

Tools	
Pan	Q
Move	W
Rotate	E
Scale	R
Rect	T
Unified	Y
Pivot Mode Toggle	Z
Pivot Rotation Toggle	X
Snap	Ctrl+LMB (move, rotate, scale)
Vertex Snap	V (move/rotate/scale)

GameObject	
New Empty GO	Ctrl+Shift+N
New Empty Child GO	Alt+Shift+N
Add Component	Ctrl+Shift+A
Move to View	Ctrl+Alt+F
Align with View	Ctrl+Shift+F
Lock View to Selected	Shift+F

Scene View	
Orbit	Alt+LMB
Drag	Alt+MMB
Zoom	Alt+RMB Scroll
Zoom to Mouse Cursor	Alt+Scroll
Frame Selected	F
Follow Frame	F+F
Lock View to Selected	Shift+F
Duplicate	Ctrl+D
Refresh Scene	Ctrl+R
Save Selection Set	Ctrl+Alt+#
Load Selection Set	Ctrl+Shift+#

Animation Tool	
Next Frame	Period
Next Keyframe	Alt+Period
Previous Frame	Comma
Previous Keyframe	Alt+Comma
Record Keyframe	K
Play Animation	Space

File Options	
New Scene	Ctrl+N
Open Scene	Ctrl+O
Save Scene	Ctrl+S
Save Scene As	Ctrl+Shift+S
Build Settings...	Ctrl+Shift+B
Build & Run	Ctrl+B

Play Mode Controls	
Play Toggle	Ctrl+P
Pause	Ctrl+Shift+P
Step	Ctrl+Alt+P

Windows	
Next Window	Ctrl+Tab
Previous Window	Ctrl+Shift+Tab
Scene	Ctrl+1
Game	Ctrl+2
Inspector	Ctrl+3
Hierarchy	Ctrl+4
Project	Ctrl+5
Animation	Ctrl+6
Profiler	Ctrl+7
Audio Mixer	Ctrl+8
Asset Store	Ctrl+0
Console	Ctrl+Shift+C