00

\_ for grid scale rotation or moving object ctrl

so it moves object exactly one grid

01

H for hiding object from scene

Alt+H for unhide

02

Shift+D dublicate

then click x,y,z for moving it direction

03

select object then click X for deleting it

04

for selecting all object from scene

click A

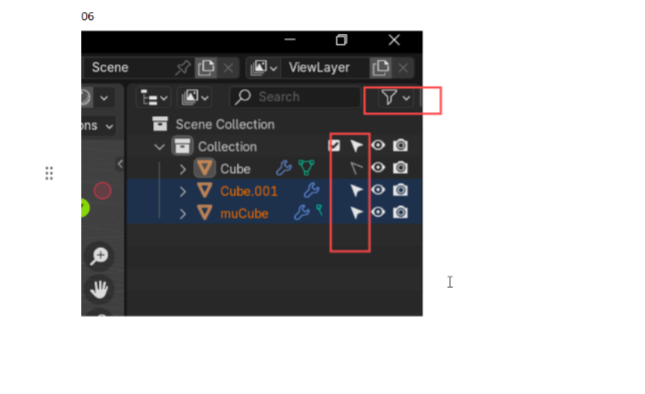
05

ctrl+f zoom to object

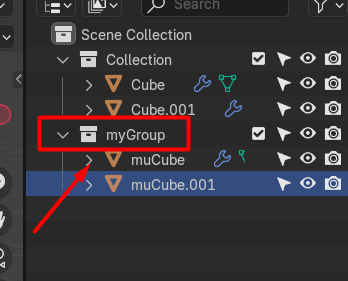
ctrl+. for showing x,y,z direction on onject

