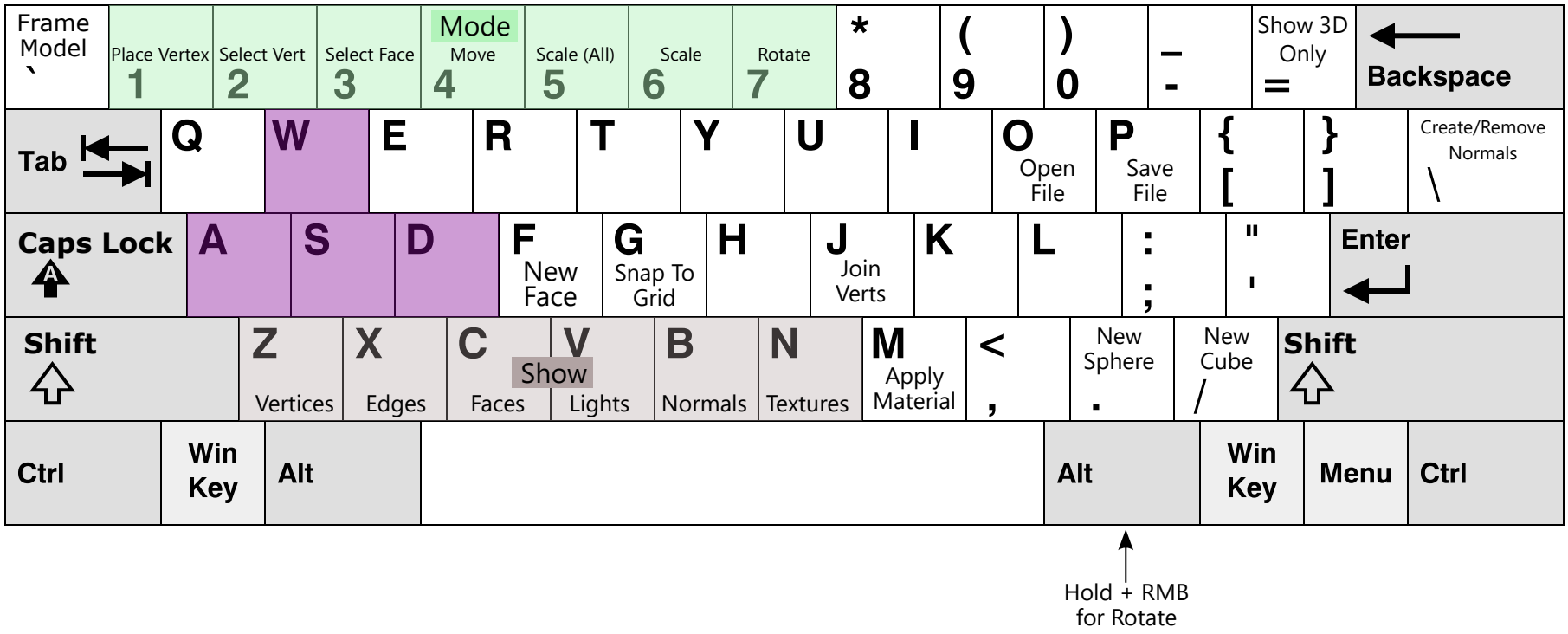
Frame Model `
Place Vertex 1
Select Vert 2
Select Face 3
Mode
Move 4
Scale (All) 5
Scale 6
Rotate 7
* 8
(9
) 0
_ -
Show 3D Only =
Backspace
Tab
Q
W
E
R
T
Y
U
I
O Open File
P Save File
{ [
}]
Create/Remove Normals \
Caps Lock
A
S
D
F New Face
G Snap To Grid
H
J Join Verts
K
L
: ;
" '
Enter
Shift
Z Vertices
X Edges
C Faces
V Lights
Show
B Normals
N Textures
M Apply Material
< ,
New Sphere .
New Cube /
Shift
Ctrl
Win Key
Alt
Alt
Win Key
Menu
Ctrl
Hold + RMB for Rotate