











Menu	Menu Item	Menu Navigation	Comments	Mode
	Add Mesh	Add→Mesh	Add mesh shapes such as cube, sphere, cylinders and etc.	Object Mode
	3D Cursor	Click Menu Icon	Pinpoints where a new object to be placed.	Both Edit and Object Mode
	Select Box	Click Menu Icon	In this mode, you can "select" or "box select" an item.	Both Edit and Object Mode
	Transform	Click Menu Icon	Allows you to precisely grab, rotate, or scale an object.	Both Edit and Object Mode
	Apply Transformation	Object→Apply→All Transformations	It is important to apply transformations (location, rotations, and scale) if in object mode.	Object Mode
	Material	Click Menu Icon	Create materials that can be applied to an object.	Object Mode
	Snapping	Click Menu Icon	Allows you to efficient snap two objects together.	Both Edit and Object Mode
	Walk Navigation	View→Navigation→Walk Navigation	Let's you navigate the scene similiar to a video game where you can use A, W, S, D keys to walk. Hold down shift to walk faster.	Both Edit and Object Mode
	Render	Click Menu Icon	Adjust render settings	Both Edit and Object Mode
	World Settings	Click Menu Icon	Let's you change the background color of the world.	Both Edit and Object Mode
	Remove Doubles	Mesh→Clean up→Merge By Distance	Cleans up extra geometry in the model.	Object Mode
	Scene	Click Menu Icon	Set World Metrics.	Both Edit and Object Mode
	Image	Click Menu Icon	Modify image settings.	Object Mode