06

For enable or disable the object to be selected

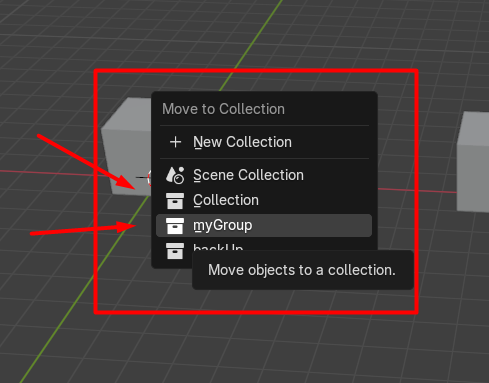


For collection to seperate objects

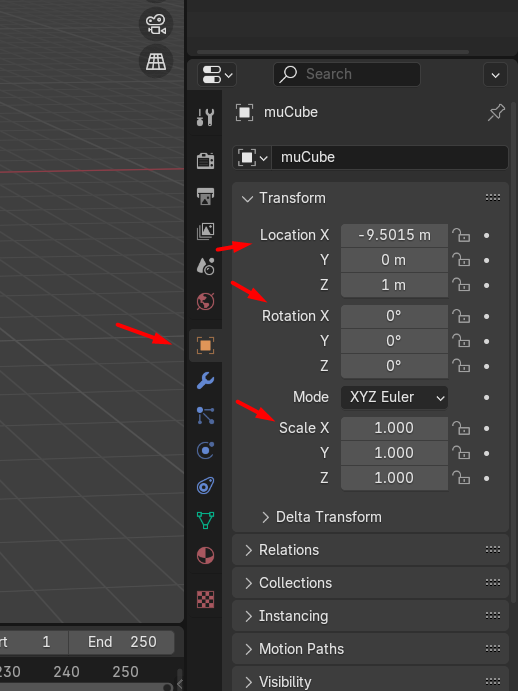


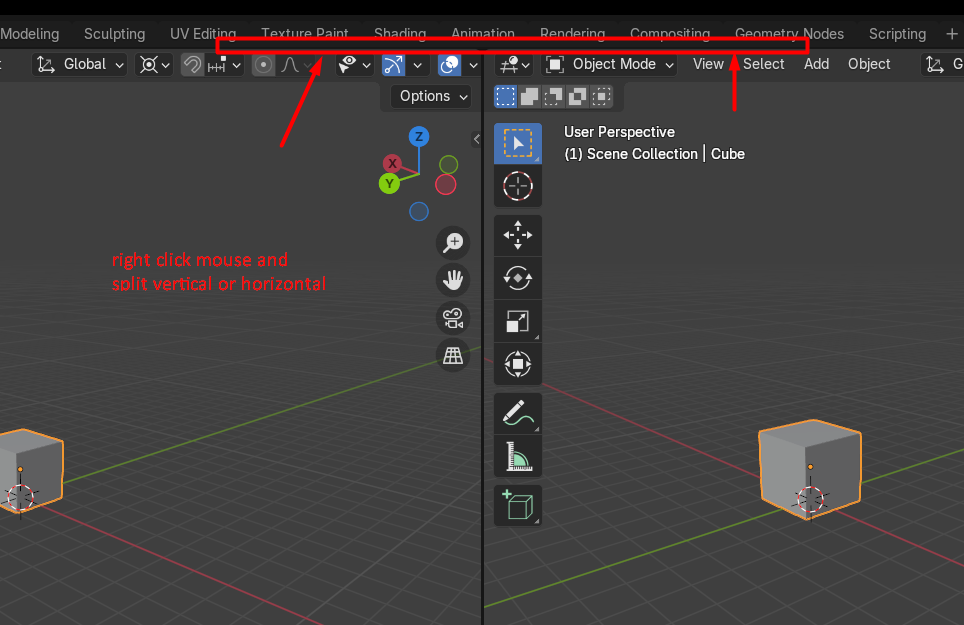
