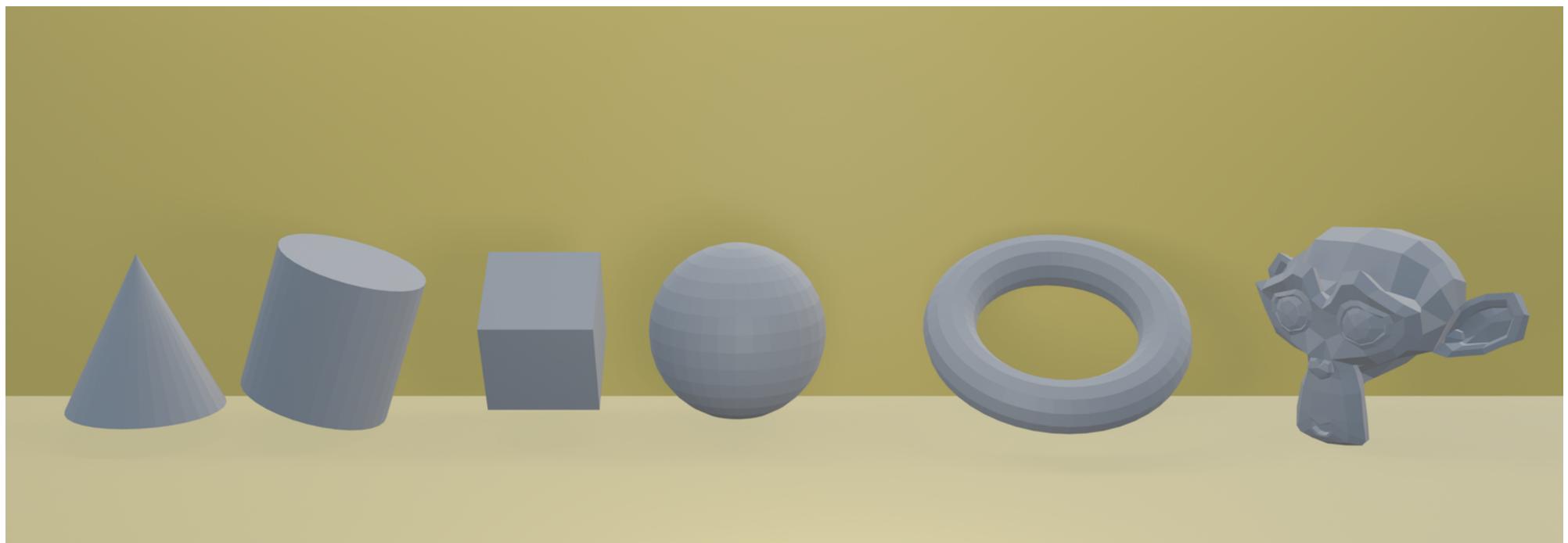


- Default Object to Add in Viewport

Shortcut →

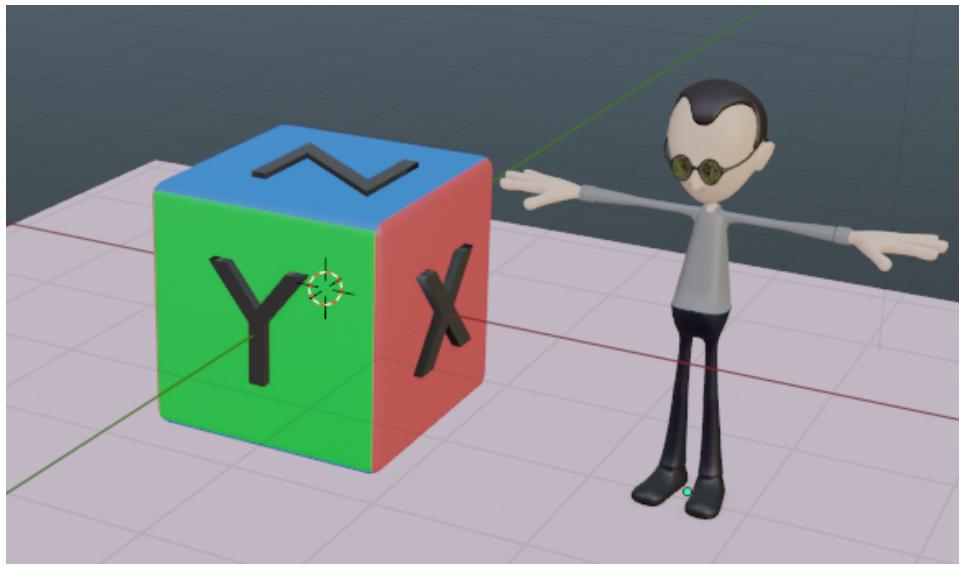
Shift+ A

OutPut



- **Viewport Control**

Shortcut



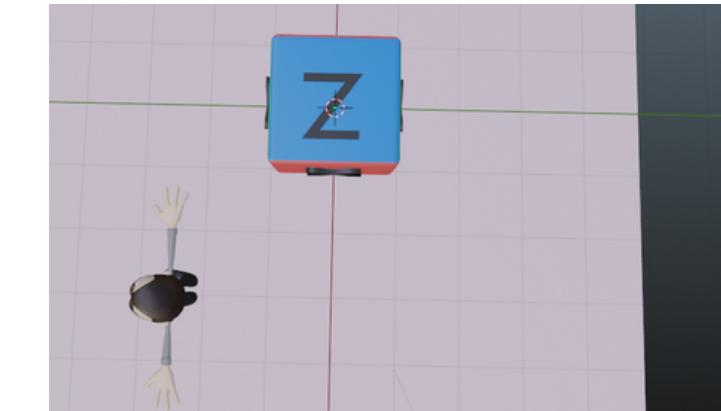
x-axis view press 3



Y-axis view press 1



Z-axis view press 7

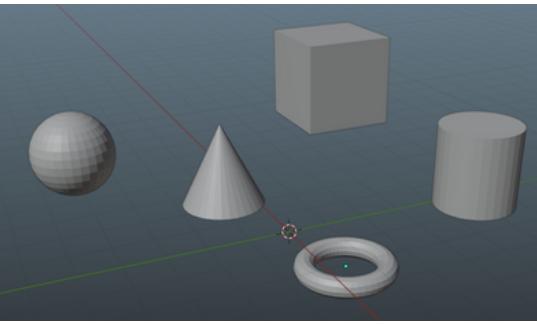
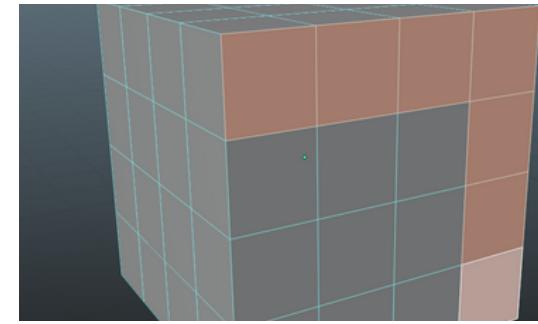
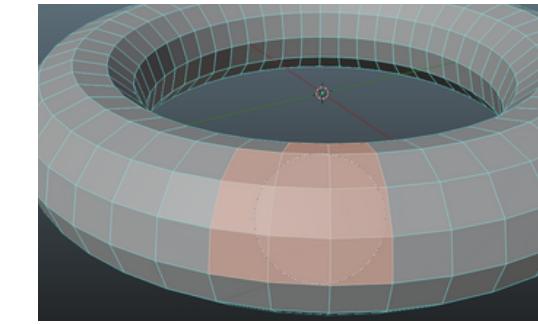
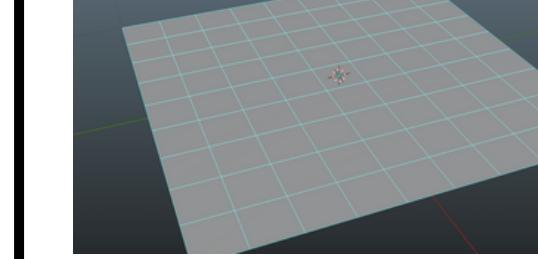
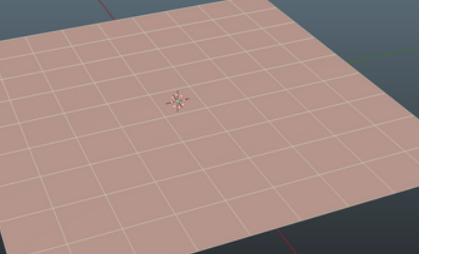
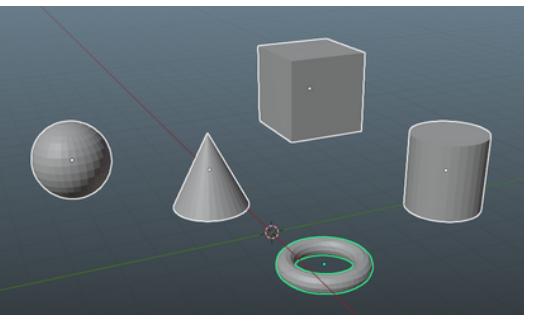
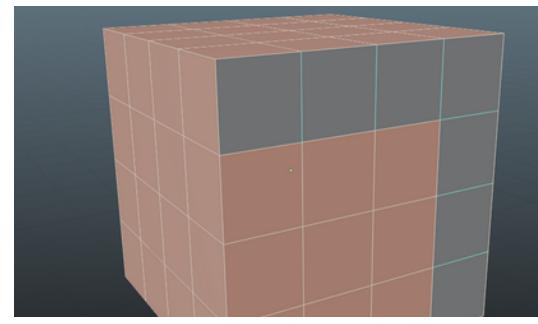
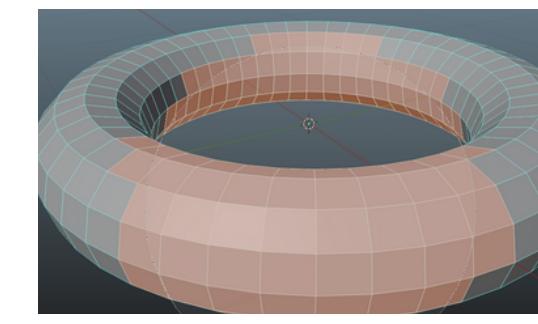
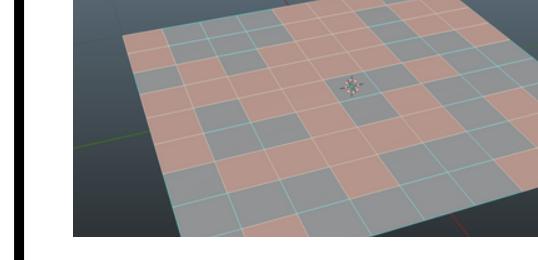
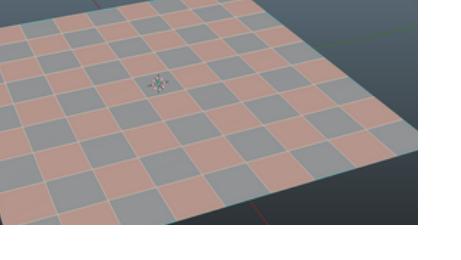


