HotKeys:
TAB: toggle ObjectMode/EditMode

G - Grab (Move)
R- rotate
S- Scale
E - Extrude
A - Select All
X- Delete

To select something on your object you can :
right-click anywhere
or hit 'C' for a circle-selection tool, and when done hit 'esc' to get out
Or hit 'B' for a box-selection tool, and when done hit 'esc' to get out
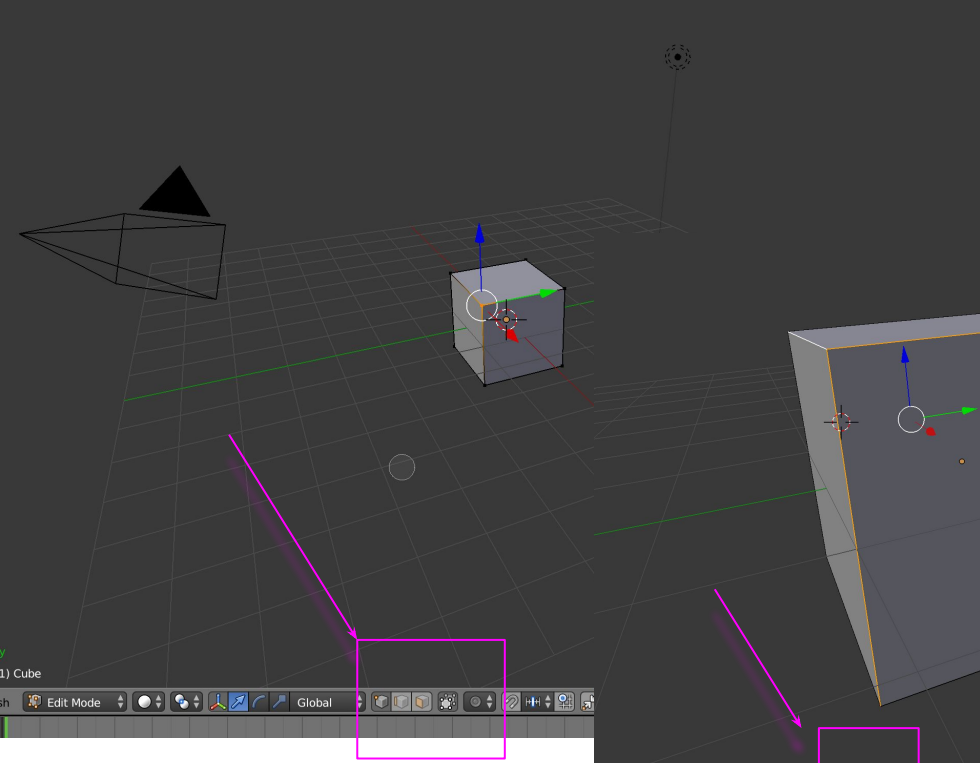
Viewport Rendering options

Selection Options
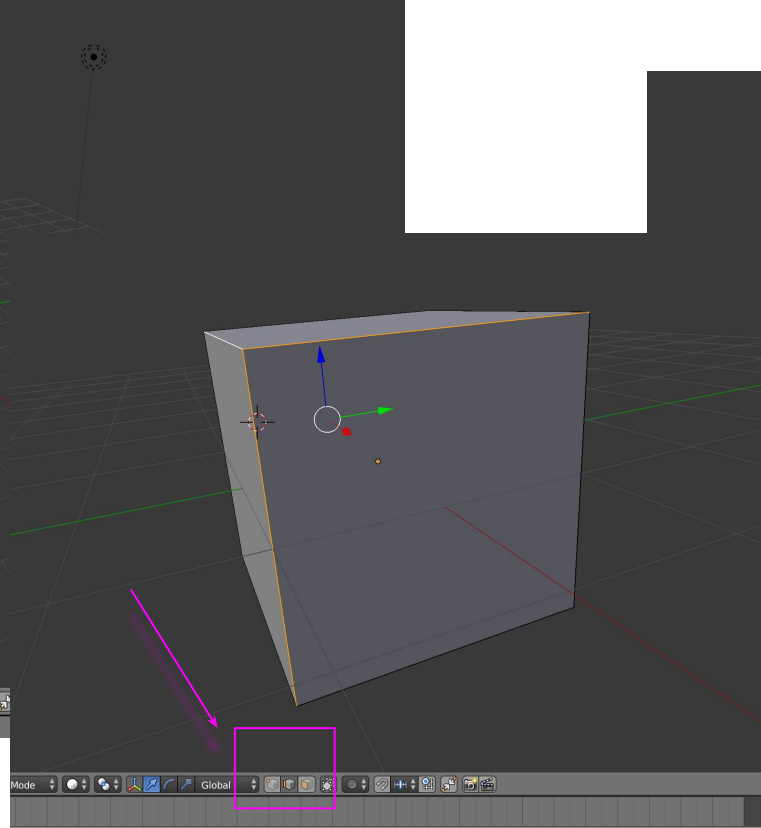vertex, edge, face, transparency, magnet, snap to grid