07

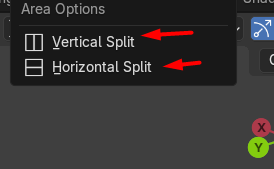
M for moving to collections

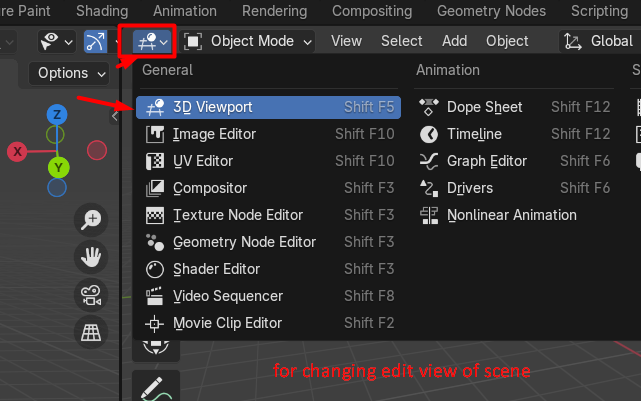


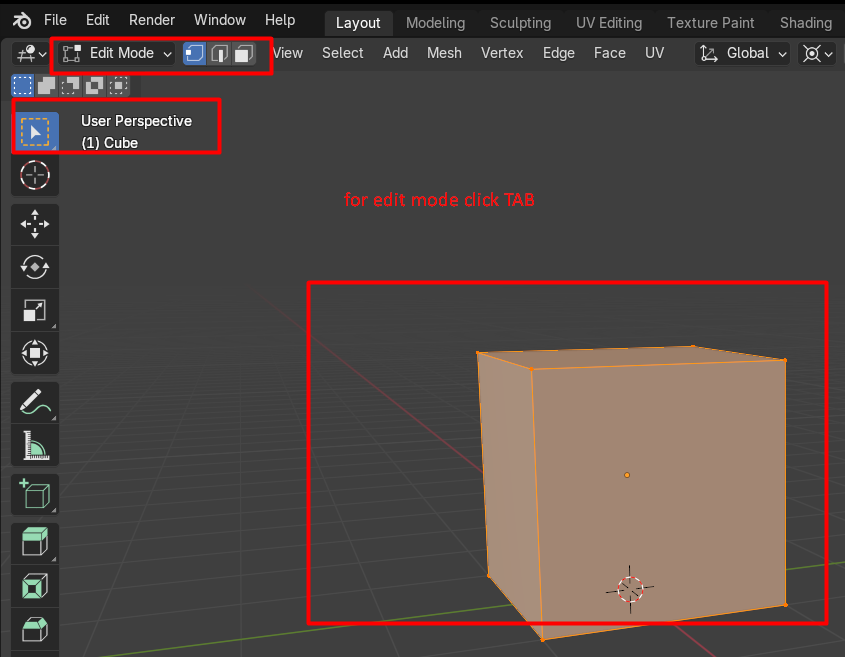
properties