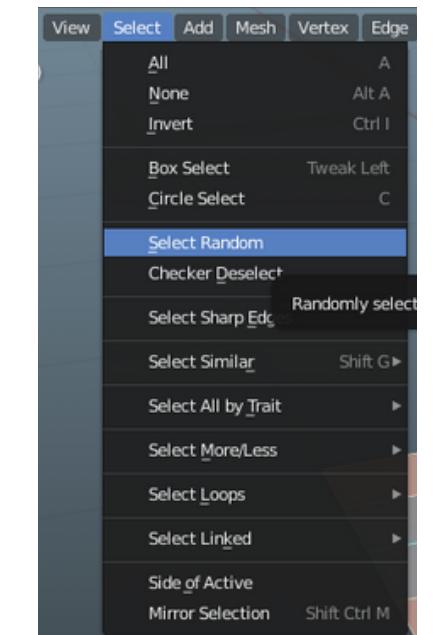
- **Transformation of an object**

| Transformation | Shortcut | Global axis | Local axis |
|----------------|----------|-------------|----------------|
| Move | G | G+X G+Y G+Z | G+XX G+YY G+ZZ |
| Rotate | R | R+X R+Y R+Z | R+XX R+YY R+ZZ |
| Scale | S | S+X S+Y S+Z | S+XX S+YY S+ZZ |

- *above all short work for vertex edges and faces also.*

- Selections

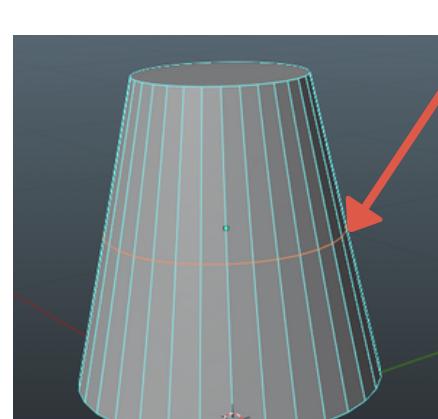
| | Select All A Not Selected | Select Invert Ctrl+I Some face selected | Circle Select C Small circle | Select Random | Checker Deselect |
|-----------------|--|---|---|---|---|
| Shortcut | A | Ctrl+I | C | | |
| Before |  |  |  |  |  |
| After | All select "A'"  | After Ctrl+i invert  | Big Circle  |  |  |



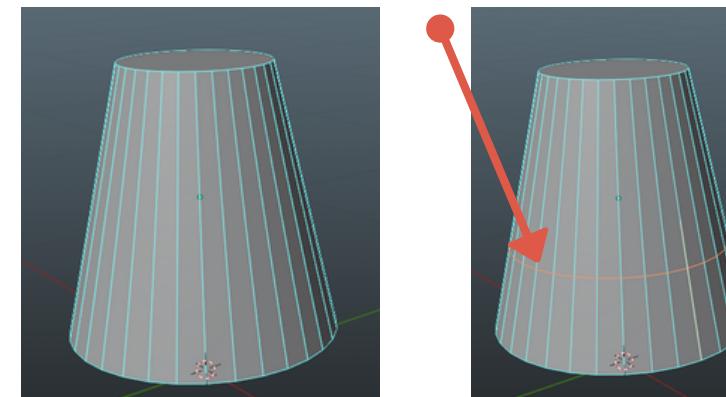
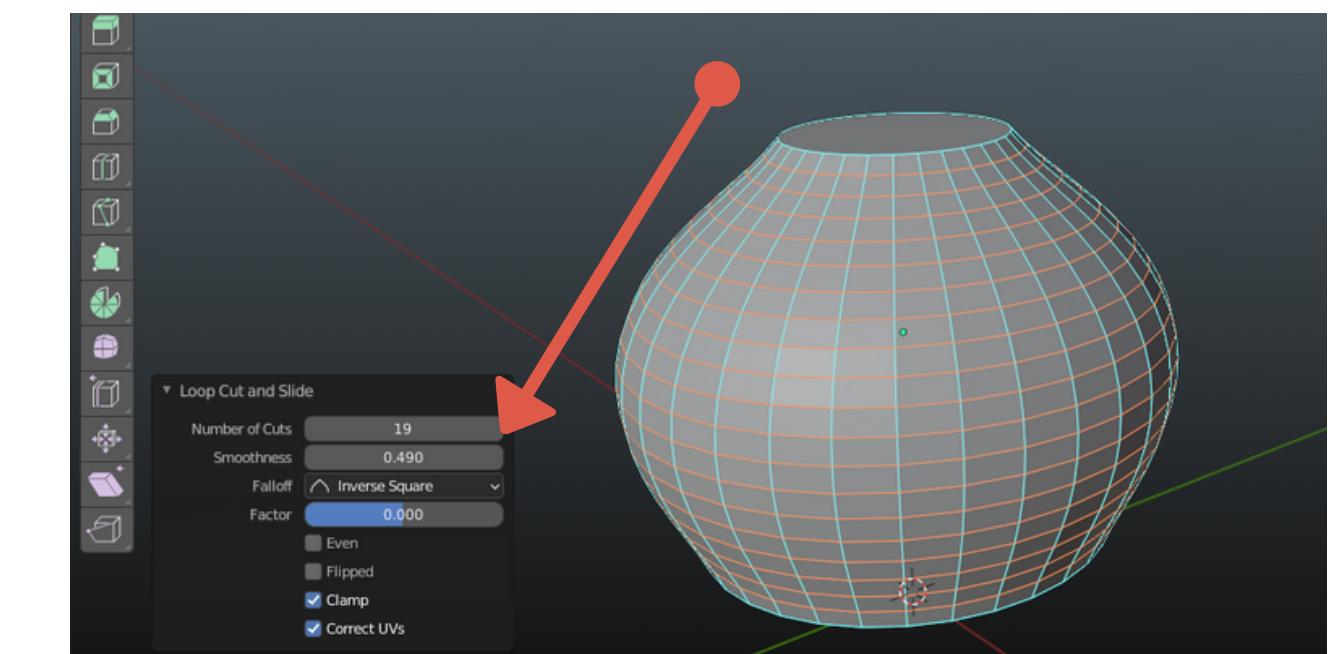
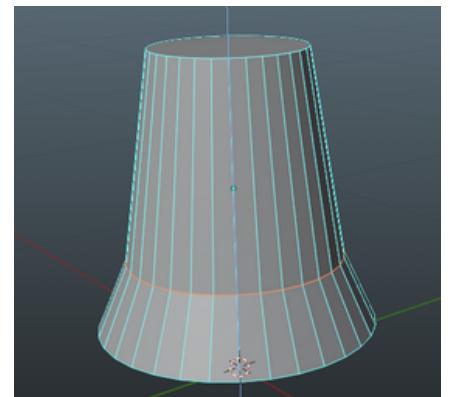
- **Edge Loop**

