* Duplicate an object [Shift + D]
* Mesh Select Mode [ctr + Tab]
* Move cursor back to the origin [shift + C]
* Different perspective in one [ctr + alt + Q]
* Property panel [n]
* Bevel (Fase) [ctr + B]
* Rotate around the object [MMB] -> Middle Mouse Button
* Move the Viewport [Shift + MMB]
* Zoom in and out [ctr + MMB] or Mouse wheel
* Minimize or show Toolbar [T]
* Inset Faces [I]
* Separate selected geometry [P]
* Select next active face [Shift + Ctr + Numpad +]