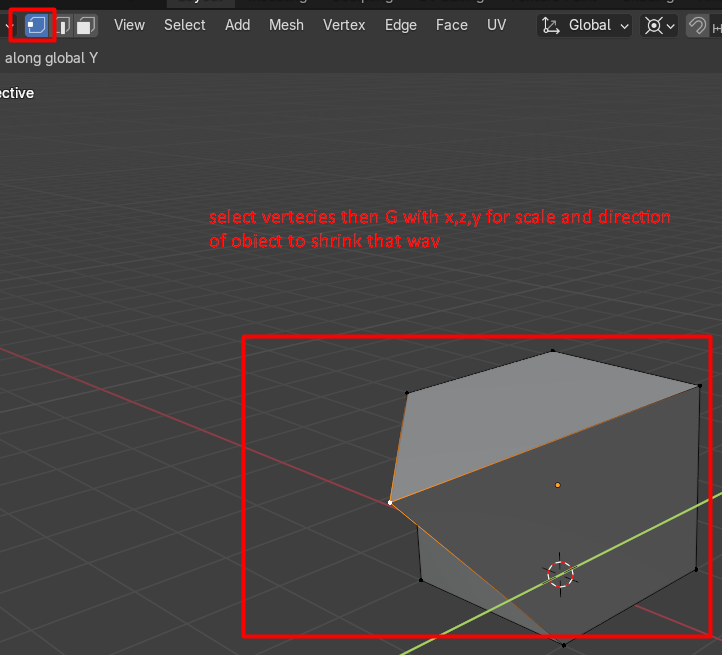


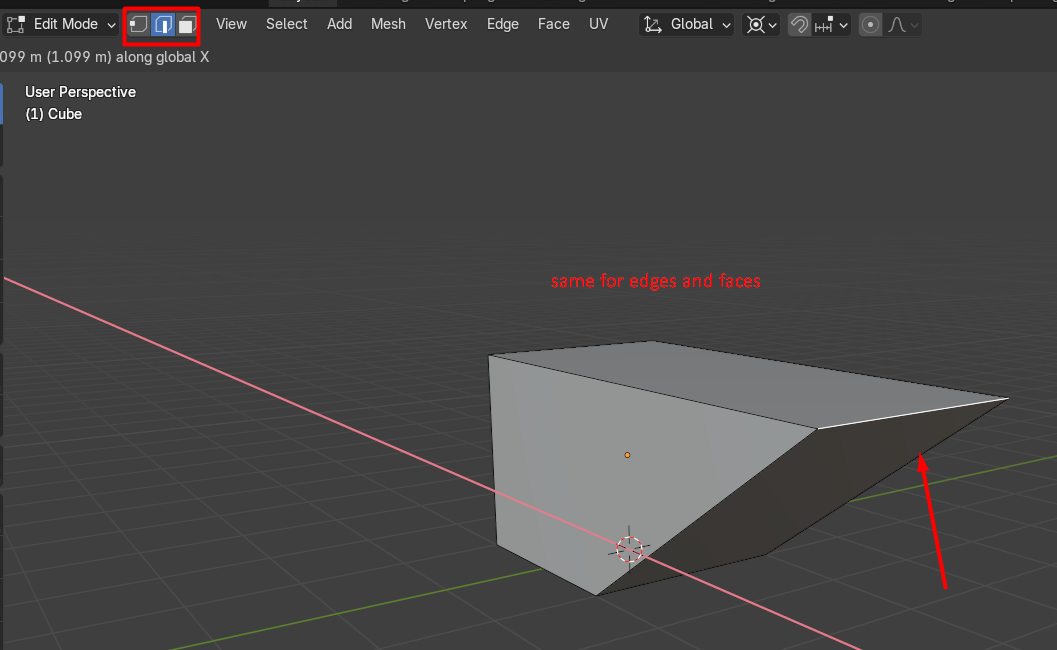


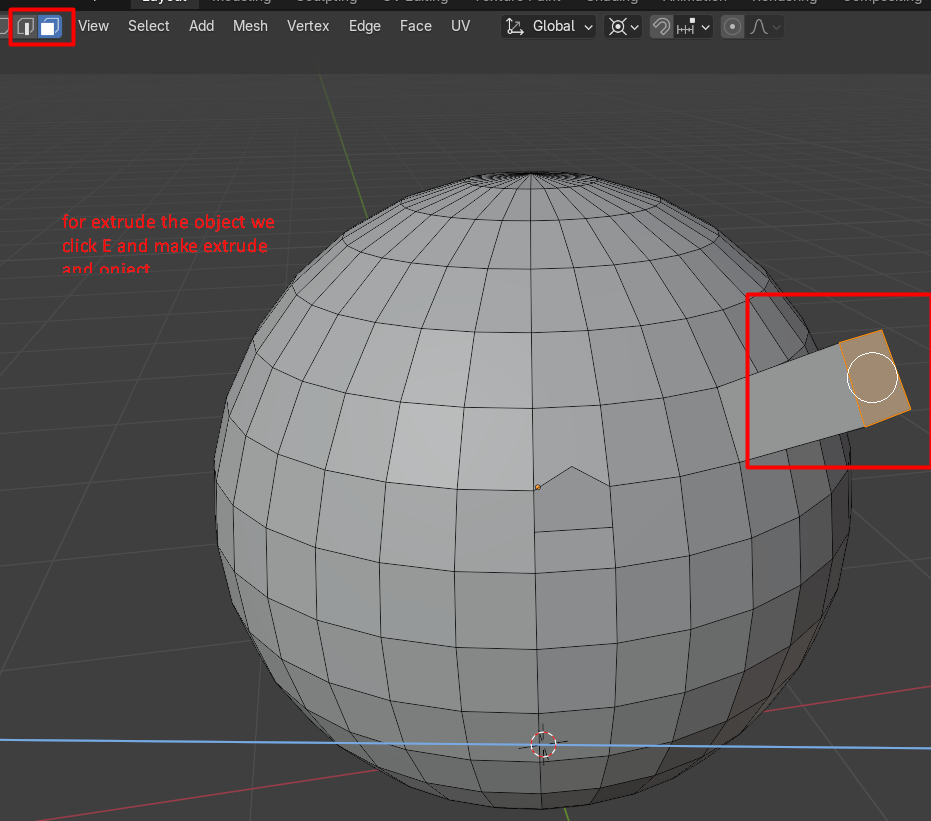


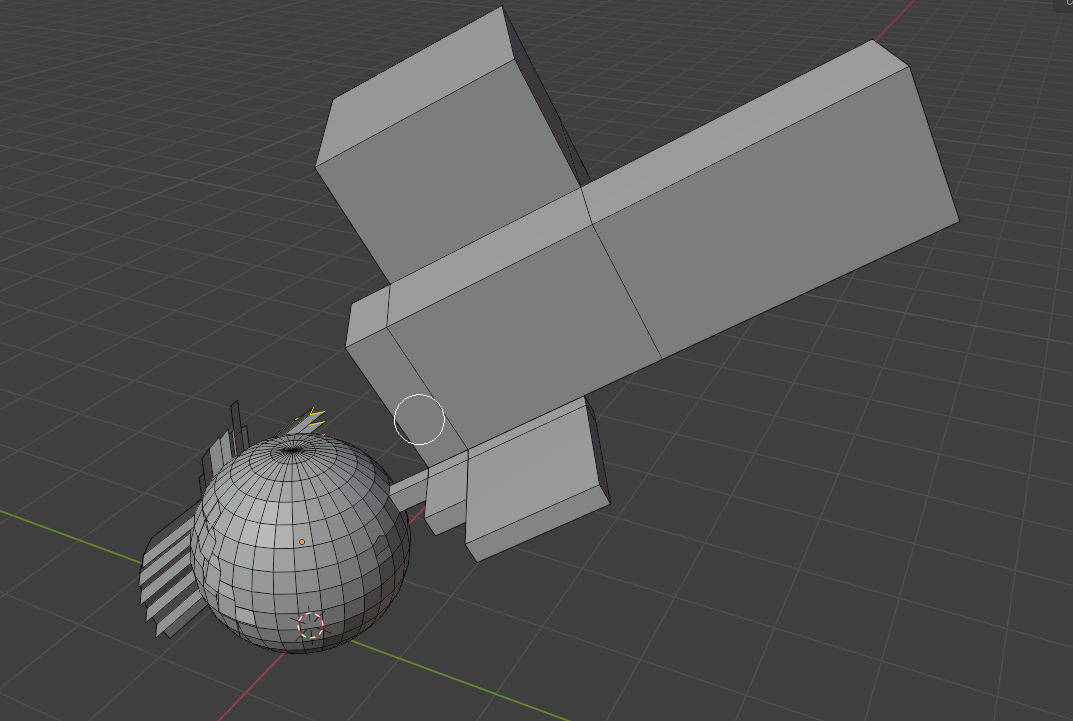


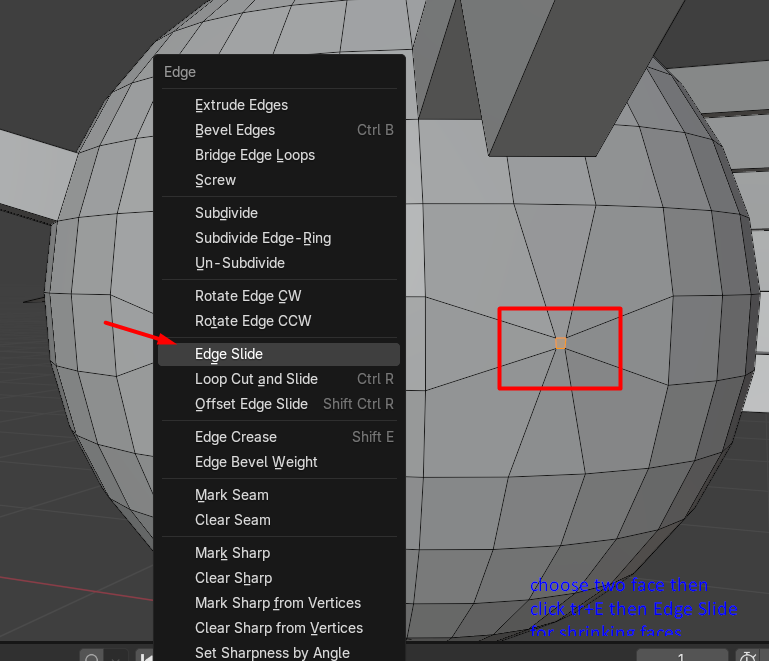


