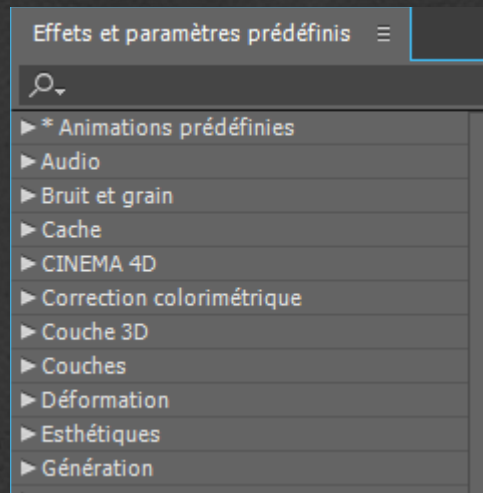


Show/hide pannels

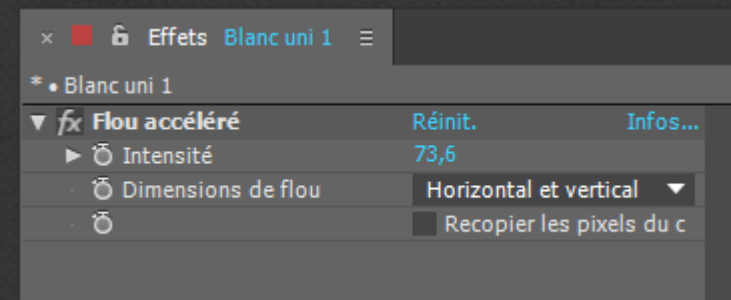
Ctrl + **0** Project



Ctrl + **5** Presets



F3 Effects



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Tools


V Selection 


W Rotation 


Y Pan behind 


C Camera 

G Pen 

Q Shapes 

Ctrl + **B** Brush 

Ctrl + **T** Text 

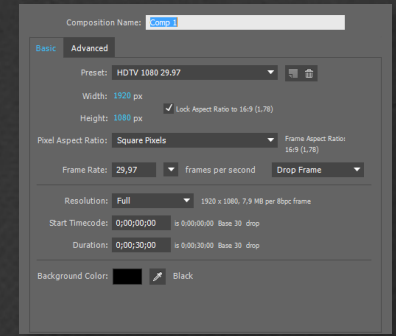
Ctrl + **P** Puppet 

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Composition

Ctrl + **N** New comp

Ctrl + **K** Comp parameters



, Zoom out



: Zoom in



B Work area start




N Work area end



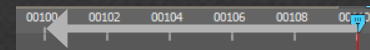
 Previous frame



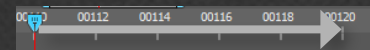
 Next frame



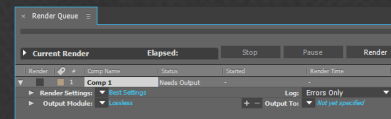
 +  Previous 10 frames



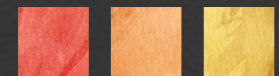
 +  Next 10 frames



Ctrl + **M** Add to render queue



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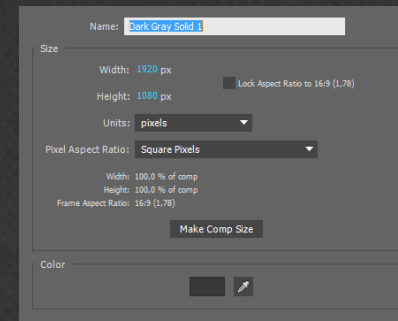
Layer

Ctrl + **Y** New solid

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

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

Ctrl + **↑** + **Y** Layer parameters



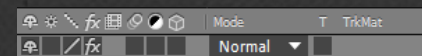
Alt + **ù** Trim start



Alt + **\$** Trim end



F4 Display attributes



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Keyframes

Alt +  Move to prev. frame

Alt +  Move to next frame




Alt +  +  Move 10 frames

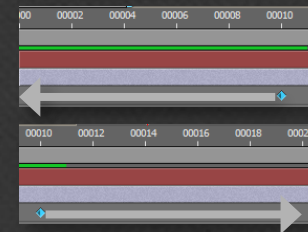
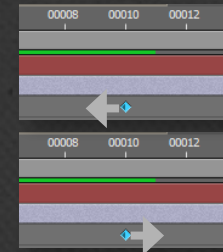
Alt +  +  Move 10 frames

Alt +  Retime



F9 Bezier 

Ctrl +  Linear or auto bezier  



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Properties



Add property

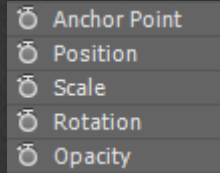
A Anchor Point

P Position

S Scale

R Rotation

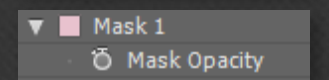
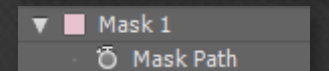
T Opacity



M M Mask

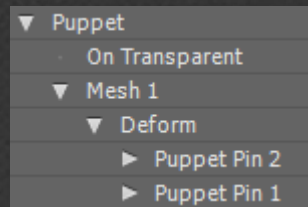
M Mask path

T T Mask opacity



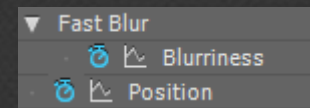
E Effects

P P Puppet



U Animated

U U Modified



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