

## Blender Shortcut List

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