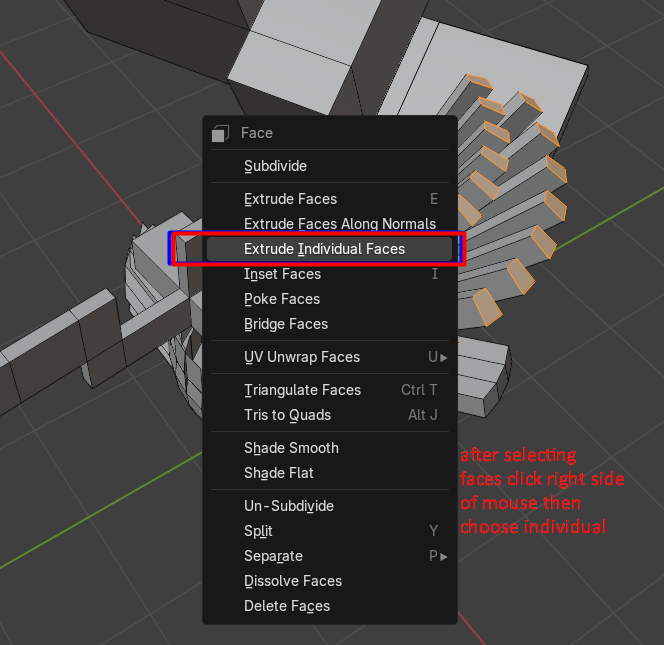


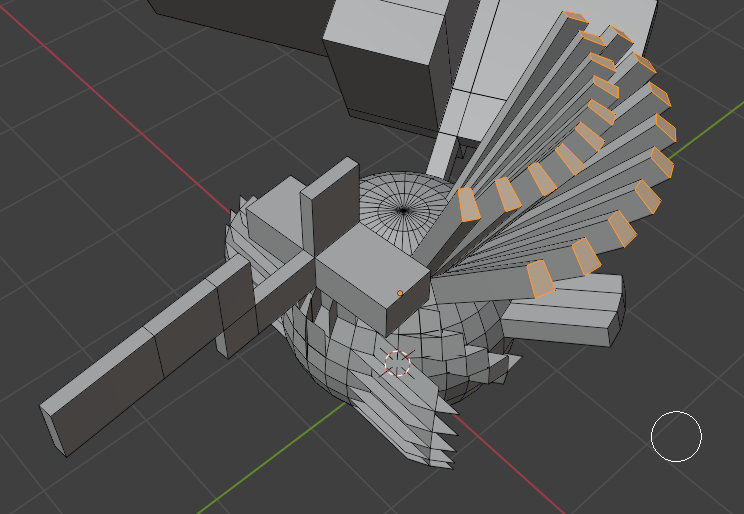


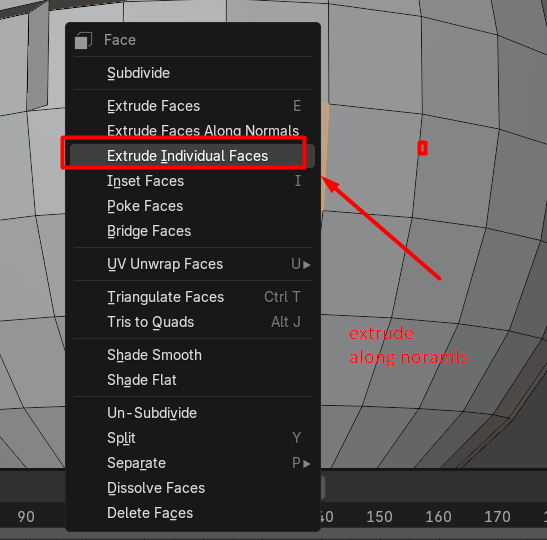




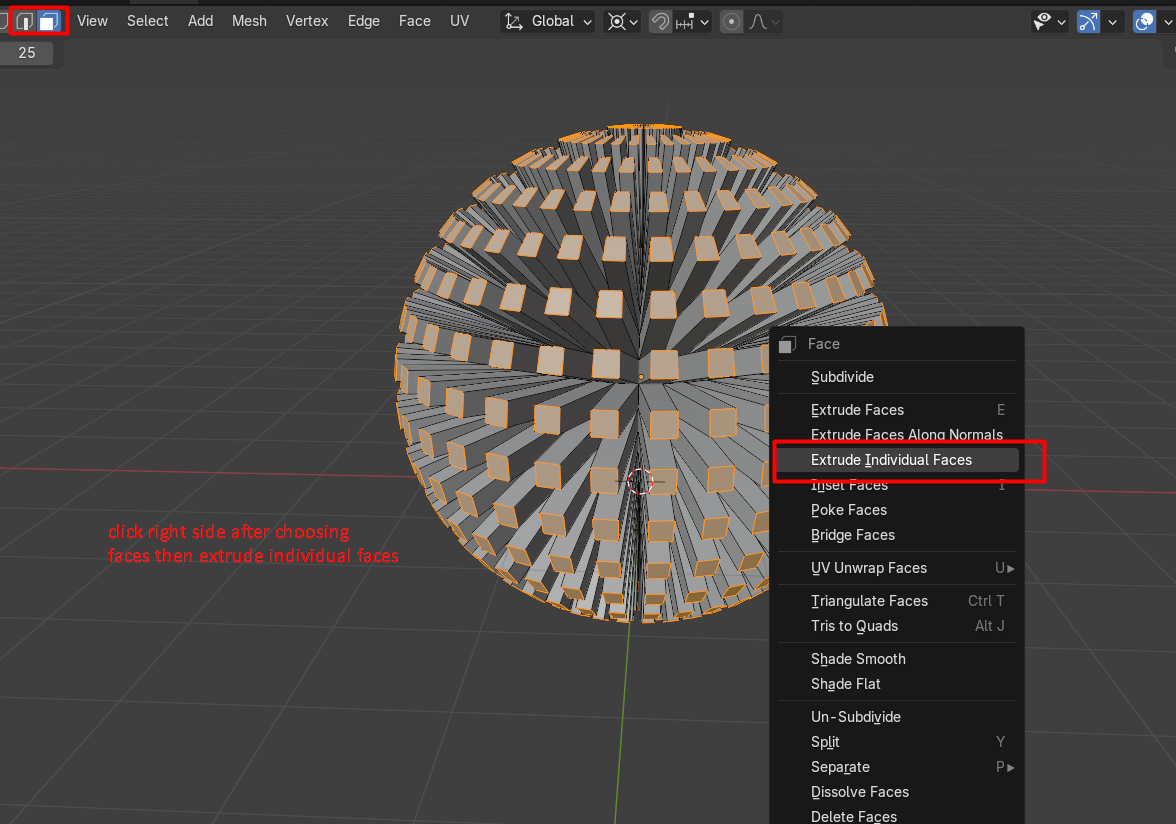




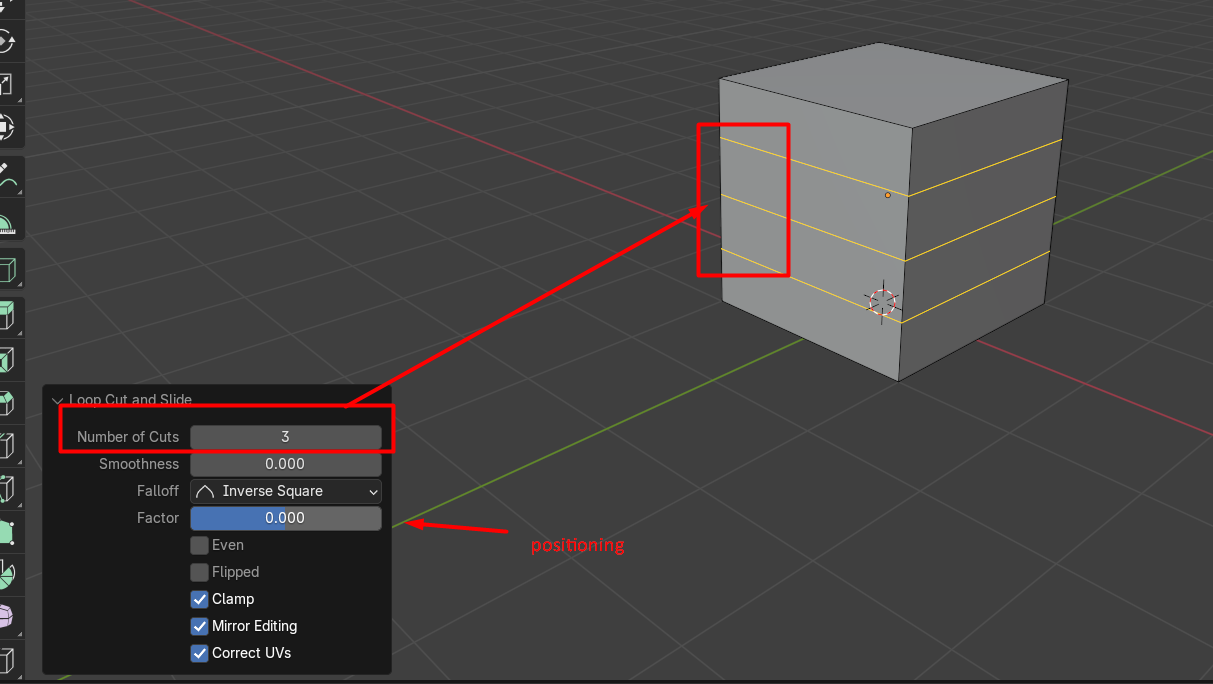


