**LAYOUTS**

* [LEFT CLICK] select
* [RIGHT CLICK] context menu
* [N] toggle sidebar
* [T] toggle tools
* [CTRL + SPACE] maximize area
* [Q] favorites
* [F3] search for any action (should switch to [SPACE])
* [CMD/CTRL + Z] undo (almost any changes, even selection)
* [CMD/CTRL + SHIFT + Z] redo (almost any changes, even selection)

FIELDS

* [CMD/CTRL + C] to copy (above field)
* [CMD/CTRL + V] to past (above field)

SCENE GRAPH

* [C] new collection
* [M] move to collection

**VIEW**

* [MIDDLE WHEEL] rotate
* [SHIFT + MIDDLE WHEEL] pan
* [CTRL + MIDDLE WHEEL] zoom
* [CTRL + SHIFT + MIDDLE WHEEL] dolly
* [.] ou [,] focus section
* [5] toggle ortho/persp
* [1][3][7] position view on axis ([CMD/CTRL] to invert axis)
* [SHIFT + 7] position view in front of the selected face
* [0] position view on camera
* [CMD/CTRL + 0] position view on active camera and set as default camera
* [Z] show shadings wheel
* [ALT + Z] Toggle x-ray
* [SHIFT + S] change cursor position
* [SHIFT + C] focus on all scene
* [CTRL + ALT + Q] set quad view

**OBJECT**

* [SHIFT + A] create object
* [F9] to re-open creation options
* [X] delete
* [CTRL + A] apply transformations to the geometry
* [G] translate  
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
* [R] rotate  
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
* [S] scale  
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
* [S] normalized scale
* [ALT + G] reset position
* [ALT + R] reset rotation
* [ALT + S] reset scale
* [SHIFT + TAB] toggle snap
* [SHIFT + D] duplicate
* [ALT + D] link duplicate
* [H] hide selection
* [SHIFT + H] isolate
* [/] isolate and focus
* [ALT + H] unhide all
* [CMD/CTRL + J] merge
* [SHIFT + R] repeat last

SELECTION

* [A] select all
* [A, A] unselect all
* [B] border section
* [C] circle section ([WHEEL] to change size)
* [CTRL + I] invert selection
* [SHIFT + LEFT CLICK] add to/remove from selection

MODES

* [CTRL + TAB] change mode

EDITION

* [TAB] toggle edition
* [1] vertex
* [2] edges
* [3] faces
* [ALT + LEFT CLICK] edge loop selection
* [CTRL + ALT + LEFT CLICK] parallel edge loop selection
* [G, G] translate on edge ([C] to go beyond the limit)
* [E] extrude ([ALT + E] extrude with options)
* [I] inset
* [I, I] individual inset
* [CTRL + B] bevel
* [CTRL + R] loop cut
* [J] connect vertices
* [K] knife cut ([Z] cut through)
* [P] separate
* [F] create edge or face
* [V] Rip
* [CTRL + T] triangulate
* [ALT + M] merge
* [CTRL + L] select island
* [SHIFT + E] change crease (for subdivision surface)
* [U] unwrap menu
* [M] merge

CURVES

* + [C] toggle open
  + [V] change handle type
  + [ALT + S] change thickness of selected points

Painting

* [F] change brush size

Sculpting

* [F] change brush size

**OUTLINER**

* [.] go to selected object

**RENDERING**

* [F12] render
* [CTRL + B] set render region
* [CTRL + ALT + B] reset render region

**TIMELINE**

* [ARROW RIGHT] Next frame
* [ARROW LEFT] Previous frame
* [ARROW UP] Next keyframe
* [ARROW DOWN] Previous keyframe
* [,] Focus selection
* [I] Insert keyframe
* [T] Choose interpolation
* [P] Define Range
* [ALT + P] Reset range
* [V] Change handle type
* [XXX] XXX
* [XXX] XXX
* [XXX] XXX