(1) Cube

Mesh   Edit Mode   Global

(1) Cube

bject   Object Mode   Global

0   20   40   60   80   100   120   140   160   180   200   220   240   260

N- for 'Numbers Bar'
T- for 'Tool Bar'

Edit Mode options:

Vertex Select   Edge Select   Face Select

(you can choose any number of these, one or all at once!)
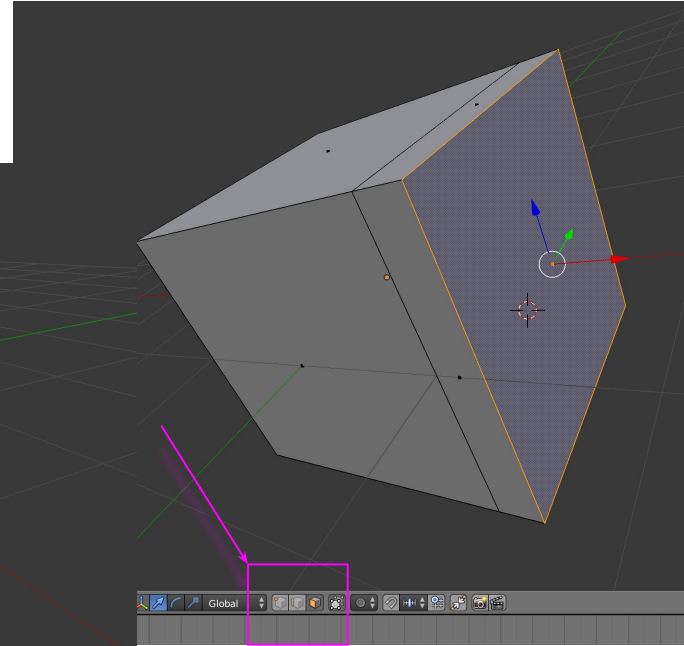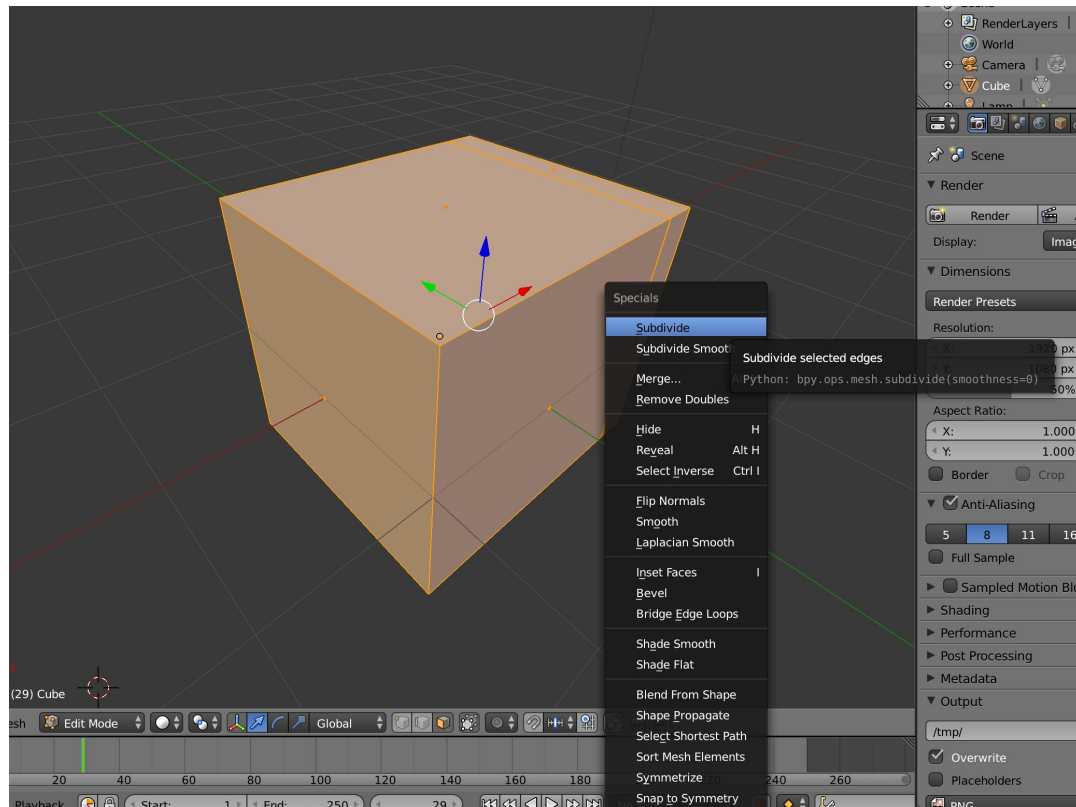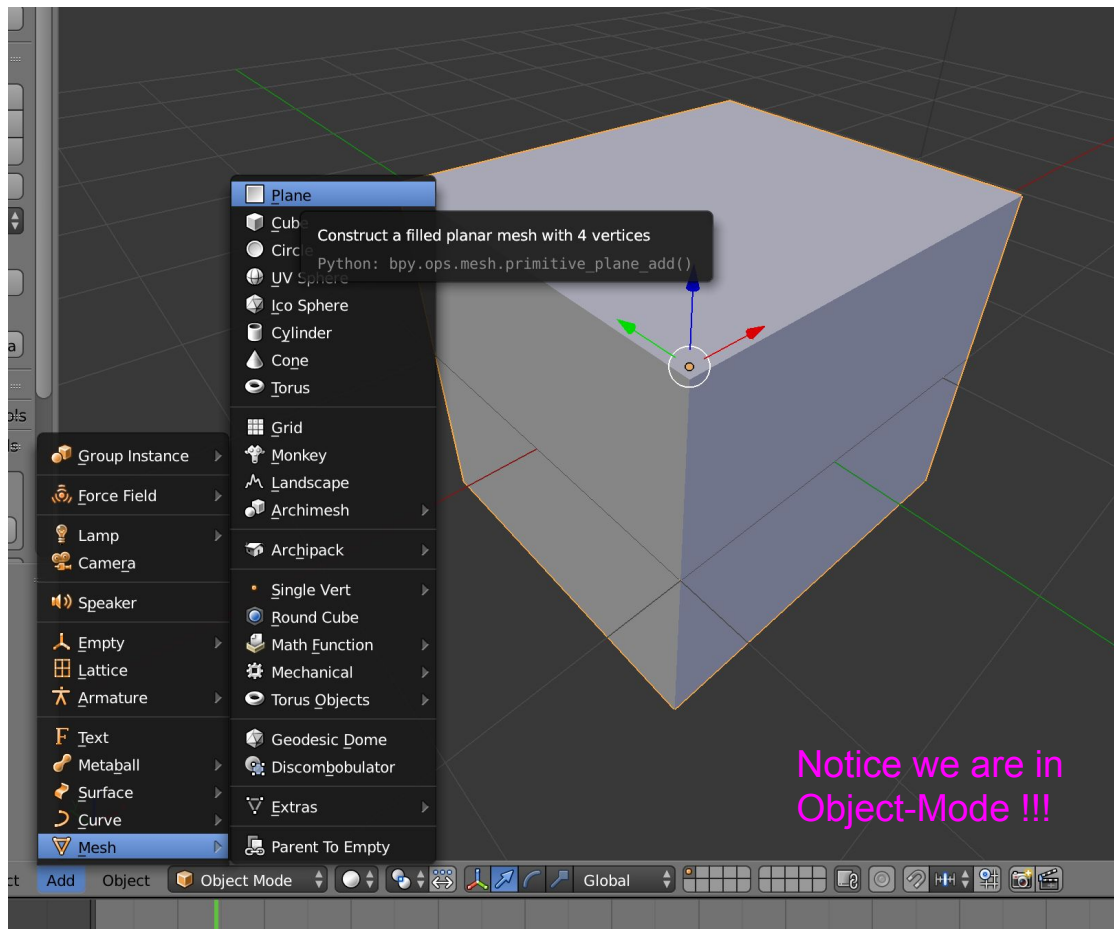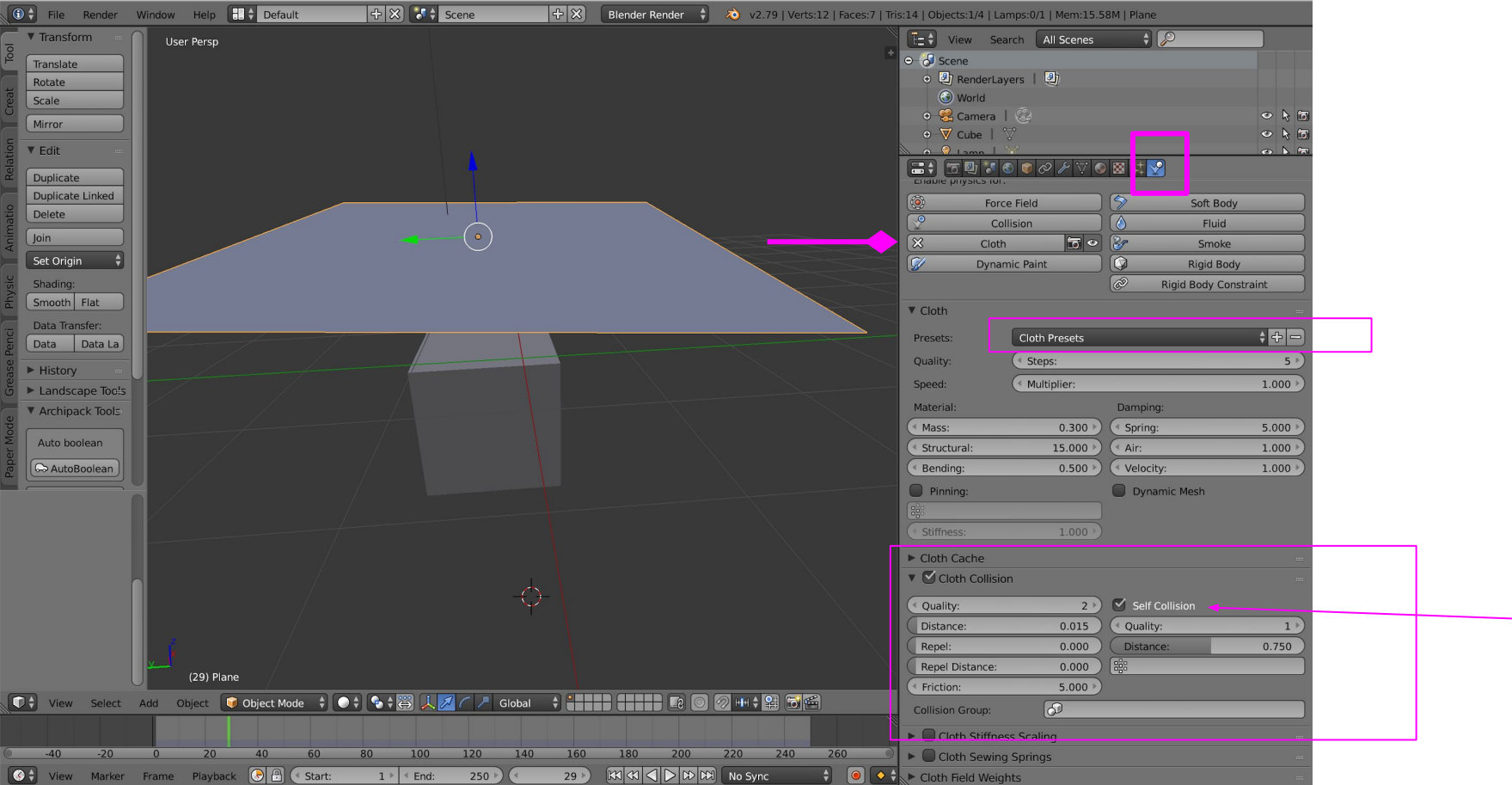
