



ShapeLab by Leopoldy

Reference Sheet - AP99

Note: The features called out on this page can be found across modes and are available at all times.

Change Mode

Adjust View

Wireframe Fit Mesh to View

Undo/Redo

Tools
Varies by Mode (See Next Page)

Minimize
Exit

Model Settings

- Material
- Transform
- Remesh
- Mesh Density
- Topology Transform
- Merge and Separate

File

- New
- Load project...
- Save as...
- Quick save
- Export...
- Import model...
- Exit...

Settings

User Preferences

Cursor

Cursor contact highlight 100

3D cursor opacity 100

Show in Sculpt mode Scene mode

Active object ☐

Symmetry plane ☒

Object bounding box & pivot ☐

Edit mode grid ☐

Auto save

Autosave and frequency 10 min ☐

Delete files after 20 days ☐

Popup before autosave ☐

Miscellaneous

Undo history memory limit 5.0GB

Save brush settings with project ☒

Backface rendering ☐

Display Settings

Language selection

Display

Show wireframe [W] ☐

Show mirror planes [P] ☒

Show brush palette [Ctrl+L] ☒

Show brush modifiers [Ctrl+R] ☒

Viewport navigation

Rotation

Camera ☒ Object

Zooming method

Classic ☐ Object ☐ Cursor ☒

UI Scale

Show UI resize controls

**To adjust user interface*

Environment

Single Dark Single Gray Single Light

Clouds Solid black Solid blue

Solid red

Info

ShapeLab uses the following third-party software:

Boost C++ Libraries
Licensed under the Boost software license

Show license

Open homepage

Eigen
Licensed under the Mozilla Public License Version 2.0

Show license

Open homepage

fast_obj - Fast OBJ parser
Licensed under the MIT license

Show license

Open homepage

Autodesk® FBX® SDK

Help

Use tool/Select

Zoom

Grab

Rotate

[Alt] : Invert brush

[Shift] : Alternate brush

[W] : Wireframe on/off

[F] : Fit to mesh to view

[A] : Zoom in

[V] : Zoom out

[Ctrl] + [Z] : Undo

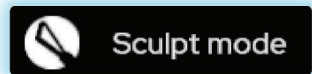
[Ctrl] + [Y] : Redo

[Ctrl] + [S] : Quick export

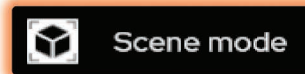
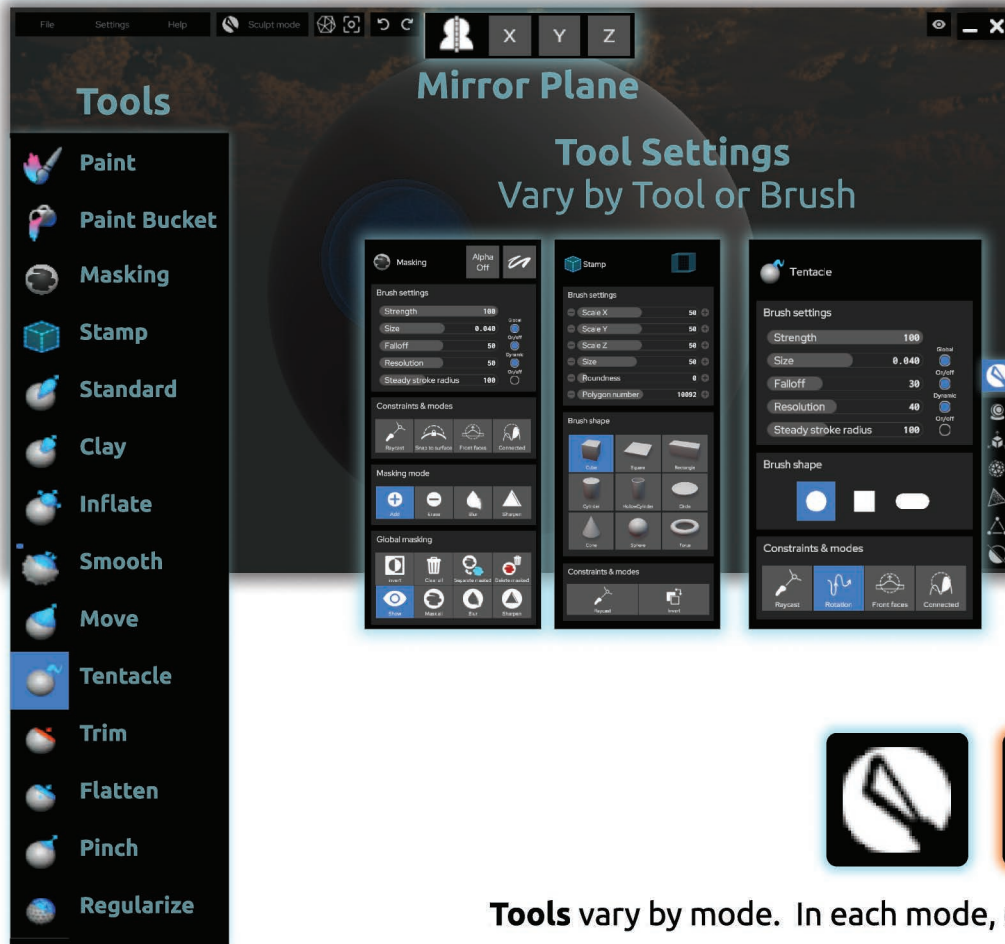
[S] + [Horizontal stylus movement] : Brush size