Select edge loop

Alt + Left Mouse Click

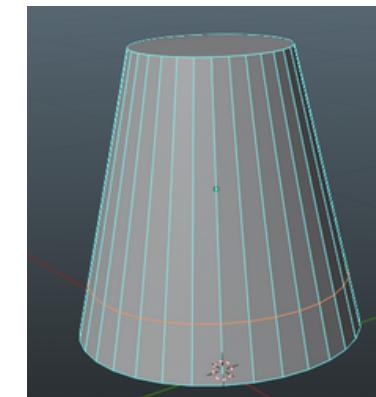
**Add Edge loop cut**

Ctrl + R

**smoothness of edges****Move Edge**

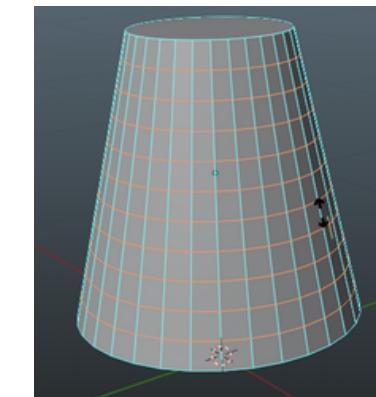
Edge move "G"

Geometry change



Edge move "GG"

follow path geometry



Ctrl + R

roll mouse middle button



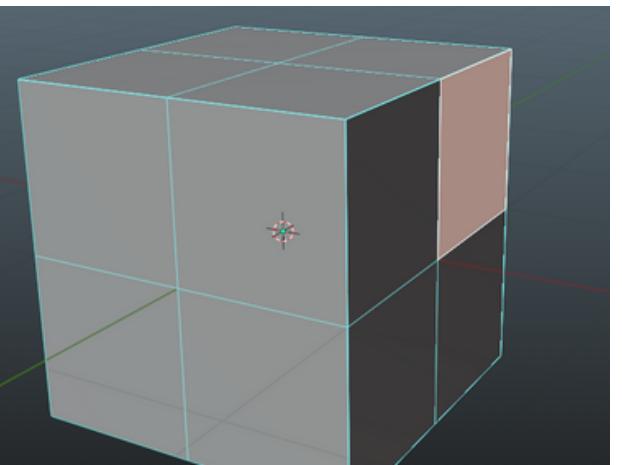
loop cut options

controller

- **Extrude**

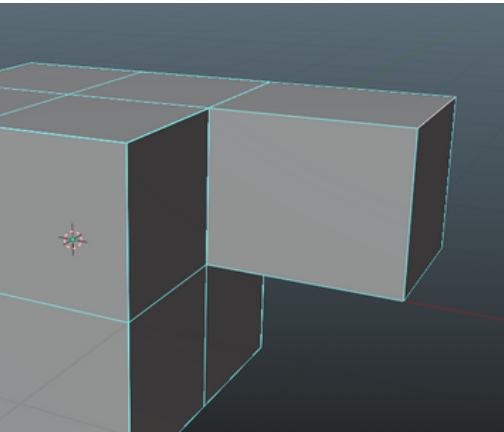
Shortcut "E"

Extrude Face



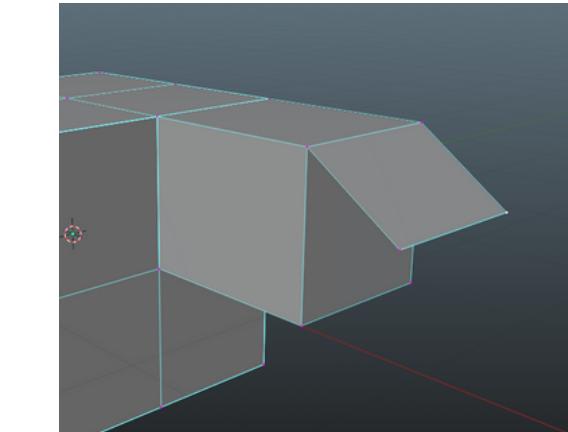
select face to extrude

Extrude Face



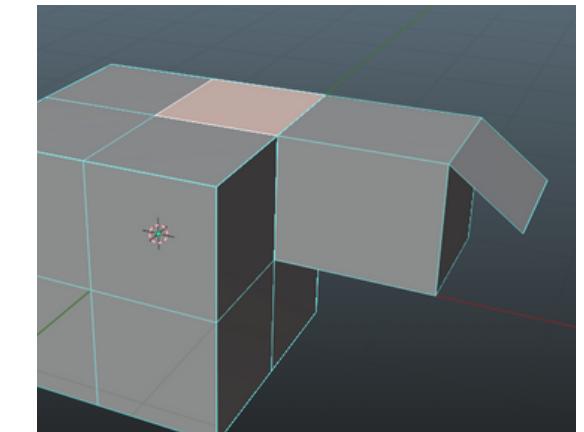
select edge to extrude

Extrude Vertex

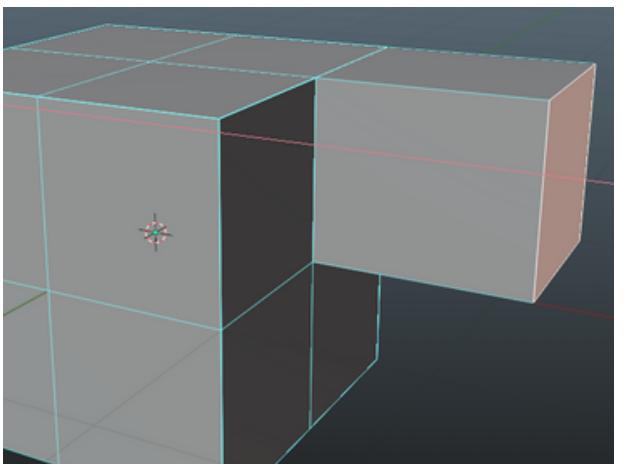


select edge to vertex

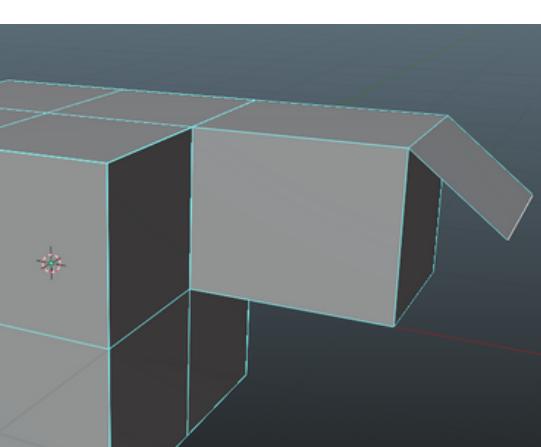
Extrude Free



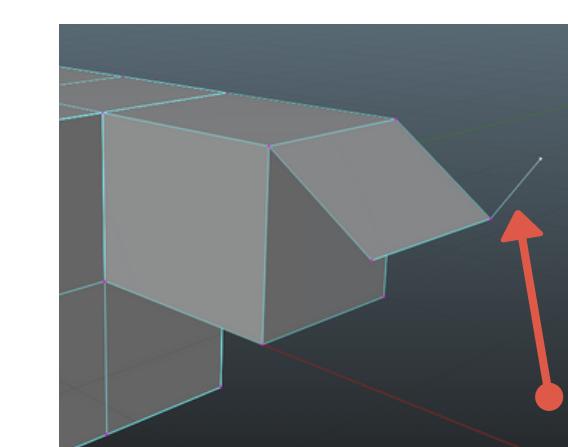
select face to extrude



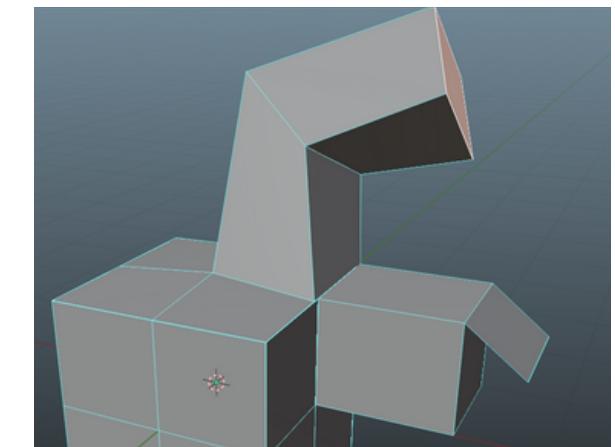
select face press E
X Y OR Z extrude
direction



select edge press E
move mouse



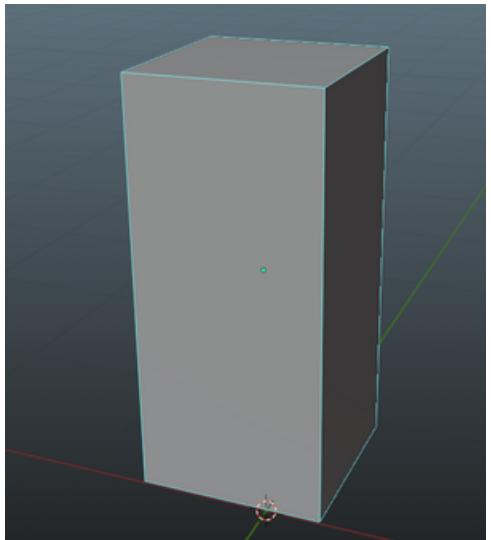
select vertex press E
move mouse



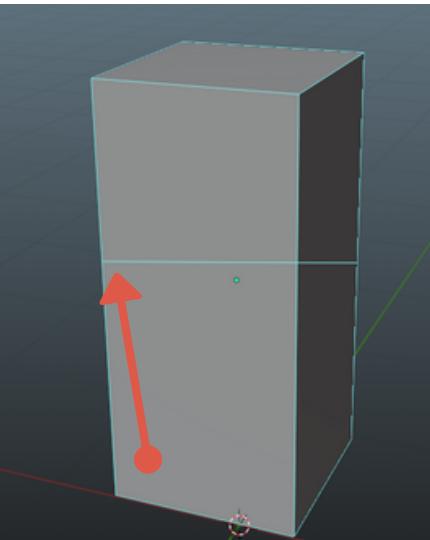
Hold Ctrl and press
mouse right click on
empty space

