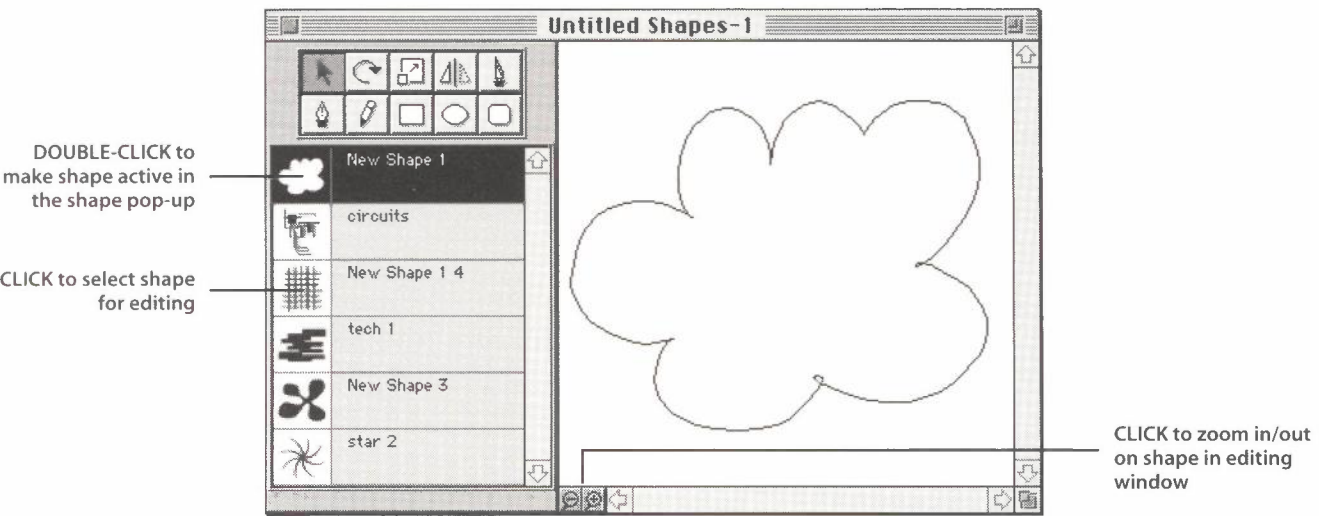







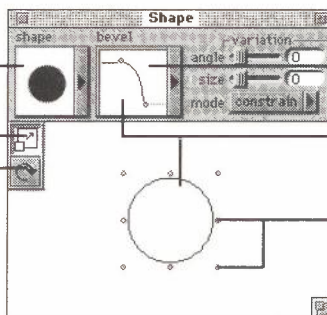


Specular TextureScape Reference Card



TOOL NAME	SHIFT	COMMAND	OPTION	CONTROL
 Arrow	Multiple selection	On Point: Cycles from plain point through curve point	Lasso marquee	Drag Handle: Changes curve point to smooth
 Rotate	Constrains rotation to 45° increments	—	—	Toggle to Arrow tool
 Scale	Uniform scaling	—	—	Toggle to Arrow tool
 Flip	Constrains rotation to 45° increments	—	—	Toggle to Arrow tool
 Pen	Constrains handles to 45° increments	—	On Curve: Add point On Point: Delete point	Toggle to Arrow tool
 Pencil	Connect each clicked point with a straight line	—	On Curve: Add point On Point: Delete point	Toggle to Arrow tool
 Razor	Constrains to 45° increments	—	—	Toggle to Arrow tool
 Polygon	Make shape of equal height and width	—	—	Toggle to Arrow tool

Specular TextureScape Reference Card



CLICK for the Shapes Pop-up Menu

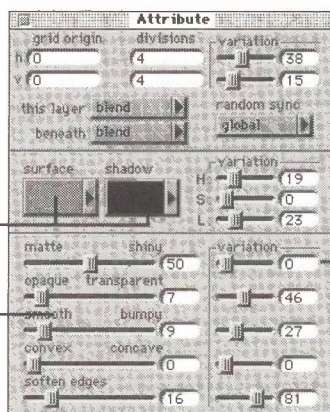
CLICK for the Bevel Pop-up Menu

COMMAND Key toggles between tools

DOUBLE-CLICK for the Shape Info Dialog

SHIFT Key constrains proportion when scaling

SHIFT Key constrains rotation to 45° increments



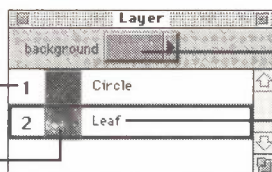
CLICK for the Color Pop-up Menu

DOUBLE-CLICK for the Apple Color Picker

CLICK next to sliders to change value by 10

TAB moves to next field

SHIFT-TAB moves to previous field



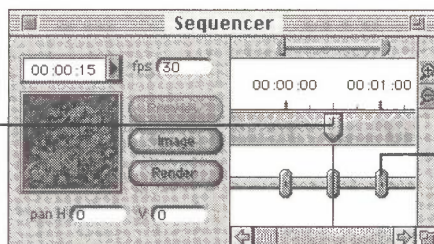
CLICK and DRAG the layer number to change the order of the layer

CLICK for the Color Pop-up Menu

DOUBLE-CLICK for the Apple Color Picker

CLICK anywhere on the layer to select it for editing

CLICK to highlight and edit name



DELETE a keyframe by moving the time marker over it and selecting CLEAR from the Edit Menu

CONTROL-drag snaps to movement to time increments

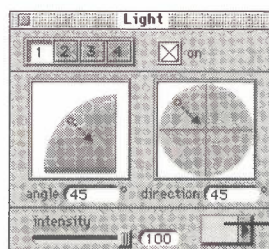
OPTION-drag duplicates keyframe

SHIFT-drag moves all keyframes that are to the right

COMMAND-drag squashes and stretches all keyframes that are to the right



CLICK here or press the ENTER Key to apply changes to the layer
Pressing COMMAND+." cancels the rendering of the current texture



CLICK for the Color Pop-up Menu

DOUBLE-CLICK for the Apple Color Picker