[R] : Raycast on/off

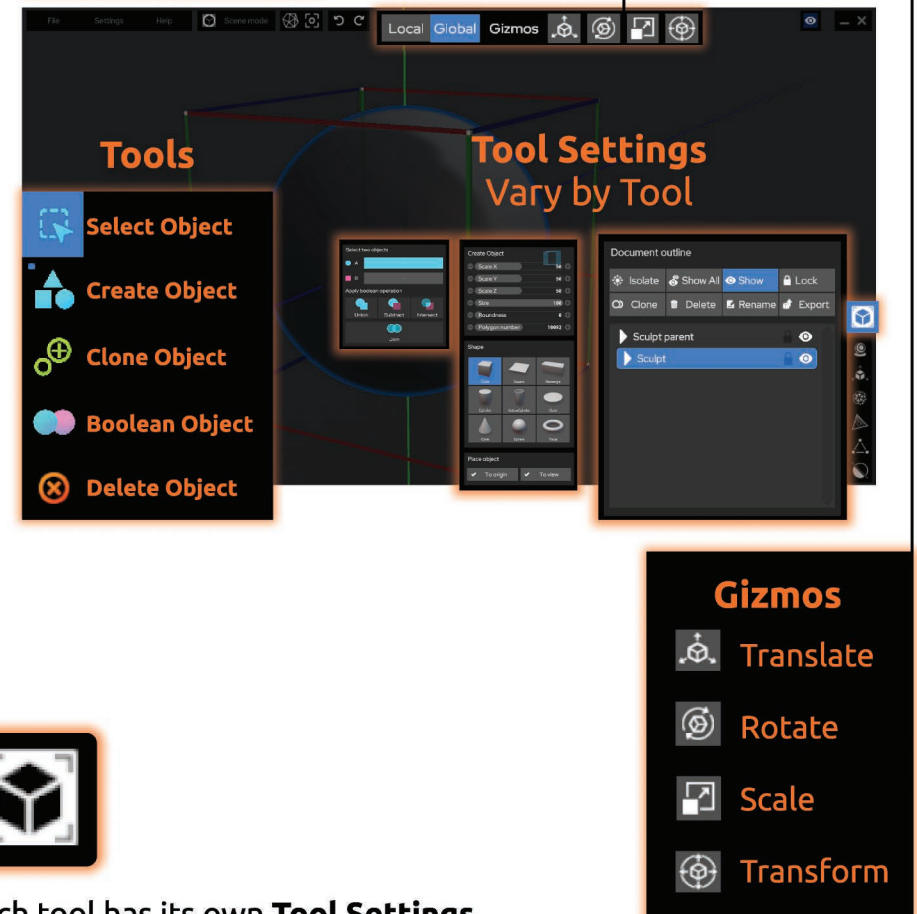
Note: The features called out on this page are dependent on which mode is active, either **Sculpt mode** or **Scene mode**.



Sculpt mode





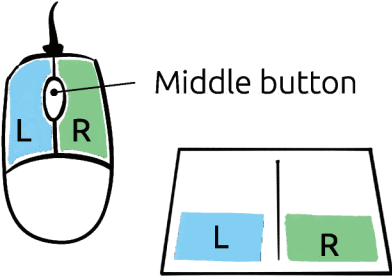
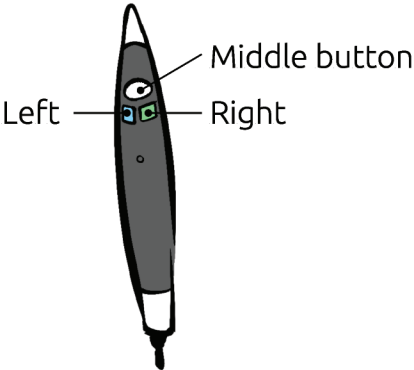
Scene mode



Tools vary by mode. In each mode, each tool has its own **Tool Settings**.





Controls and Navigation (Shortcuts)	 Sculpt mode	 Scene mode
Mouse or Trackpad 	<ul style="list-style-type: none">• Left Click - Sculpt, edit, select• Right Click - Rotate camera• Middle Button (Mouse Only) - Grab and move (pan) camera	<ul style="list-style-type: none">• Left Click - Select, Grab and move the object• Right Click - Rotate around camera• Right Click + CTRL - Rotate object• Middle button - Grab and move (pan) camera• Middle button + CTRL - Grab and move selected object(s)• Scroll - Zoom camera• Scroll + CTRL: Scale selected object(s)
zSpace Stylus 	<ul style="list-style-type: none">• Left button - Grab the scene and move around• Middle button - Sculpt, edit, select• Right button - Scale by moving the stylus back and forth	<ul style="list-style-type: none">• Left stylus button - Grab the scene and move around• Right stylus button + CTRL - Grab and move object• Middle stylus button - Select (ui or object)• Middle stylus button again after selecting object - Grab and move object• Right stylus button + CTRL - Scale object