- **Knife Tool**

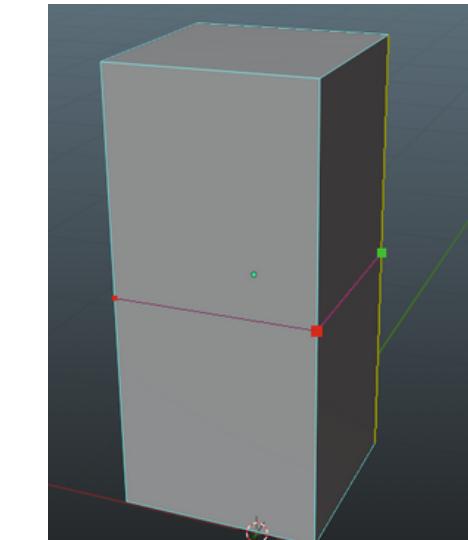
Knife edge cut, Shortcut **K**



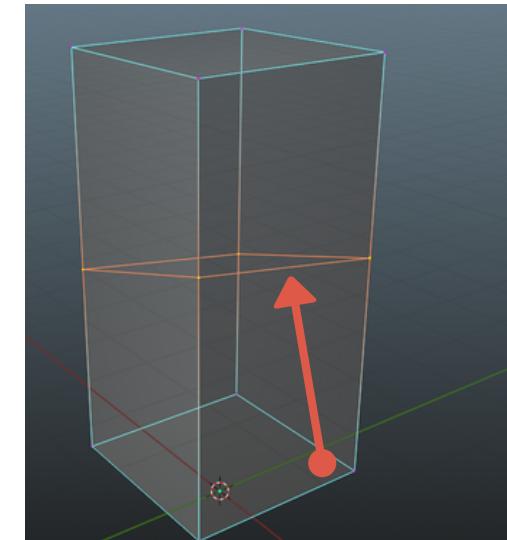
Press K to Active Knife Tool



mark the edge & press Enter Key

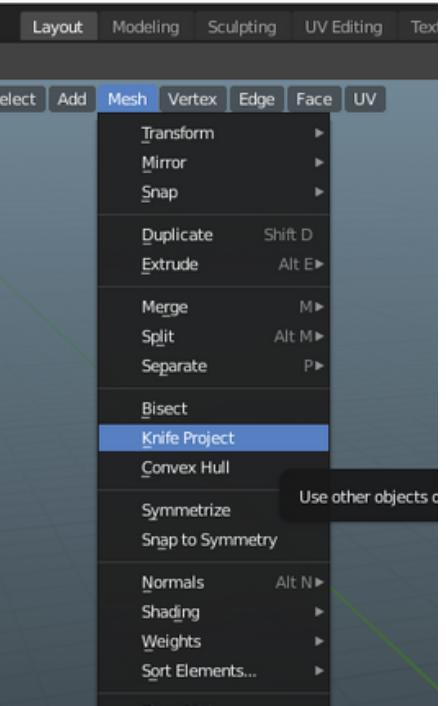


Press K & Ctrl to snap mid point of object

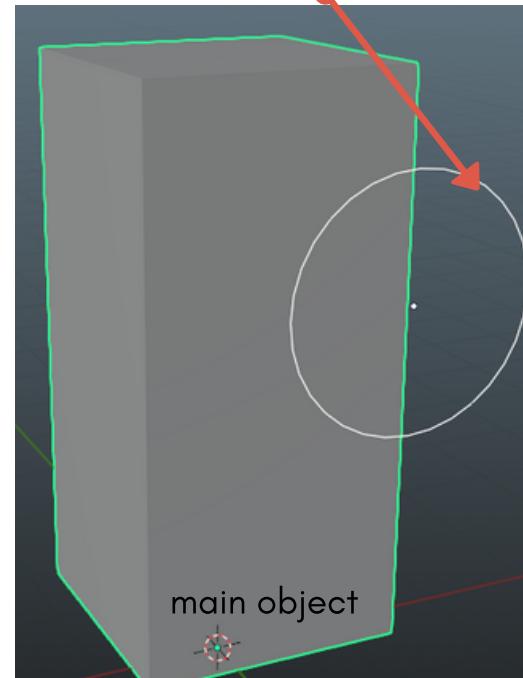


Press K & Z to cut through object

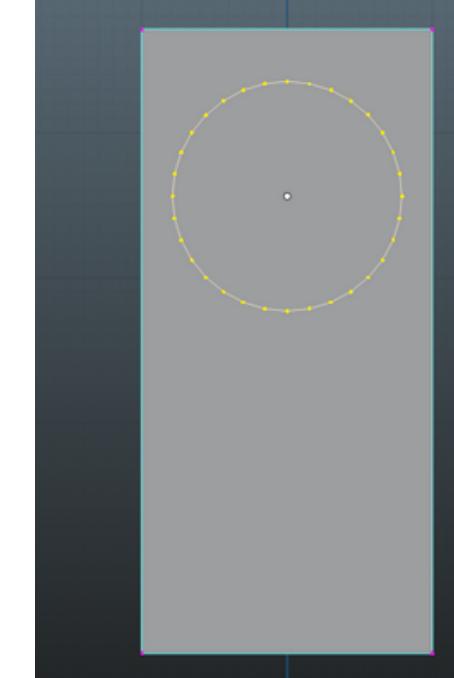
Knife project



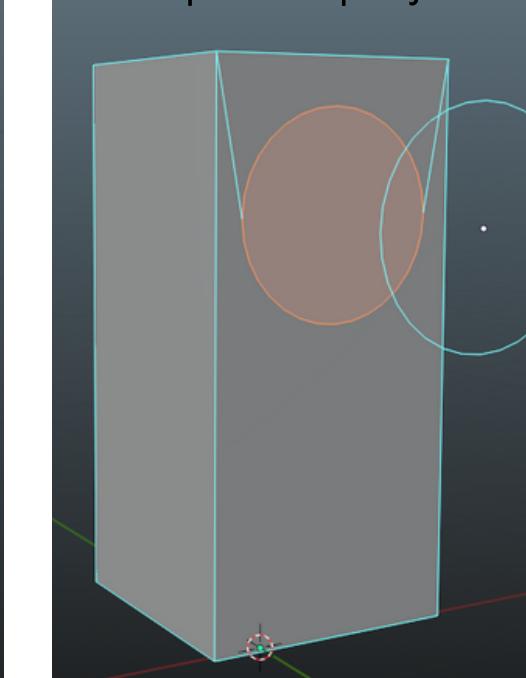
add main object and profile object



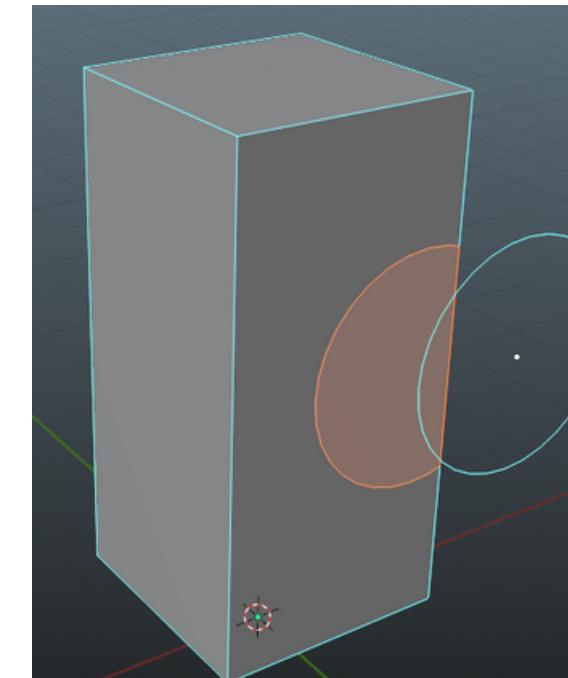
select both object



after knife project circle profile projected