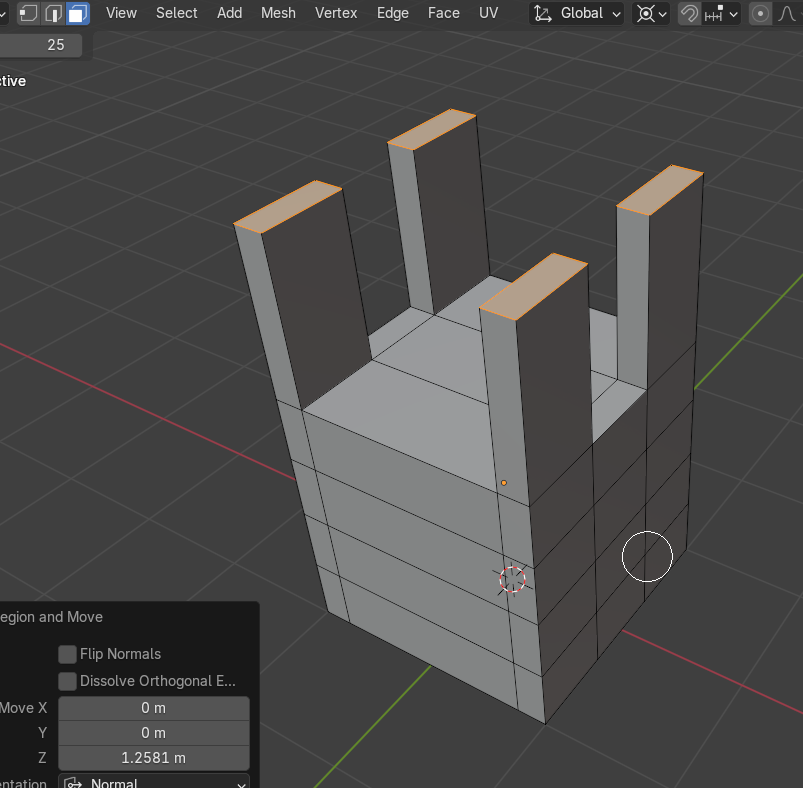




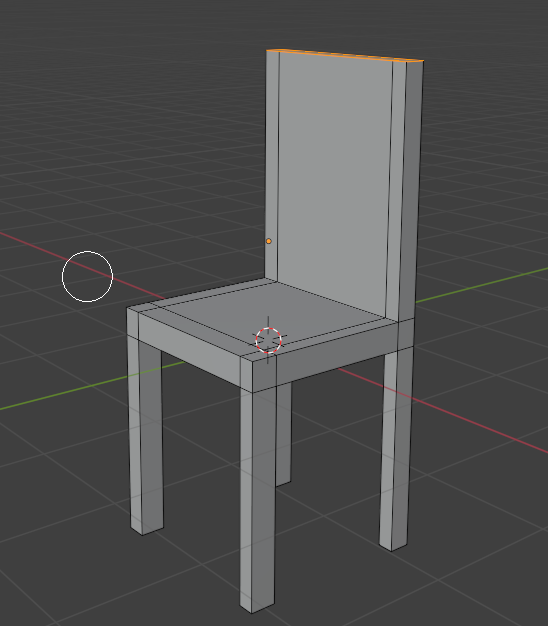


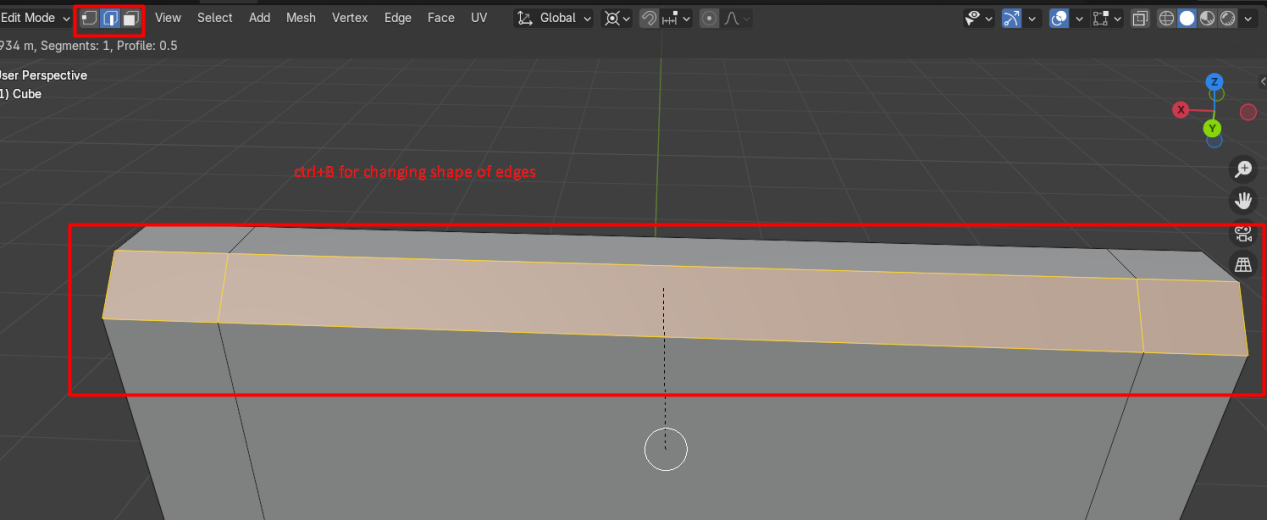


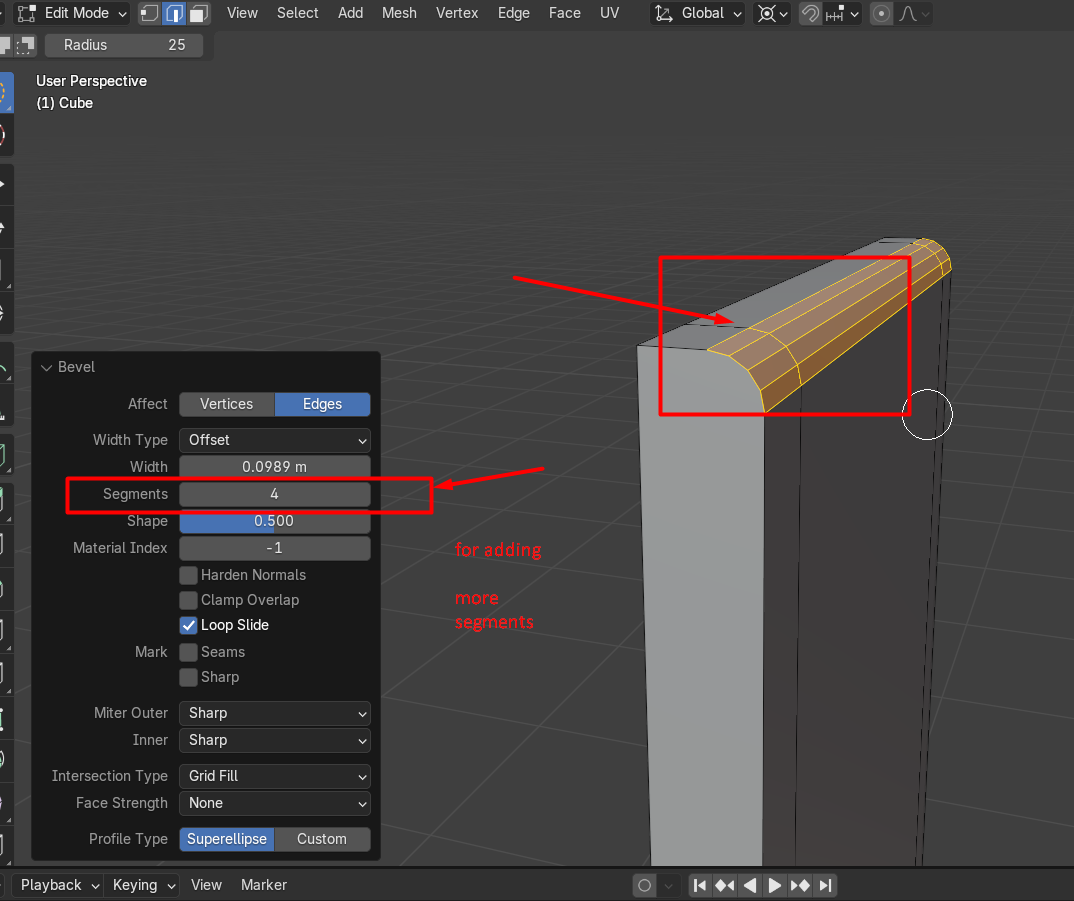