In Edit Mode, hitting Hotkey **W** brings up the Special Menu. *Subdivide* will be useful!
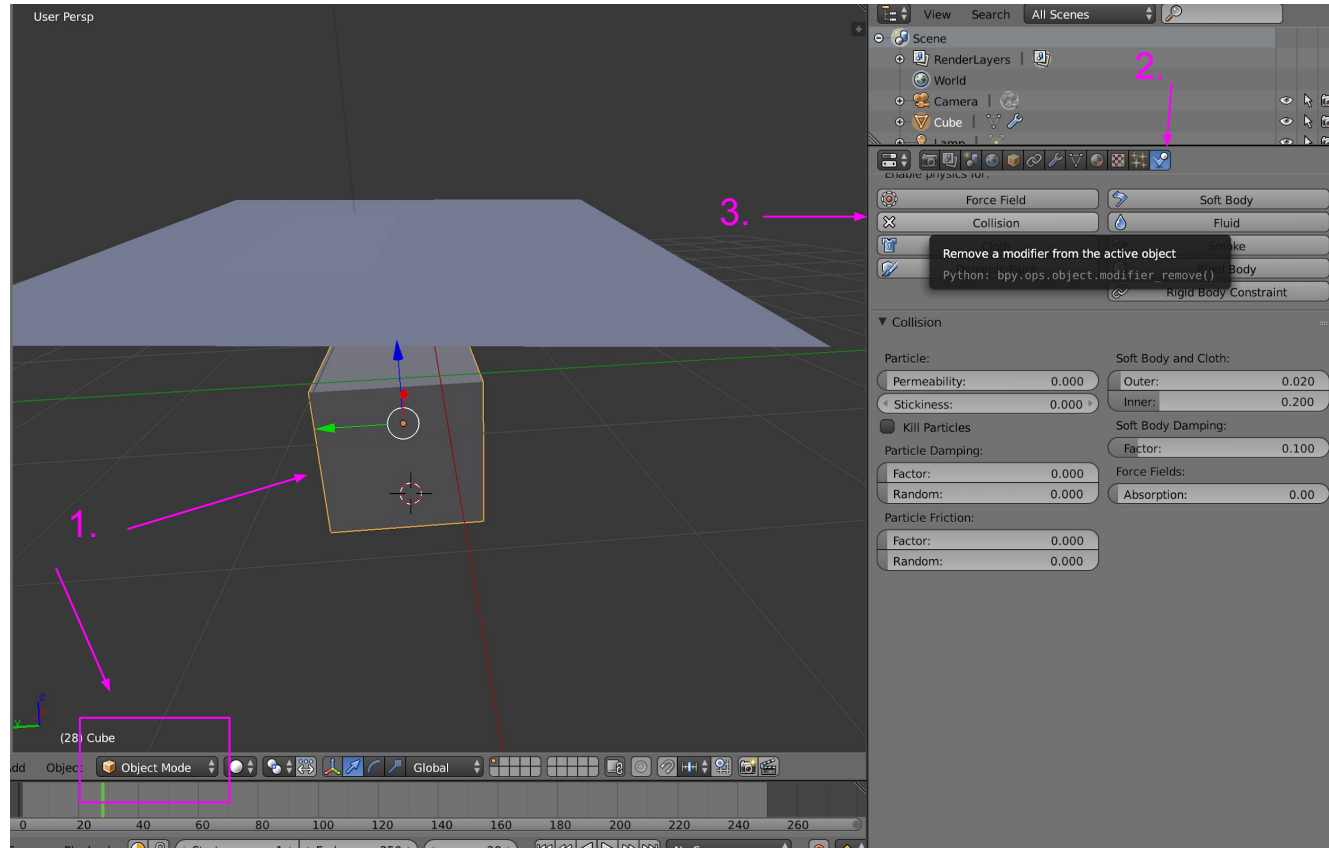
To create a Plane:

