- Shift + MMB: Pan the view.
- Scroll Wheel: Zoom in/out.
- Numpad 0: Camera view.
- Numpad 1: Front view.
- Numpad 3: Side view.
- Numpad 7: Top view.
- Numpad 5: Toggle perspective/orthographic view.
Object Mode:
- G: Grab/move.
- S: Scale.
- R: Rotate.
- X/Y/Z: Constrain movement/scale/rotate to axis.
- Shift + X/Y/Z: Constrain to two axes.
- Tab: Switch between Object and Edit mode.
- Ctrl + A: Apply transformations.
- Ctrl + J: Join selected objects.
- Ctrl + L: Link objects' data.
- Ctrl + D: Duplicate.
- Shift + D: Duplicate and move.

General Navigation:

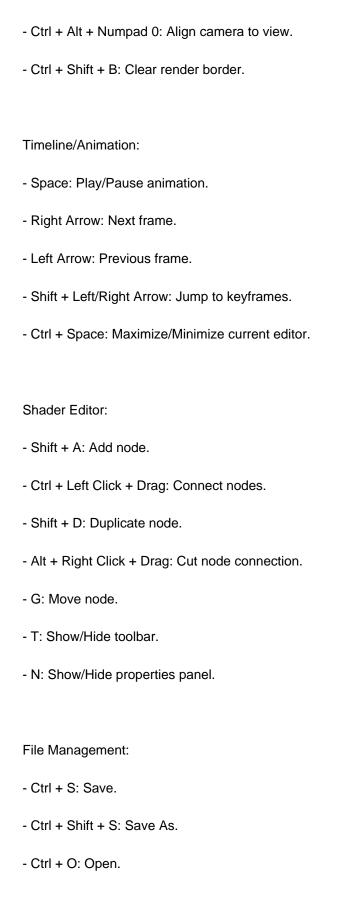
- Middle Mouse Button (MMB): Orbit the view.

- M: Move to collection.

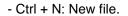
Edit Mode:

- Ctrl + R: Loop cut.

- E: Extrude.
- I: Inset face.
- Alt + E: Extrude along normals or individual faces.
- Ctrl + B: Bevel edges.
- K: Knife tool.
- Alt + M: Merge vertices.
- Shift + R: Repeat last action.
- F: Fill face/edge.
- Ctrl + E: Access edge menu.
Sculpt Mode:
- F: Adjust brush size.
- Shift + F: Adjust brush strength.
- Shift: Smooth while sculpting.
- Ctrl: Invert brush action.
- X/Y/Z: Symmetry along an axis.
Rendering and Camera:
- F12: Render image.
- Shift + F12: Render animation.



- Ctrl + B: Set render border.



- Ctrl + Z: Undo.
- Ctrl + Shift + Z: Redo.

#### Additional Shortcuts:

- Shift + Space + [Tool Key]: Access specific tools like grab, rotate, scale, etc.
- Alt + H: Unhide all hidden objects.
- H: Hide selected object/element.
- Shift + H: Hide unselected objects/elements.
- Ctrl + Alt + Q: Quad view.