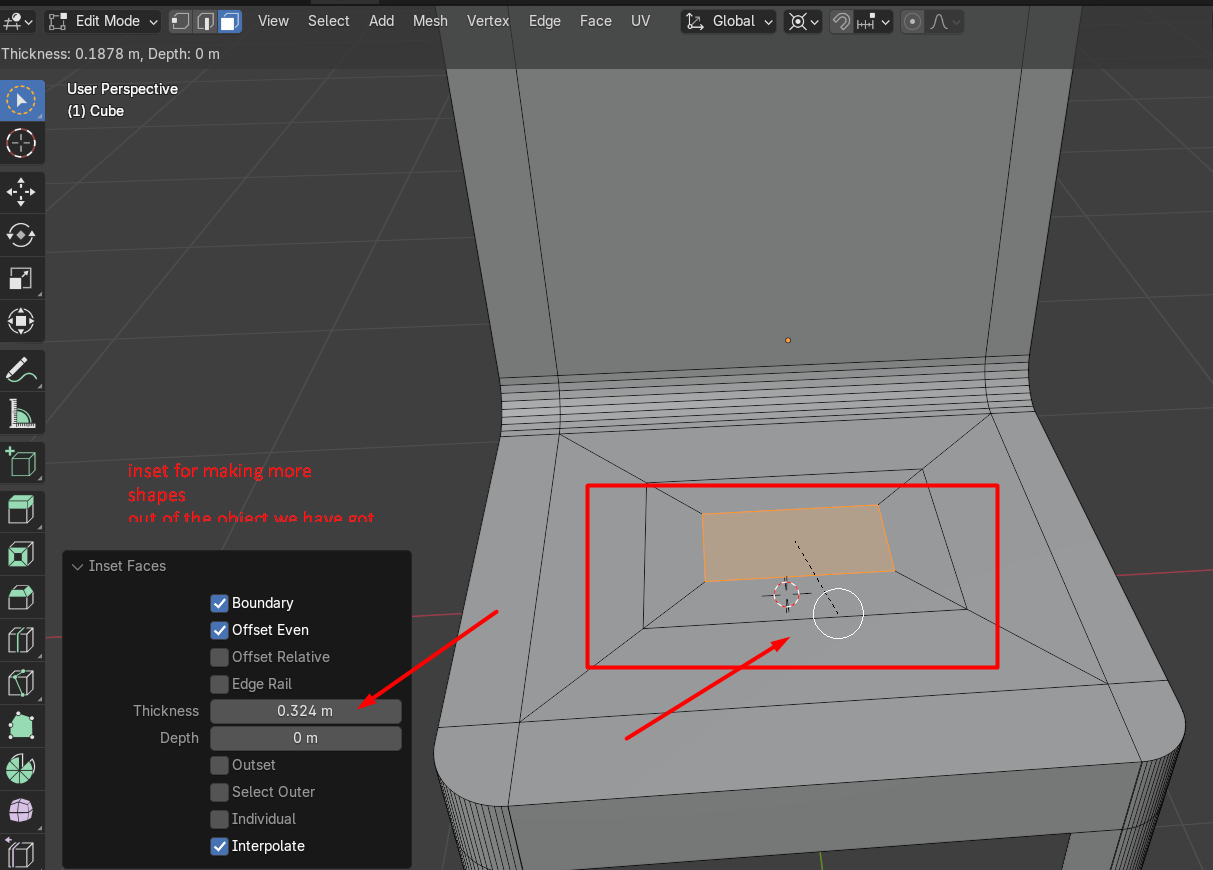
Extrude plus + faces E loop ctr+R

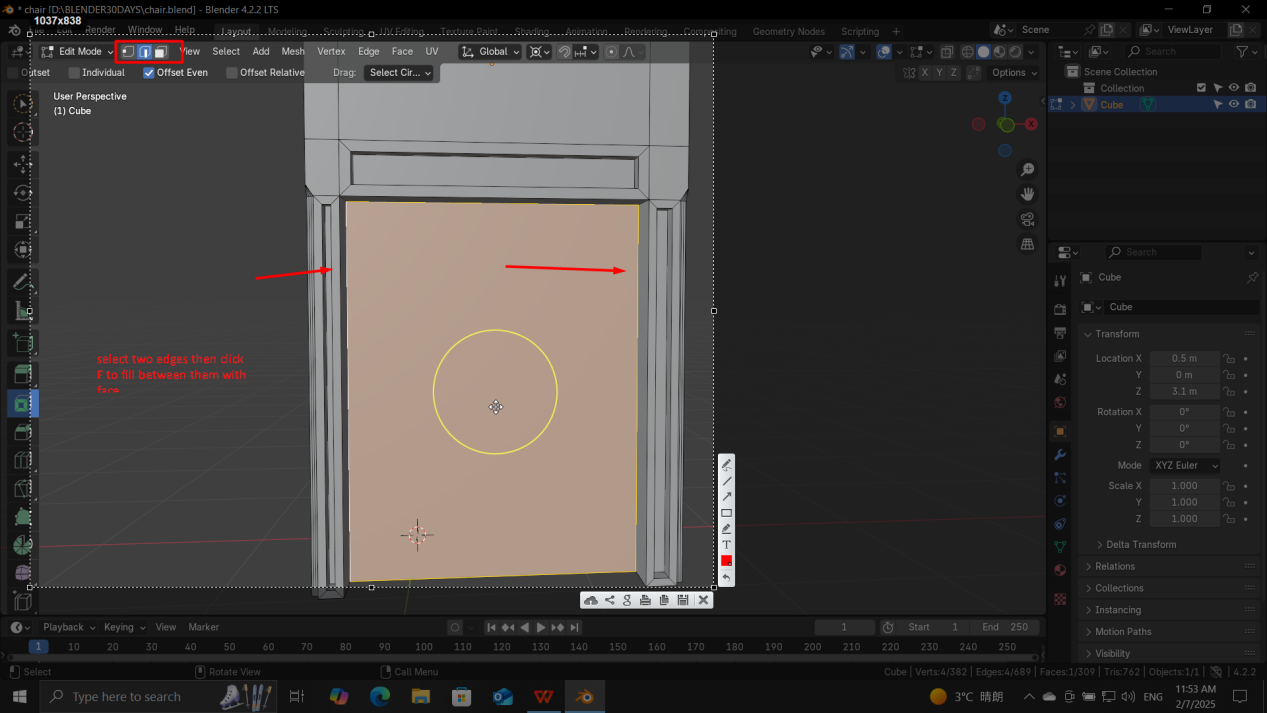


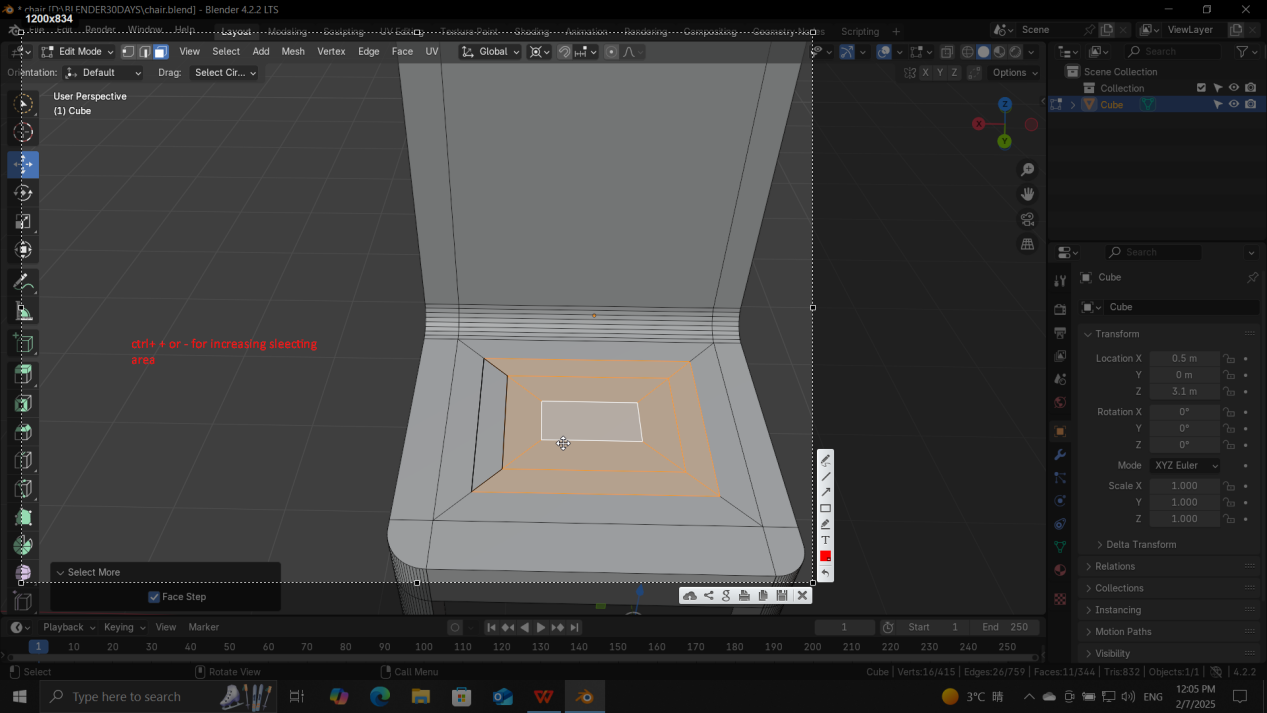


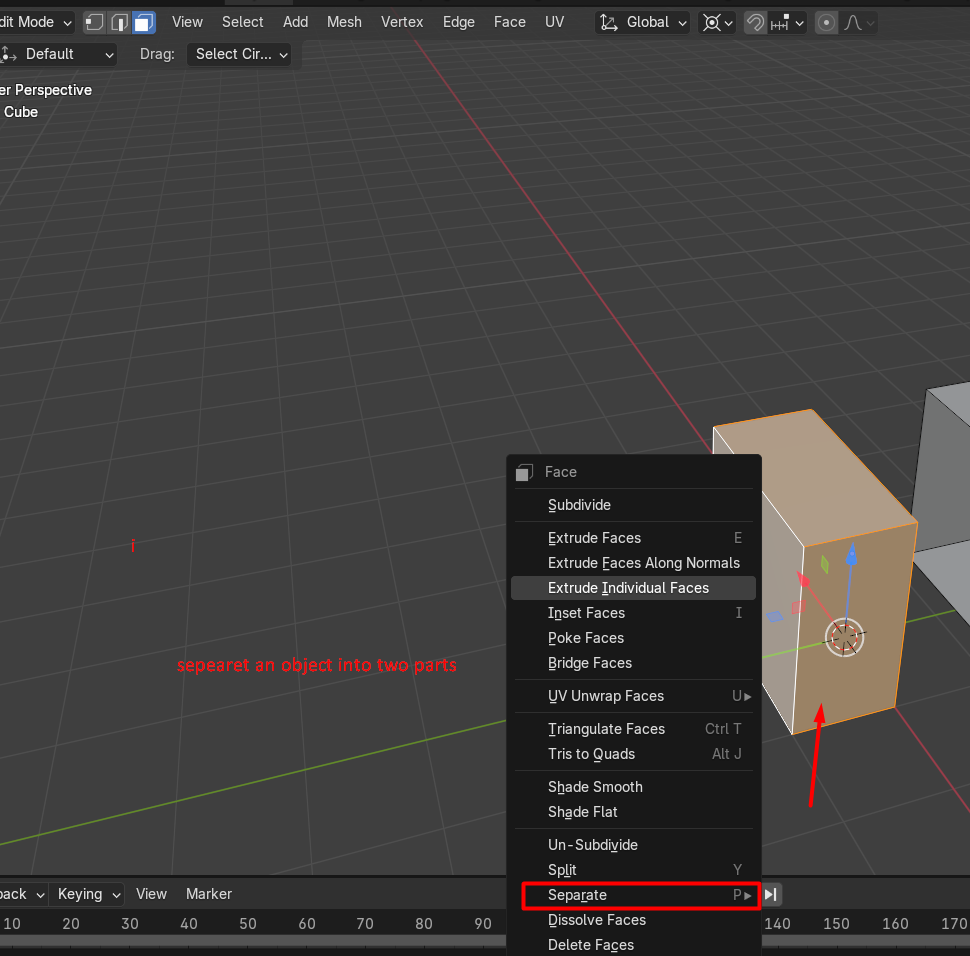


