

Navigation commands for 3D view	
Orbital Camera Rotation	mouseMIDDLE +drag
Orbital STEP by STEP Camera Rotation	Numpad: 2,6,4,8
Horizontal Panning	CTRL + mouseSCROLL
Vertical Panning	SHIFT+ mouseSCROLL
Free Panning	SHIFT+ mouseMIDDLE + drag
ZOOM	CTRL +mouseMIDDLE+drag   mouseSCRO
Switch projection Perspective/Ortogonal	NumPad 5
Front view	NumPad 1
Back view	CTRL + NumPad 1
Right view	NumPad 3
Left view	CTRL +NumPad 3
Top view	Numpad 7
Bottom view	Numpad 9
Camera Focus on selection	Numpad , (dot/period)
3D View on scene active Camera	NumPad 0
Free FLY Camera mode	SHIFT+F
Set active scene camera to viewPort	CTRL+ALT+Numpad 0

Handy Menus and other shortcuts	
Search menu	SPACE
Special Menu	W
Add geometry menu	shift + A
Snap actions menu	shift + S
Vertex functions menu	CTRL + V
Edges functions Menu	CTRL + E
Faces functions Menu	CTRL + F
Apply trasformations	CTRL+A (object mode)
Convert curve to...	ALT+C(object mode)
Toggle Cyclic/ aCyclic curve	ALT-C(edit mode)
<u>SAVE your WORK!!!!</u>	<u>CTRL+S</u>
<u>SAVE yourself (undo)</u>	<u>CTRL-Z</u>

Selection Methods and Tools	
Circular Selection tool	C
Rectangular selection tool	B
Lazo selection	Ctrl+left-click+drag
Single selection	Mouse Right click
Add to selected	SHIFT+ Right click
Select/Deselect ALL	A
Inverse selection	CTRL+I
Add/remove to selection	SHIFT+ rightClick
Add all elements on the path from the se	CTRL+ rightClick
Select all linked	L
Deselect all linked	SHIFT + L
Select Loop	ALT+right Click
Set Partent to	CTRL+P
Clear Parent	ALT+P

Few Editing tools / actions	
Extrude	E (edit mode)
Inset	I (edit mode)
Knife	K (edit mode)
Straight Knife	SHIFT+K (edit mode)
Split mesh	Y (edit mode)
Duplicate (copy)	SHIFT+D
Duplicate (link)	ALT+D (object mode)
Loop Cut	CTRL+R (edit mode)
Translate	G
Rotate	R
Scale	S
Recalculate Normals	CTRL+N (edit mode)
Make face/edge	F (edit mode)
Fill with faces(triangles)	ALT+F (edit mode)
Spin	ALT+R (edit mode)

Modes	
<b><u>Toggle edit/object mode</u></b>	<b>TAB</b>
<b>Toggle snapping</b>	<b>SHIFT+TAB</b>
<b>Toggle proportional editing</b>	<b>O</b>
<b>Toggle wireframe / solid render</b>	<b>Z</b>
<b>Choose selection mode (in EDIT MODE)</b>	<b>CTRL+TAB +1/2/3</b>

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