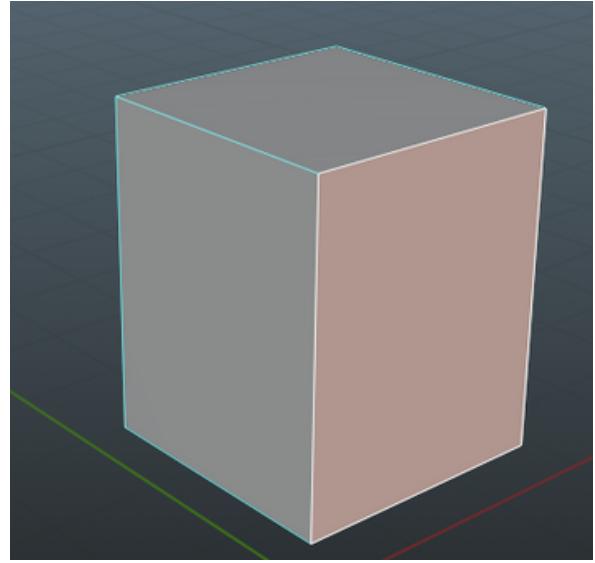


projection depends view angle

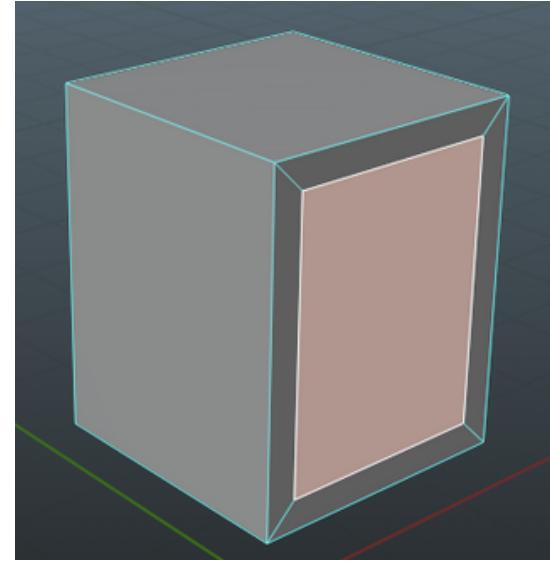


- Insert face

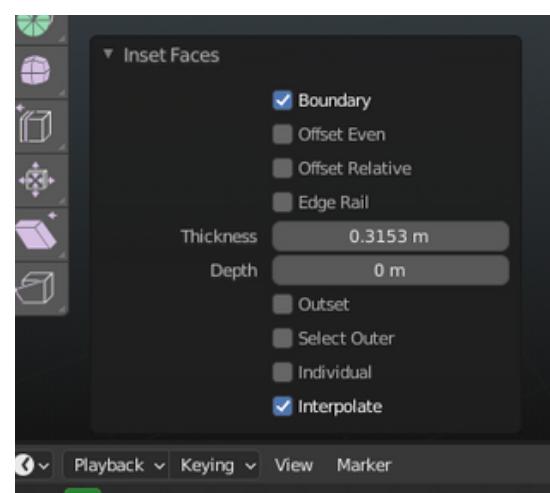
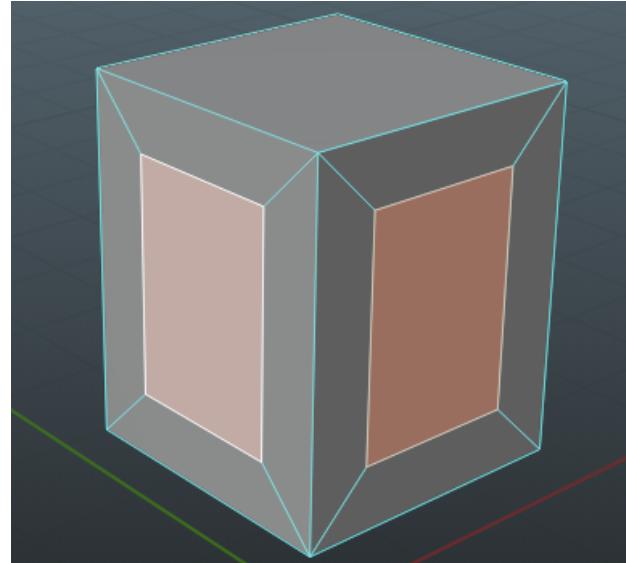
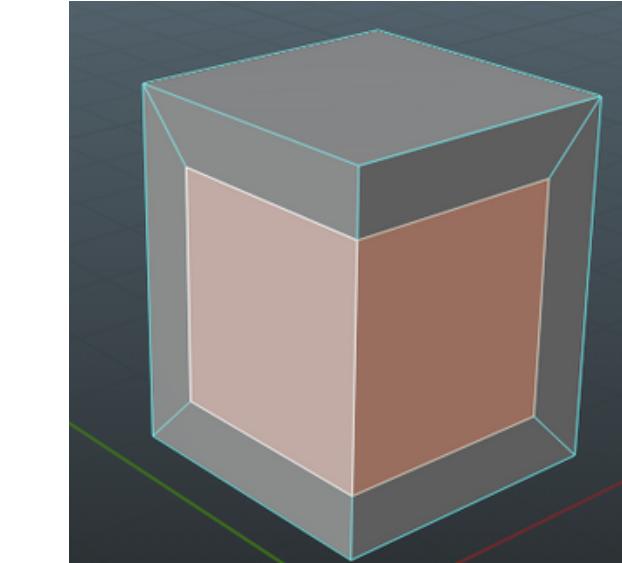
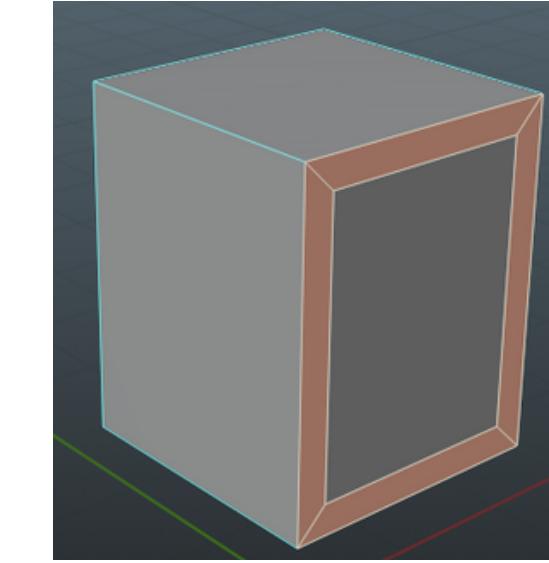
Shortcut **i**



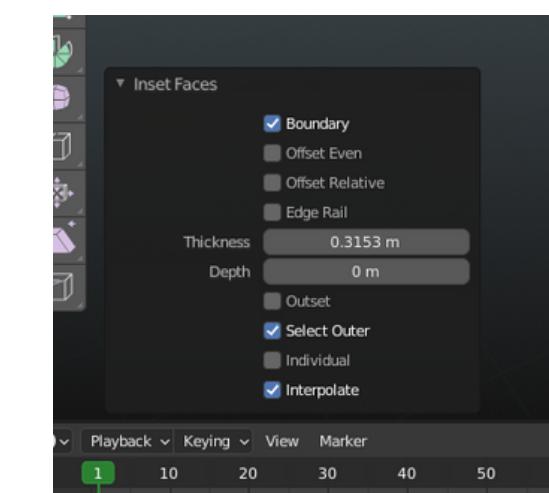
select the face to insert



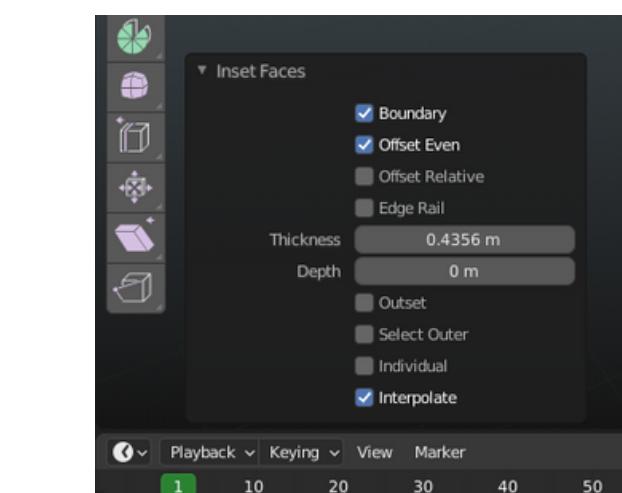
press i & move mouse



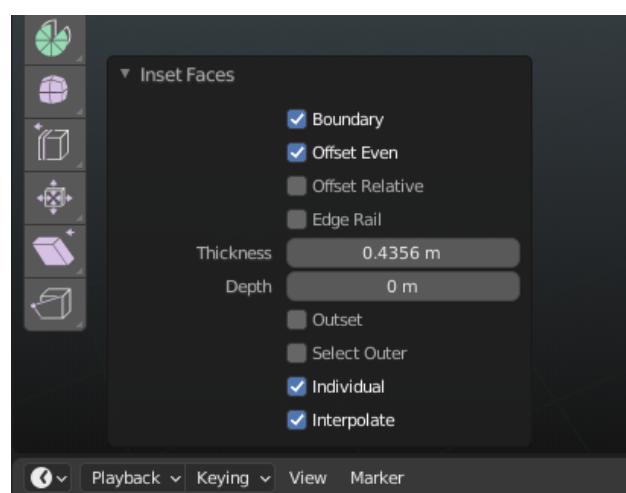
inner face



select outer



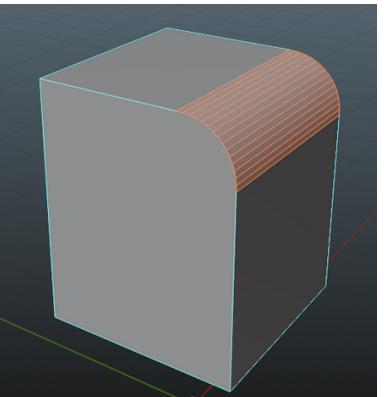
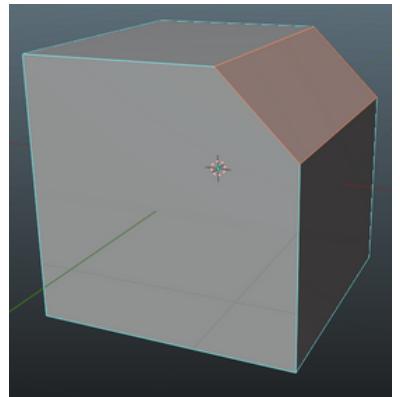
offset even



