Interface

- **F3:** toggles window mode
- **Tab**: toggles "interface" visibility
- **Shift+Tab:** toggles brush cursor visibility
- **Shift+F2:** adjust canvas area (Alt, LMB, RMB)
- **Ctrl+Delete**: starts a new project
- **Shift+Home:** window size reflects canvas size

Brushes

- **1...9:** set brush type
- **W:** toggles pressure sensitive brush size
- **E:** toggles pressure sensitive brush opacity
- **R:** toggles brush blur/sharpen (Ctrl)

Painting

- **Shift:** smudging / pushing
- **Ctrl:** erase
- **Alt+LMB:** pick a color from the paint on layer
- **Alt+RMB:** pick a color from the image
- **Space+LMB or Ctrl+RMB:** adjust brush size
- **[,]:** adjust brush size
- **C:** display local colorwheel
- **F:** brings up fluidity dial to mouse cursor
- **Shift+F:** brings up fluidity smudge
- **Ctrl+F:** brings up fluidity sharpness
- **B:** brings up material build-up parameter
- **Shift+B:** toggles between two build-up values
- **Ctrl+Shift:** to flatten the material gradually
- **Ctrl+Z:** undo/redo (only 1 undo per layer)
- **M**: toggle drawing modes (normal and additive blending)
- **N**: holding produces random colors
- **Shift+N**: restores the last color your were using
- **X**: toggles between two color settings
- **Z**: holding that let's you paint back the undone image

Layers

- **F9:** adds a new layer
- **Shift+Delete:** delete current layer
- **F12:** toggles hide on current layer
- **Shift+V:** move the paint on layer

- **Shift+Ctrl+F:** fill the current layer with the currently selected color at currently selected opacity
- **F10:** goes to previous layer
- **F11:** goes to next layer
- **Shift+F10**: moves the current layer under the previous layer
- **Shift+F11:** moves the current layer above the next layer
- **Shift+F9**: experimental merge of the currently layer onto the previous layer

Image

- **Delete:** clear the image (reflects mask,warp)
- **P:** set the background color to the selected color
- **F4:** Clamp, Repeat, Mirrored Repeat
- **F5:** toggle mirror modes (none, left half to right, right half to left)
- **Shift+F5:** commits mirror mode
- **F6:** flip image horizontally
- **F7:** flip image vertically
- **Alt+Shift+LMB**: pan the image
- **Alt+Ctrl+LMB**: zoom in and out
- **Alt+Shift+RMB or Alt+Ctrl+RMB**: resets zoom and pan
- **Ctrl+D:** makes whole canvas wet, if drying is turned on
- **Q:** toggles mask painting
- **Shift+Q**: sets current layer's alpha channel as mask for fluids

Image rotation

- **Alt+Shift+Ctrl+LMB:** rotate the canvas
- **-,=**: control canvas spinning speed
- **numpad +**: zoom in speed (2x increments)
- **numpad -**: zoom out
- **Home**: reset zoom, pan, rotation and stops spinning

Grid

- **G:** toggles visibility of the grid
- **Ctrl+G**: toggles editing of the grid

Grid editing

- **LMB:** dragging controls opacity (can go positive and negative)
- **Alt+LMB**: free station
- **Alt+RMB**: horizontal station
- **Alt+Shift+LMB**: drag horizontal and vertical position of the grid along current rotation axis
- **Alt+Ctrl+LMB:** drag horizontal and depth position along current rotation axis
- **Shift+LMB**: drag horiz. and vert. cam axis
- **Ctrl+LMB**: drag horizontal and depth cam axis
- **Mousewheel** controls amount of subdivisions of the grid box
- **Shift+Mousewheel** controls lens distortion
- **Ctrl+Mousewheel**: controls field of view

Controlling fluids

- **D**: toggles drying on/off
- **Cursor left/right:** adjust fluidity. You can adjust that while you are painting.
- **-,=**: adjust fluid sharpness
- **_,+**: adjust fluid smudge

Controlling light

- **Shift+arrows**: move the light source (x, y)
- **Shift+PageUp/PageDown**: moves the light source along z (in and out of the image)
- **L**: set the light color to current
- **Shift+L**: set the ambient light color to current

Controlling bumpiness

- **Ctrl+cursor up/down**: adjusts glossiness
- **Ctrl+cursor left/right**: adjusts diffusion
- **Ctrl+PageUp/PageDown**: adjusts metalic
- **Cursor up/down**: adjusts the bump height of the paint. This is per layer.

Texture

- **T:** toggles texture
- **I:** invert texture
- **Ctrl+P**: to create and toggle between canvas textures based on either procedurals or your current layer's material build-up.