

## Blender Shortcut List

<b>Viewport</b> <b>Scene Rotation</b> = <i>Middle Mouse Button</i> <b>Scene Pan</b> = <i>Middle Mouse + Shift</i> <b>Scene Zoom</b> = <i>Middle Mouse + Ctrl</i>  <b>View Change</b> <b>Front</b> = <i>Numpad 1</i> <b>Side</b> = <i>Numpad 3</i> <b>Top</b> = <i>Numpad 7</i> <b>Ortho/Perspective</b> = <i>Numpad 5</i>  <b>Object Mode</b> = Tab <b>Transform</b> = <i>G</i> <b>Rotation</b> = <i>R</i> <b>Scale</b> = <i>S</i> <b>Lock to Axis</b> = <i>X, or Y, or Z</i> <b>Box Select</b> = <i>B</i> <b>Add Mesh</b> (& others) = <i>Shift + A</i> <b>Duplicate</b> = <i>Shift + D</i> <b>Combine Mesh</b> = <i>Ctrl + J</i> <b>Hide</b> = <i>H</i> <b>Un-Hide</b> = <i>Alt + H</i>	<b>Edit mode</b> = Tab <b>Selection Type</b> = <i>Ctrl + Tab</i> <b>Transform</b> = <i>G</i> <b>Rotation</b> = <i>R</i> <b>Scale</b> = <i>S</i> <b>Lock to Axis</b> = <i>X, or Y, or Z</i> <b>Box Select</b> = <i>B</i> <b>Add Mesh</b> = <i>Shift + A</i> <b>Select All</b> = <i>A</i> <b>De-Select All</b> = <i>A</i> <b>Create Edge Loop</b> = <i>Ctrl + R</i> <b>Select Loop</b> = <i>Alt+Left Click</i> <b>Edge Slide</b> = <i>Double Tap G</i> <b>Duplicate</b> = <i>Shift + D</i> <b>Box Select</b> = <i>B</i> <b>Extrude</b> = <i>E</i> <b>Knife</b> = <i>K</i> <b>Separate Mesh</b> = <i>P</i> <b>Merge</b> = <i>Ctrl+M</i> <b>Bevel</b> = <i>Ctrl+B</i> <b>Inset</b> = <i>I</i> <b>Inset Individual Faces</b> = <i>I+I</i> <b>Edges Menu</b> = <i>Ctrl+E</i> <b>Hide</b> = <i>H</i> <b>Un-hide</b> = <i>Alt + H</i> <b>UV Unwrap</b> = <i>U</i>
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