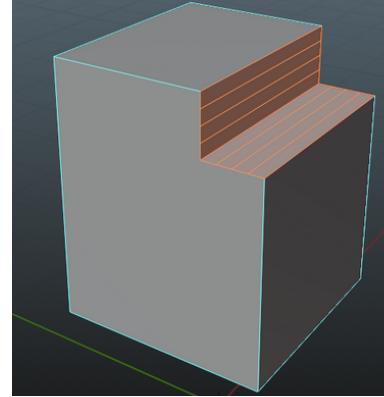
offset individual

- Bevel

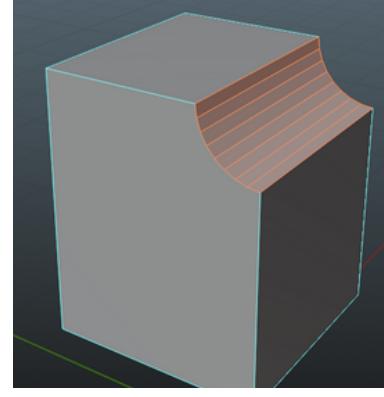
Shortcut **Ctrl + B**



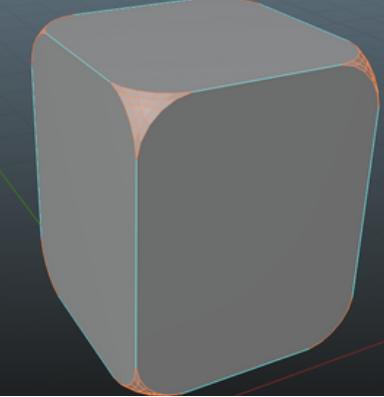
bevel 1 segment bevel 15 segment



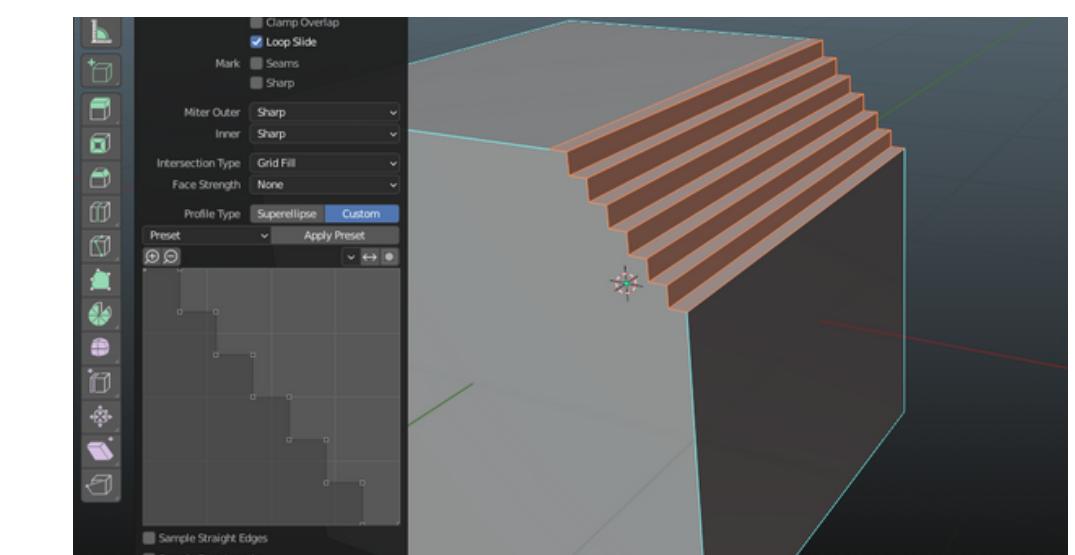
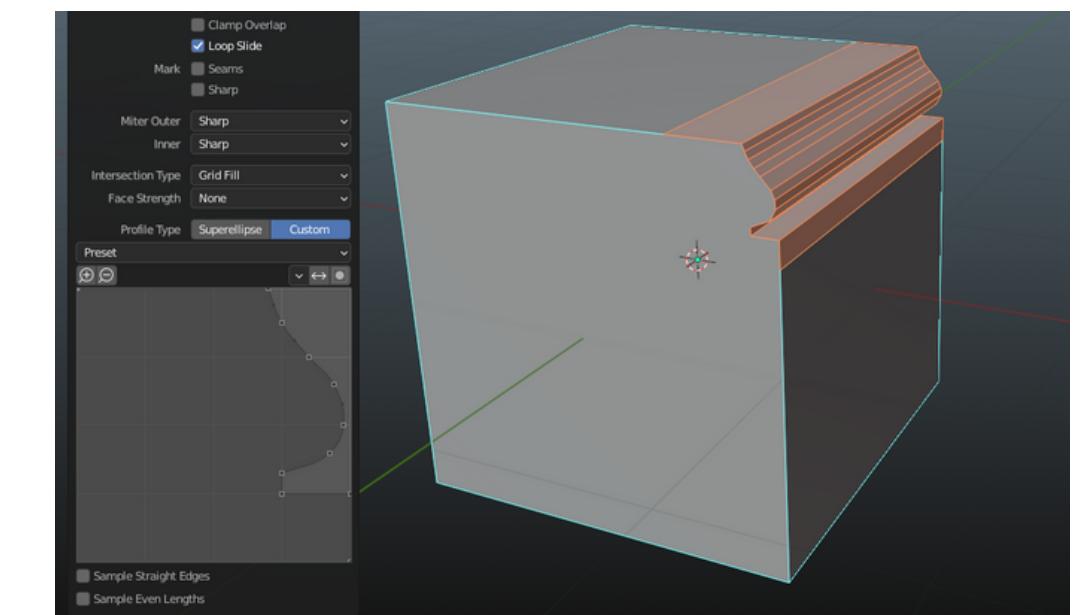
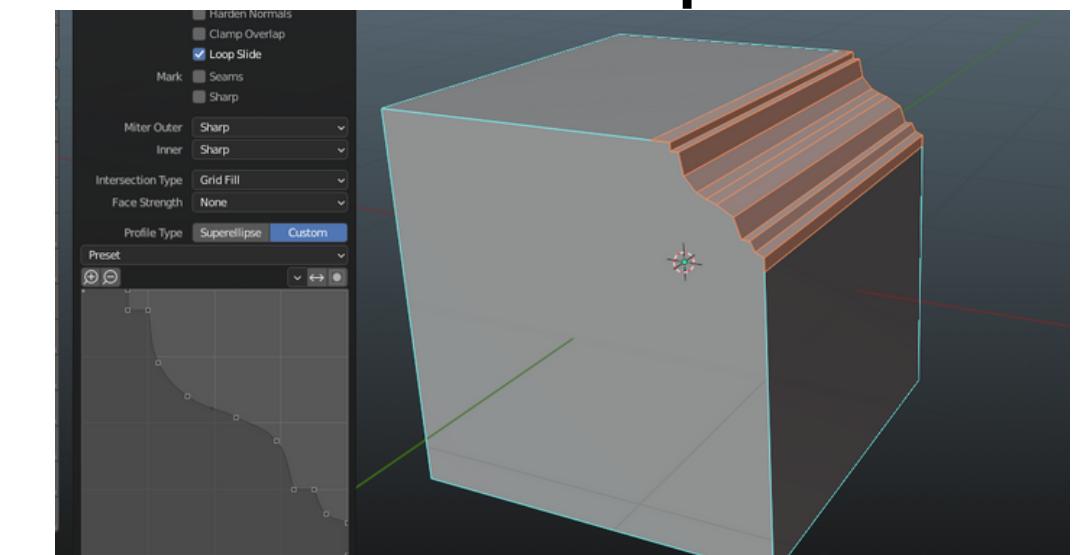
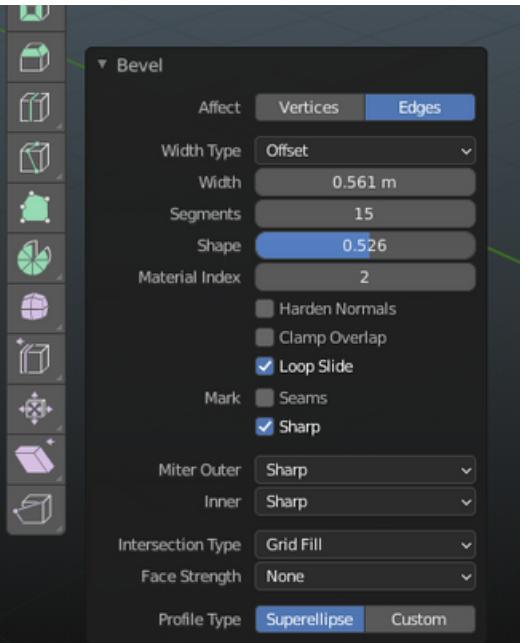
Shape Bevel Profile



