

Blender 2.8 Shortcut Basics

Shortcut	Action
G	Move
R	Rotate
S	Scale
X/Y/Z (after move/rotate/scale)	Select global axis
XX/YY/ZZ (after move/rotate/scale)	Select local axis
Shift+A	Add object
H	Hide
Alt+H	Unhide all
Shift+D	Duplicate
T	Toolbar
N	Properties Bar
Alt+Z	Toggle X-Ray
NumPad 1	Front View
NumPad 3	Right View
NumPad 7	Top View
A	Select all
Tab	Switch Object/Edit Mode
Ctrl+P	Set parent
Ctrl+J	Join selected
Shift+S	3D cursor menu
E	Extrude
I	Inset
Ctrl+B	Bevel
Ctrl+R	Loop Cut
GG	Edge Slide