File – user preference 🡪 Input🡪 left

**CAMERA CONTROL**

* Scroll mouse to zoom in and out
* Click middle mouse button to rotate
* Click middle mouse button + shift key to pan
* Tab button to go to edit mode
* In edit mode, press ctrl+tab to go to face mode
* Then click on any part of the cube and press ‘E’ to excrete
* If you don’t want to excrete but only want half of the cube, simply press ctrl+r. You will see a pink line. Double click to get the half part or you can adjust the cube.
* You can also delete a face of the cube by clicking on any face, then x , then selecting face.
* To get the face back, click ctrl+tab, go to edge, then click on the edge of cube along with alt, then when all the edges are selected, press alt+f.
* A to select all object.
* Shift+d to duplicate
* Select both cubes and press ctrl+j. Then when you move one cube both will move.
* To separate, go to edit mode. Press L to select one cube. Then p then separate by loose ends to separate all , or separate selected to separate only selected one
* Shift+tab once to go to snap mode. Move grid by grid. Press shift while moving to snap small grid at a time
* To grab vertex: Ctrl+tab 🡪 vertex. Select a vertex Then click ‘O’ to turn on proportional editing mode. Then scroll mouse wheel to set area of effect.
* ‘R’ to rotate
* ‘S’ to change size
* Mirror too: Click on ‘ranch’ looking icon on menus at right of screen. Then delete one half of the cube on edit mode. Then press mirror option on y axis. Then whatever change you do on one side of the cube, other side will mirror it. Click on clipping to perfectly align with each other.

**WHACK A MOLE ART:**

1. **Delete everything**
2. **Create UV spere**
3. **Go to edit mode (tab)**
4. **Then facemode(ctrl+tab, then select face)**
5. **alt to select half of cube then x to delete face**
6. **L to select bottom half and delete it.**
7. **Press 7 to go to top view, then 5 to go orthographic view**
8. **Press ‘z’ to wire frame**
9. **Then ‘b’ and select half of the object and delete it.**
10. **Then mirror it to ‘y’ axis.**
11. **Then select top part of the editable part and create new material. There is a circle on right of wranch.**
12. **Add new, Rename to Mole Base Color**
13. **Click on add sign, assign then new -🡪 Mole Eye Color**
14. **Similarly select bottom cells and add snout color**
15. **Then go to edge mode, press ‘k’ for knife mode. Cut the snout diagonally and assign base color to it.**
16. **Go to edge mode. Select the bottom edge by pressing alt. Then ‘E’ + ‘z’ Then excrete down.**
17. **EDIT eyes: click on one cell**
    1. **Excrut(E) + size (s)**
    2. **ALT+p to triangulate it two times**
    3. **Take inner edges, then mesh (side of object, edit🡪 bottom) , transform 🡪 to sphere)**
    4. **Take inner edge, dissolve edges**
    5. **Select faces and color to base color**
    6. **After editing some portion may come out. To flatten everything, go to wranch, select cast, put 1 in the factor option**
    7. **Smooth in the tools bar can also smoothen**
    8. **After the mole is complete, put it in second layer by pressing ‘M’.**

**CREATE MOLE HIDING BOX:**

1. **Create cube, use snap mode, then (S+Z) to scale in z axix.**
2. **Go to edit mode, press ‘M’ to subdivide**
3. **Then remove every face except one cube face.**
4. **Mirror it in x and y axix**
5. **Then cut in two sides using ctrl + r. Then excrute in two directions**
6. **Then make 9 boxes, excreting and combining the cubes**
7. **The central box will not be completely filled so click on edge and fill using (f).**
8. **Press ~ key below ‘esc’ to bring the mole**
9. **Create plane**
10. **Sudivide it.**
11. **Then shift+r two times. Then select faces and delete.**
12. **Then select inner edge and transform to sphere**
13. **Put the plane in layer 3. Then click the vertices and join them in one point by pressing alt +m then at last.**
14. **Then move it to the 1st layer and then duplicate in all squares.**
15. **Combine all the planes using ctrl+j**
16. **Put the moles in each holes**
17. **Then excrute the editable faces down by using ‘E’ and going down.**
18. **Then select circle edges and excrute downwards**
19. **Put some colors**
20. **Add a cube. Then size it In z axix. Put it in a place behind the moles.**
21. **Add a screen. Use edge and then ctrl + b to style the screen.**

**HAMMER:**

1. **Create a cylinder**
2. **Set vertices to 16 (bottom left)**
3. **Go to snap mode (shift + tab)**
4. **Duplicate the cylinder and make hammer head.**
5. **Use ctrl + b to set details of hammer.**
6. **‘s’ to size the hammer.**
7. **Put some colors and combine using (ctrl + j)**