vertex bevel

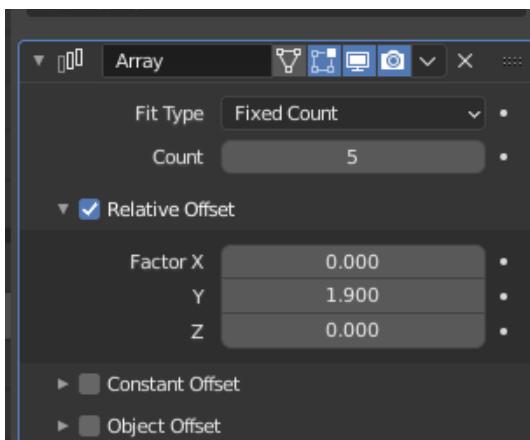
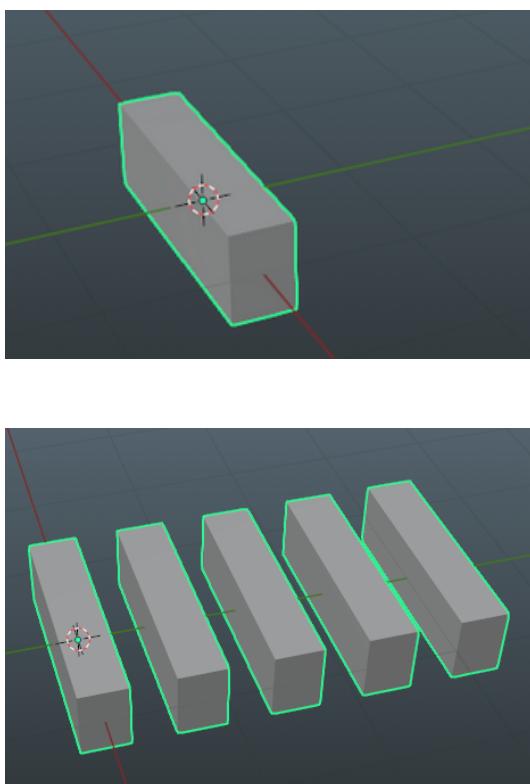
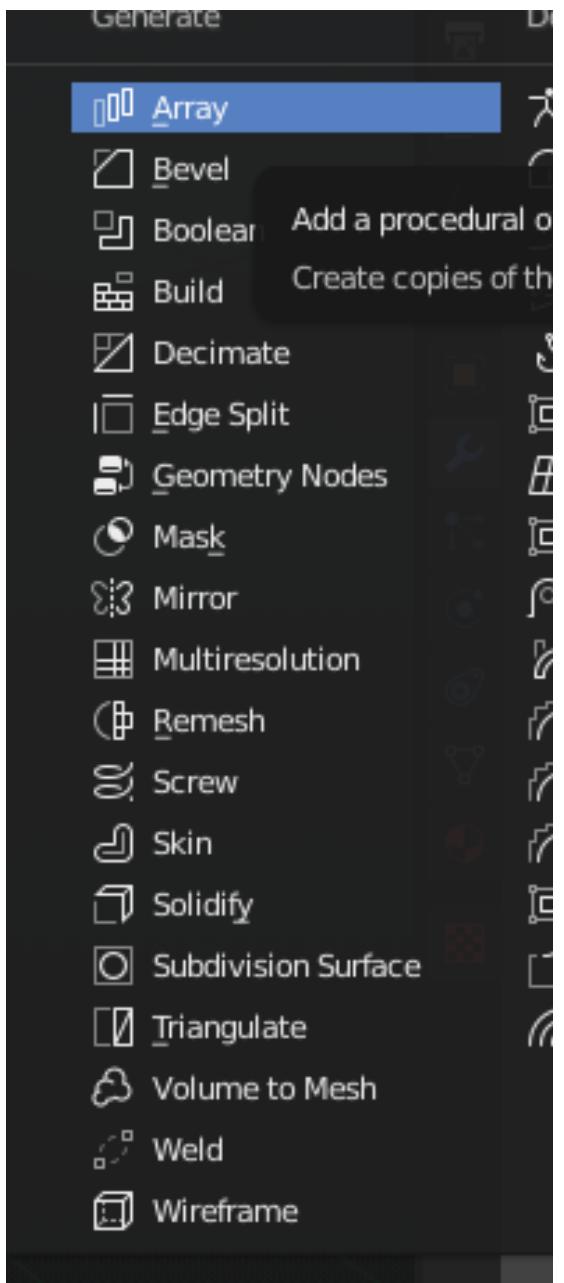


vertex shape

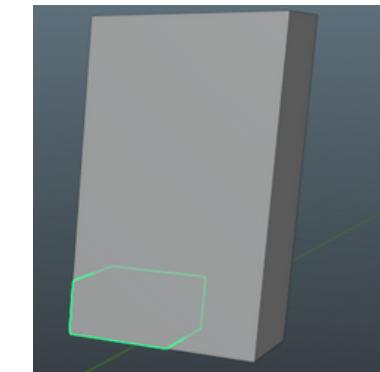
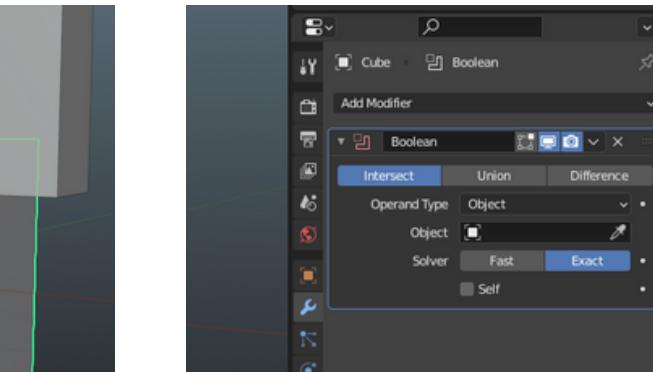


