



Viewport Navigation	
Orbit	Middle Mouse Button
Pan	Shift + Middle Mouse Button
Zoom	Middle Mouse Scroll
Zoom (alternative way)	Ctrl + Middle Mouse Button (Hold, move mouse up and down)
Frame Camera Window	Home
Look Through Camera	Numpad 0
Frame Select	. on NUMPAD (next to 0)

Viewport Tool Bar	
Select	W
Move/Grab	G
Rotate	R
Scale	S
Lazy Viewport Add On	<a href="https://github.com/cgfasttrack/lazyviewport">https://github.com/cgfasttrack/lazyviewport</a>
Snap to Axis	X,Y,Z (only used if your not using the lazy viewport)

Viewport Menus	
Left of Viewport Pop Out Menu	N
Last Action Operator Panel	F9 (must be the recent action, may not work)
Add Menu	Shift + A
Apply Menu (used for apply scale)	Ctrl + A
Parent Object Menu	Ctrl + P
Quick Favorites Menu	Q
Item/View/Tool Menu Pop Out	N

Edit Mode Selections	
Switch Object/Edit Mode	Tab
Vertex	1
Edge	2
Face	3
Select All	A
Select Linked	L
Select Edge/Face/Vert Loops	Alt + Left Mouse Select
Select then Ctrl + Left Mouse Select	Multi Select Edges/Faces/Verts.

Edit Mode Tools	
Merge Menu	M
Insert Loop Cut	Ctrl + R (CMD+R)
Merge Menu	M
Mesh Fill	F
Extrude	E
Shift + V	Edge/Vert Slide
Repeat Last Action	Shift + R
Delete/Dissolve Menu	X

Shader Editor	
Shift + W	Node Wrangler Menu
Connect Shader to Material Ouput	Ctrl + Shift + Left Click (node wrangler add-on)
Add Menu and Search Node Creation	Shift + A and then S to Search
Create Texture Coordinate/Mapping Nodes	Ctrl + T (node wrangler add-on)
Disable Node	M
Frame Network	Home

Compositor	
Disable Node	M
Frame Network	Home
Add Menu and Search Node Creation	Shift + A and then S to Search

Global Hotkeys	
Save	Ctrl + S
Copy	Ctrl + C
Paste	Ctrl + V
Duplicate	Shift + D
Delete	X
Repeat Last Action	Shift + R
Select All	A