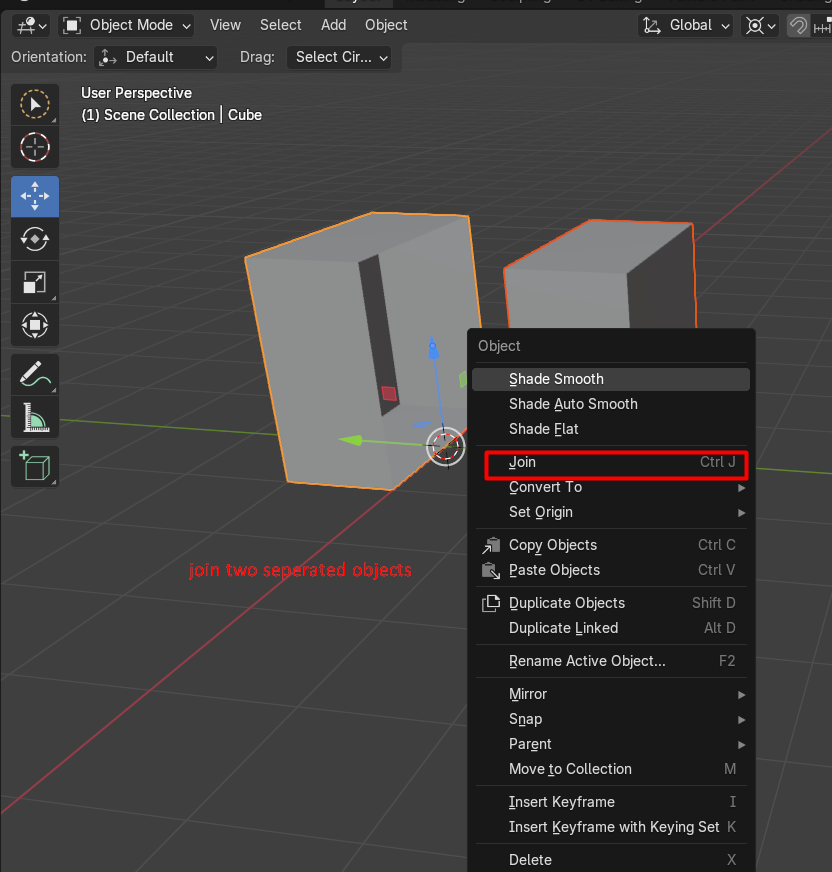


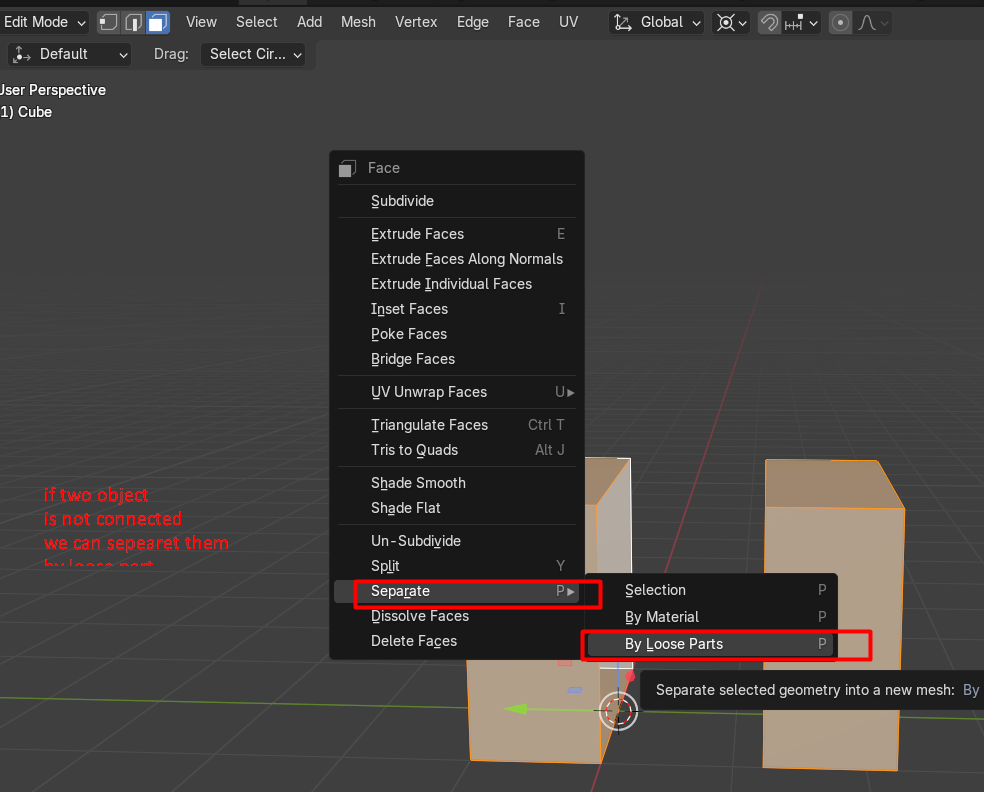


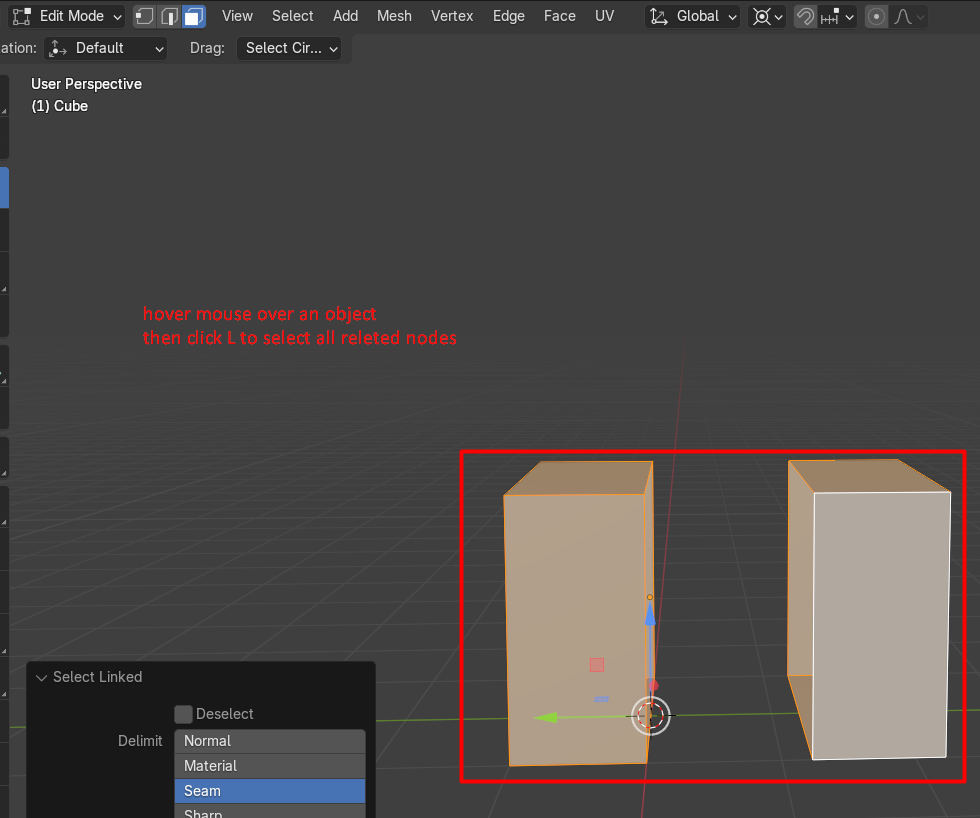


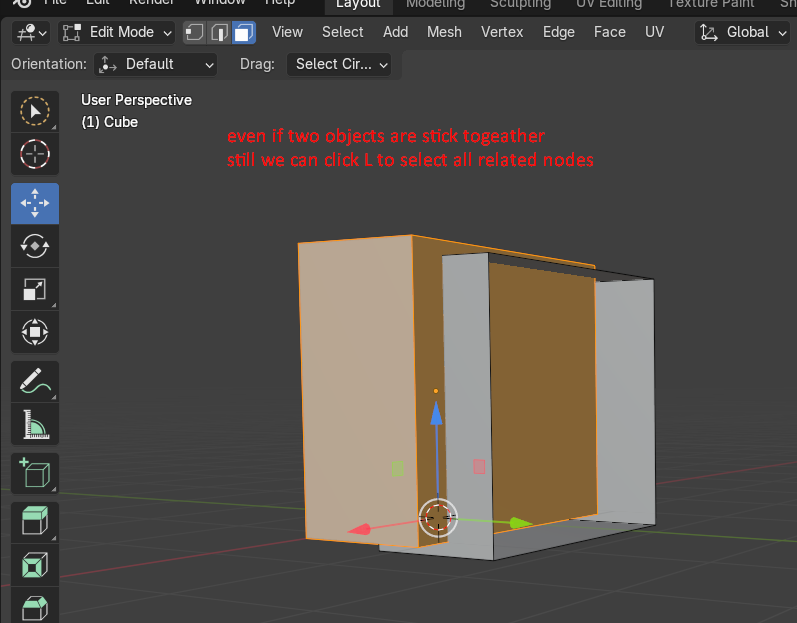












Day 4

Shift+s