Modifires

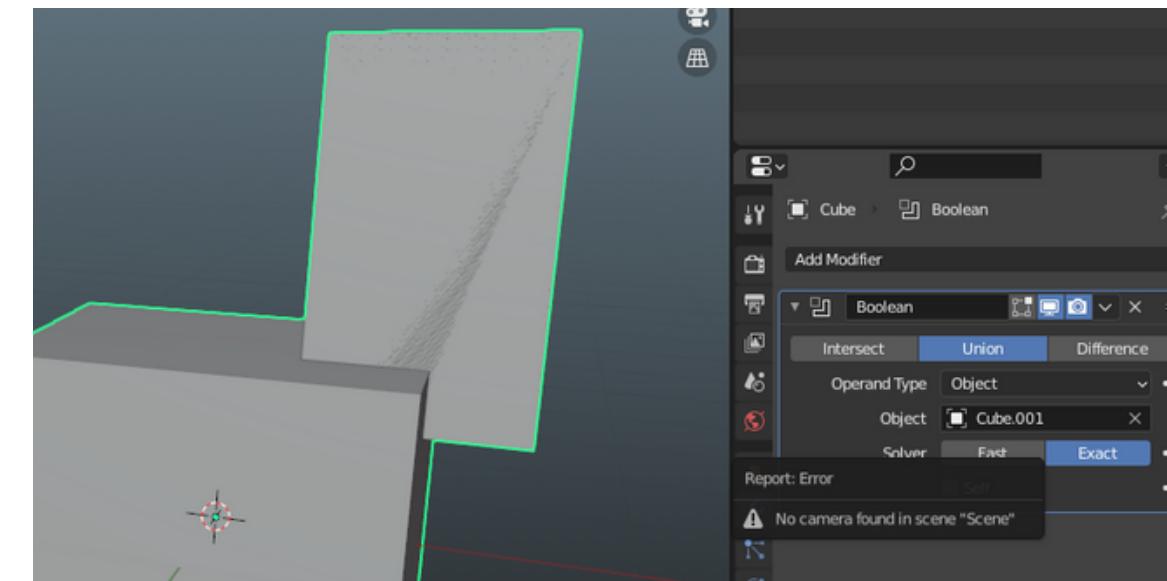
Array



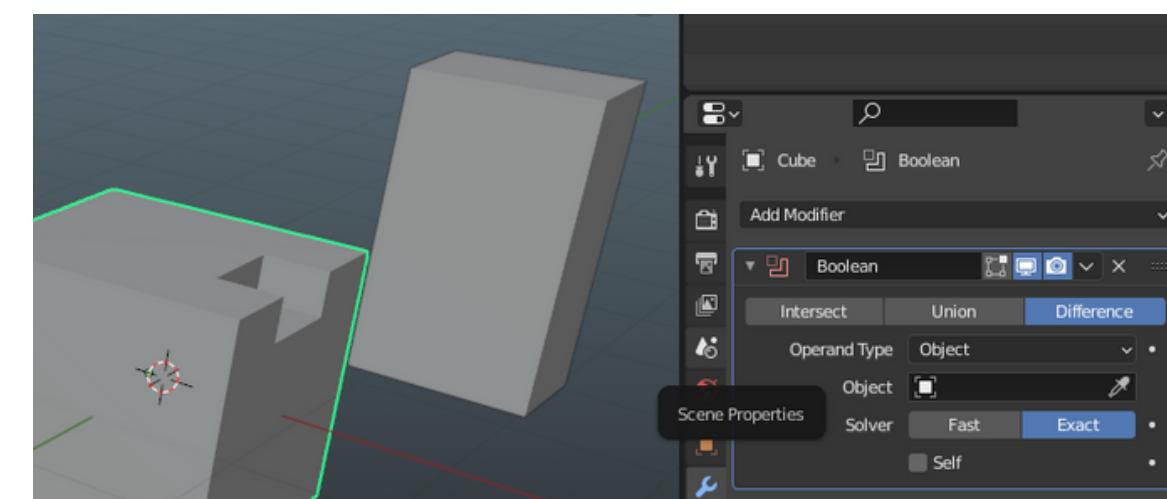
Boolean



intersect

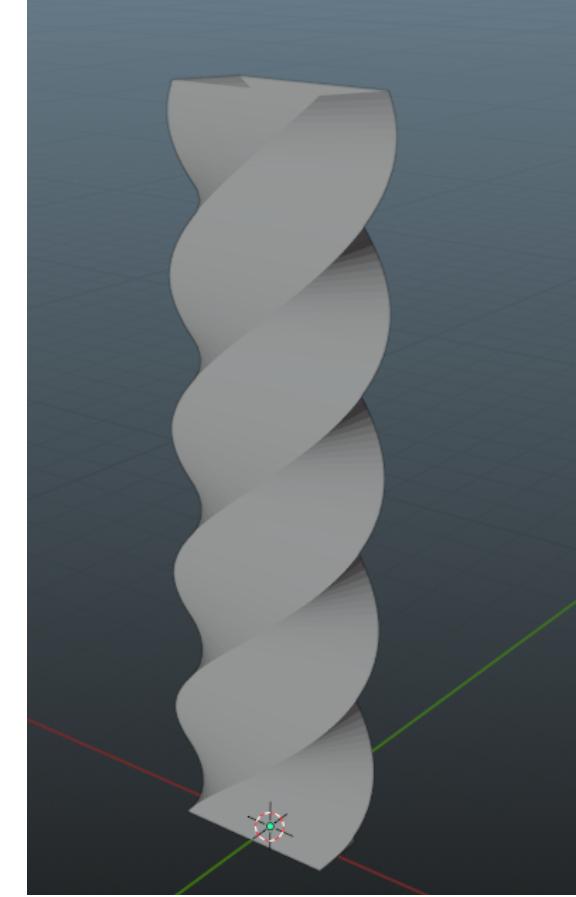
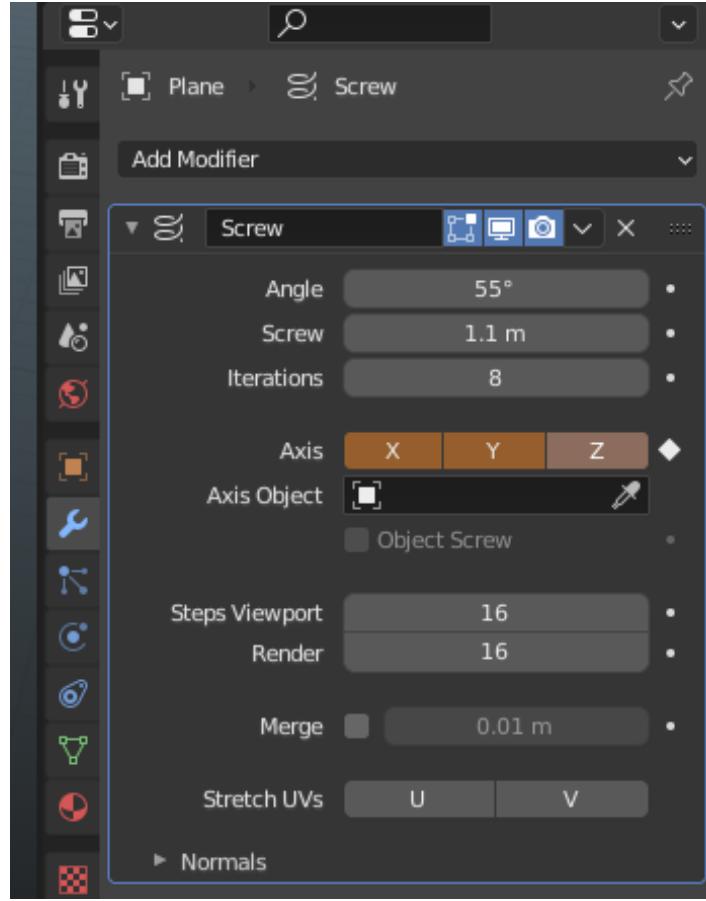
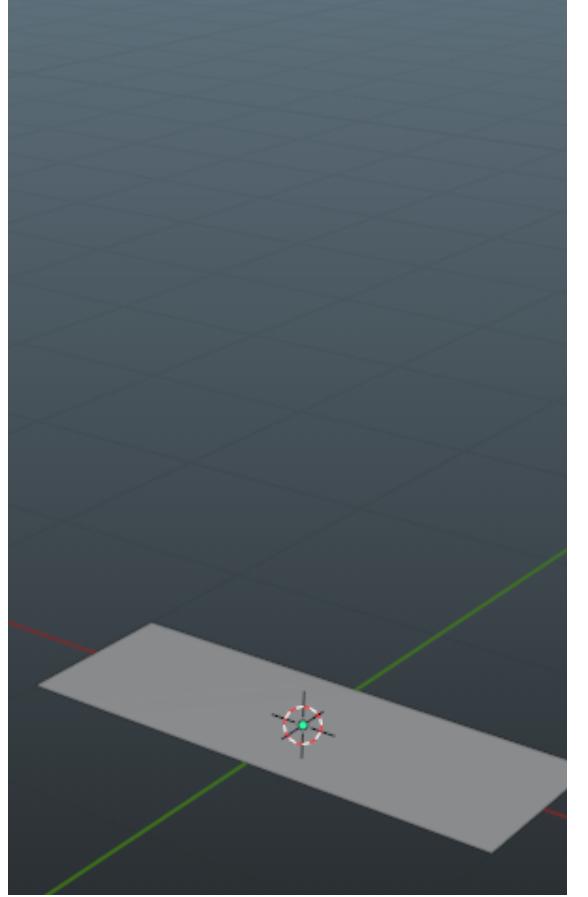


Union

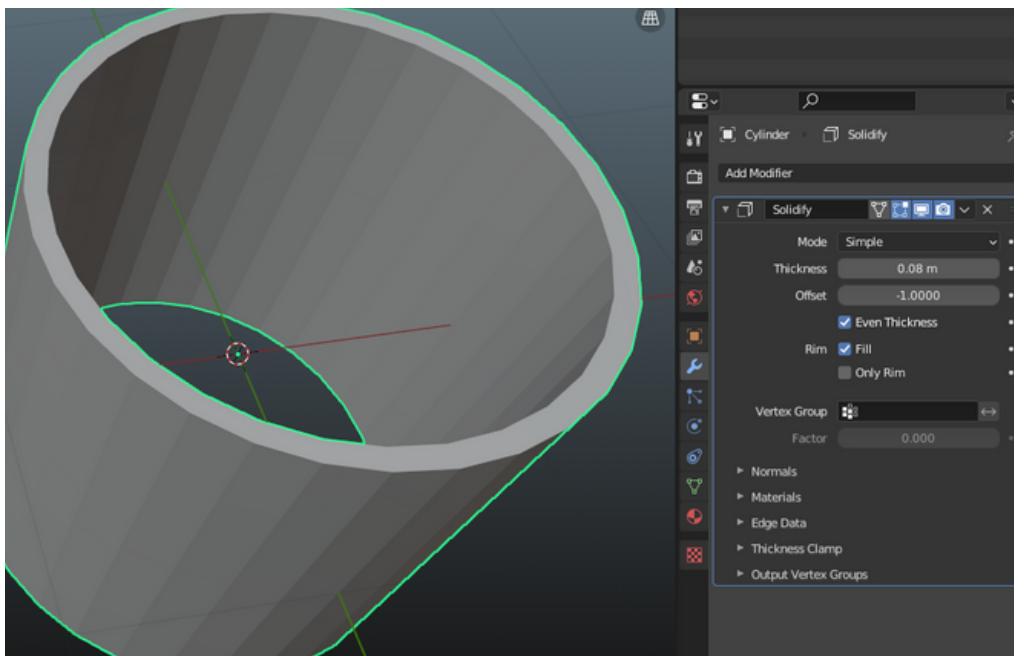
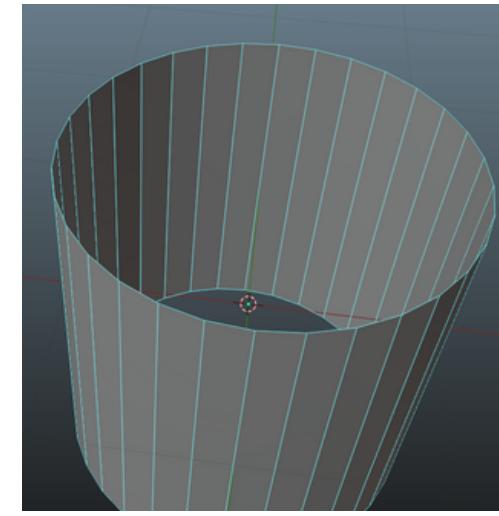


Difference

Screw



Solidify



Wireframe

