



Quixel SUITE™ 2

Keyboard shortcuts

NDO Painter

Normal from paint stroke	Shift+Space	Creates a normal from the current paint stroke
Duplicate Layer	Ctrl+D	Duplicates the selected layer
Preview without mask	Hold N-Key	Previews without mask

DDO Painter

Bypass 3DO	Alt+Action	Bypasses 3DO most for most actions, such as changing values and deleting layers - for faster workflow.
Change values on all channels	Ctrl-Left click	Holding Ctrl while changing a slider value in DDO will change the value on all maps. (albedo, spec, gloss, etc)
Duplicate layer	Ctrl+D	Duplicates the selected layer
Change preview primitive	Arrow Up/Down	Cycles between different preview primitives
Change Skybox	Arrow Left/Right	Cycles between the different skyboxes (HDRIs)

3DO (Painting mode)

Brush size	B+RMB	Changes the brush size
Brush rotate	B+LMB	Rotates the brush
Brush opacity	B+LMB+RMB	Changes the opacity of the brush
Stroke	Click+Shift+Click	First stamp a brush then hold left shift and click again
Repeat last stroke	Shift+Ctrl+G	Repeats last stroke
Isolate Map	Numbers 1-5	Shows the different maps isolated
Show Mask	M	Shows the mask
Orthographic View	P	Toggles orthographic view ON/OFF
Switch Orthographic View	I/J/K/L	Toggles between orthographic views
Change fg/bg color	X	Switches between foreground (fg) and background (bg) color
Select Brush	B	Selects the brush
Select Eraser	E	Selects the eraser

3DO

UI ON/OFF	Spacebar	Toggles the UI ON and off
Color ID ON/OFF	Hold C-Key	Shows the ID Map
Assign Materiel	Shift+C+Left Click	Lets you assign a Materiel to a Color ID directly in the Viewport
Assign Selected Materiel	C+Left Click	Assigns the currently selected Layer/Group to a Color ID
Assign Selected Materiel to multiple IDs	Ctrl+C	Assign the layer to several color IDs by clicking on the color IDs
Orbit	Alt+LMB	Orbiting around the mesh
Pan	Alt+MMB	Panning
Zoom	Alt+RMB/Mousewheel	Zooming
Light horizontal orbit	Shift+RMB	Changes direction of IBL in horizontal orbit
Light vertical & horizontal orbit	Crtl+Shift+RMB	Changes direction of IBL in all orbits
Center Camera	F	Centers the Camera
Toggle Wireframe on shaded	W	Toggles the Wireframe ON/OFF