

Category	Key Combination	Description
General Preferences	<b>Ctrl</b> + <b>Alt</b> + <b>U</b>	User Preferences
	<b>Ctrl</b> +	Show/Hide Properties Panel
	+	Toggle Maximise Area
Viewport Navigation	<b>1</b> , <b>2</b>	Front/Back View
	<b>3</b> , <b>4</b>	Left/Right View
	<b>5</b> , <b>6</b>	Top/Bottom View
	<b>7</b>	Ortho/Persp Toggle
	<b>Pad 0</b>	Enter/Exit Camera View
	<b>Ctrl</b> + <b>Pad 0</b>	Set Active Object as Camera
	<b>Ctrl</b> + <b>Alt</b> + <b>Pad 0</b>	Align Camera to View
	<b>S</b> +	Strafe Camera
	<b>S</b> +	Dolly Camera
	<b>S</b> +	Roll Camera
	<b>F</b>	Frame Selected
	<b>Pad ÷</b>	Isolate Selection
	<b>Z</b>	Shaded/Wireframe Toggle
	<b>Alt</b> + <b>Z</b>	Shaded/Material Toggle (Cycles)
	<b>Q</b>	Show/Hide Render View
	<b>G</b>	Show/Hide Grid
	<b>Ctrl</b> +	Show/Hide 3D Gizmo
Editing (Object)	<b>V</b>	Move Selected
	<b>S</b>	Scale Selected
	<b>R</b>	Rotate Selected
	+ <b>S</b>	Snapping Options
	<b>Ctrl</b> +  +	Place 3D Cursor
	+ <b>Alt</b> + 2x	Move Centre to Bounding Box
	+ <b>Alt</b> +	Move Centre to 3D Cursor
	<b>Alt</b> + <b>D</b>	Clone
	+ <b>D</b>	Duplicate
	+ <b>R</b>	Repeat Last Command
	+ <b>X</b>	Delete
	<b>Ctrl</b> + <b>0</b> .. <b>5</b>	Subsurface Modifier Level 0 .. 5
	<b>Ctrl</b> +  + <b>Y</b>	Enable/Disable Subsurface Modifier (Shows error dialogue if no modifier)
Editing (Mesh)	<b>Ctrl</b> +  + <b>Q</b>	Enable/Disable Cage (Subsurf Edit) (Shows error dialogue if no modifier)
	<b>T</b>	Select Vertices
	<b>E</b>	Select Edges
	<b>U</b>	Select Polygons
	+ <b>K</b>	Knife Tool
	<b>S</b> +	Search Menu
	<b>Ctrl</b> + <b>R</b>	Loop Subdivide
	<b>I</b>	Inset Polygons
	<b>Ctrl</b> + <b>D</b>	Extrude Polygons
	<b>Ctrl</b> + <b>B</b>	Bevel (Scroll to subdivide)
	<b>M</b>	Slide Vertex/Edge/Polygon
	<b>N</b>	Connect/Fill
	+ <b>V</b>	Rip
	<b>Alt</b> + <b>V</b>	Rip Fill
	<b>P</b>	Detach polygons as new mesh
	<b>K</b>	Add Edge Tool (Knife)
	<b>O</b>	Proportional Editing
	<b>Y</b>	Detach in same object
	<b>P</b>	Detach as new object
Selection (Mesh)	+ <b>Alt</b> +	Select Shortest Path
	+ <b>Alt</b> +	Select Edge Loop
	<b>Ctrl</b> + <b>Alt</b> +	Select Edge Ring
	<b>Ctrl</b> +	Lasso Select
	<b>Ctrl</b> +  +	Lasso Deselect
	<b>B</b>	Brush Select (Circle Select) ( to drop tool) ( to deselect)
	<b>Ctrl</b> + <b>L</b>	Select Polygon Island
	<b>Ctrl</b> + <b>Pad +</b>	Grow Selection
	<b>Ctrl</b> + <b>Pad -</b>	Shrink Selection