Add more keyshort for outliner<draft>

Proposal.pdf would be written in LaTeX

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TODO Synopsis

Benefits

More user-friendly and powerful outliner.

TODO Deliverables

Project Details [3/6]

The major code is in *source/blender/editors/* **space_outliner** && **space_view3d**
path.

- ☒ Sync selection between 3D viewport and outliner.
  We only need one way to show selections - the highlighted row.

☒ Shift-select to select a range of items.
  It is related to **tree's traversal** problem,

☐ Box selection by simple click and drag.

☒ Shortcut keys for operations like delete, duplicate.

```
int main( int argc, char *argv)
{
    WM_main(C);

    return 0;
}
```

☐ Arrow key navigation.

☐ More consistent and powerful right-click menus.

Project Schedule

I could finish this project in 12 weeks, and about 1 item per 2 weeks.

Bio

My name is Yadong Cheung, I live in China. Currently studying at East China Normal University(ECNU). I major in preschool education, UI design is my hobby, and I love 3D modules especially in animals. The first time that I know CG is the interdisciplinary course *The Film and Television Direct* I studied, which needed pecial effects modeling. HTML and CSS is based on web and it's designed for front-end engineer, maybe they could be helpful of outliner designing, I also started learning TeX, the perfect typesetting system, last year.

Programming experience

I like **C** language, and although I have no experience in products but I read the two books which are konwn as **The C Programming Language** *2e* and **C Primer Plus** *6e*. I used to programming in XCode and Eclipse. I learned **Python** from edx, which course is Introduction to Computer Science and Programming Using Python. Emacs 26.1 (Org mode 9.2)