Subdivide your Cloth--Edit Mode> w > subdivide
The Properties Bar > Modifier Tab > Simulate Cloth!

Collision Object

To keep your cloth from descending into infinite gravity, it needs to collide with something (or be pinned to something). To set the cube as a collision object:

1. Select Cube
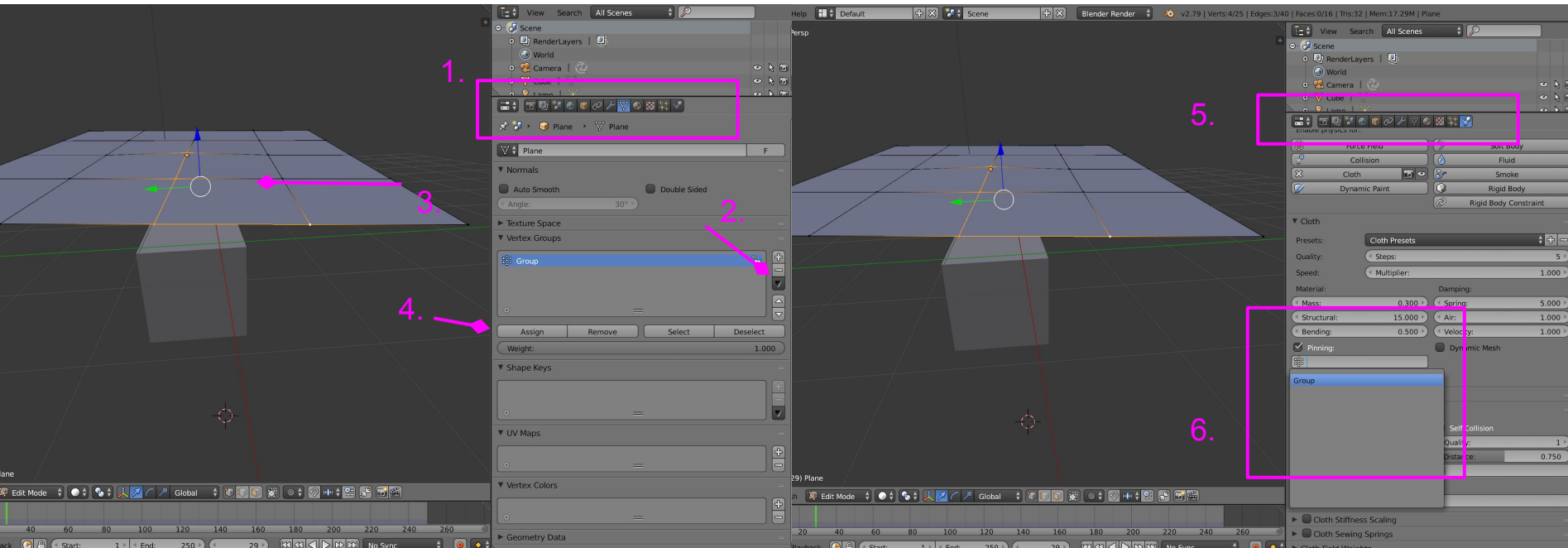2. Go to Physics Tab
3. Select Collision

Select your cloth plane again, go to object mode and hit play to see the simulation run!!!

Pinning:

Select the vertices you want to stay put (in edit mode) and Assign them to a new "Vertex Group" under the Vertex tab of Properties.

Then Check the "Pinning Box" in the Cloth-Physics tab, and Select your Group

Go to Object Mode, then press play to see your simulation run!! (After cacheing)

# Reminder, you'll need to subdivide for smoothness!

To go deeper see the wiki:

https://wiki.blender.org/index.php/Doc%3A2.6/Manual/Physics/Cloth
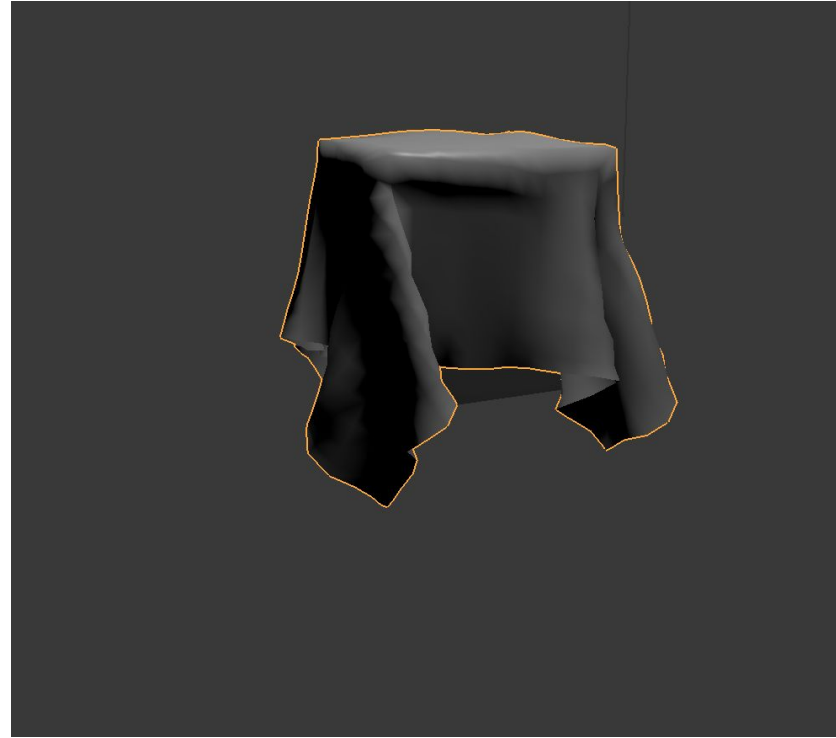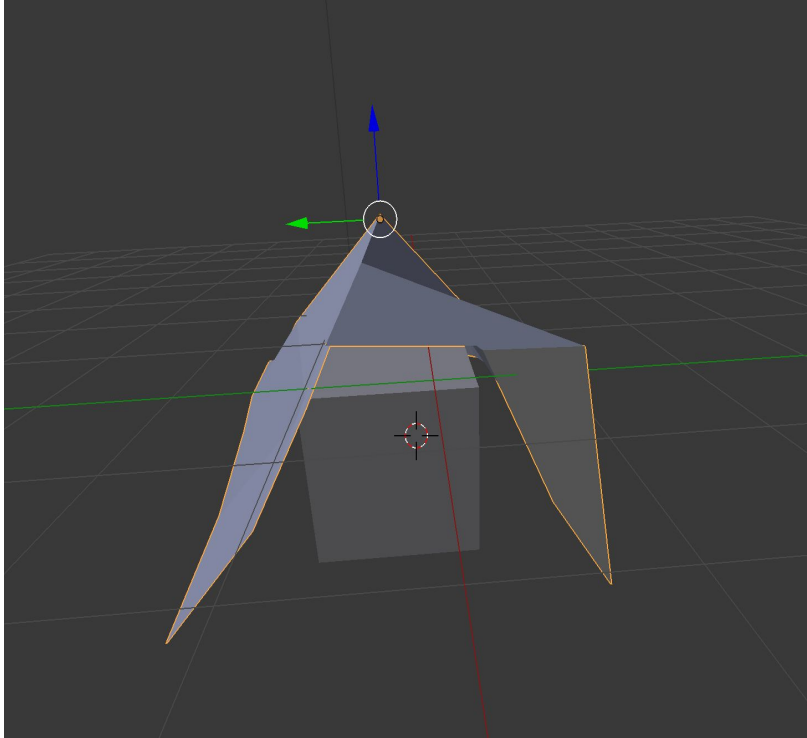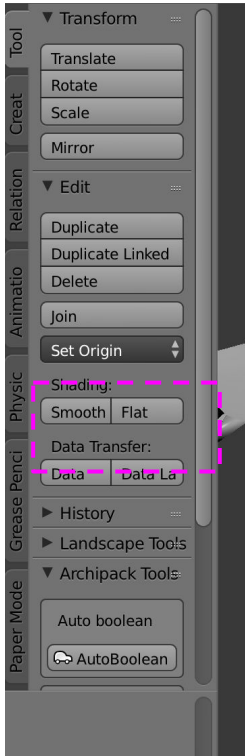
Collision Settings

Now you must tell the *Cloth* object that you want it to participate in collisions. For the cloth object, locate the *Cloth Collision* panel, shown to the right:

Enable Collisions

LMB 🖱 click this to tell the cloth object that it needs to move out of the way.

Quality

A general setting for how fine and good a simulation you wish. Higher numbers take more time but ensure less tears and penetrations through the cloth.

Distance

As another object gets this close to it (in Blender Units), the simulation will start to push the cloth out of the way.

Repel

Repulsion force to apply when cloth is close to colliding.

Repel Distance

Maximum distance to apply repulsion force. Must be greater than minimum distance.

Friction

A coefficient for how slippery the cloth is when it collides with the mesh object. For example, silk has a lower coefficient of friction than cotton.

Collision Group

Allows limit collider to set here the Group.
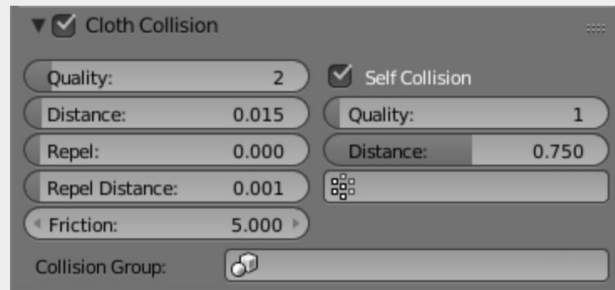
Cloth Collision panel.

BONUS! Sculpt Mode: