Shift + c = re-center new object cursor

Scroll wheel = zoom in and out

Sw + drag = rotate around pivot point

Sw + shift = pan around scene

Right MB = select object

. on numpad = focus on selected \*\*outliner box in top right – you can click on an object and . to zoom in.

7 numpad = view from top z

3 numpad = side view y

1numpad = front view x

5numpad = orthographic mode

Delete = delete object from scene

G = grab

R = rotate

S = scale

\*\* Z, Y, or X can be hit after the above 3 for axis related stuff.

Z = move on z axis

Y = move on y axis

X = move on x axis

Shift + A = brings up objects menu

Shift + D = duplicate

Shift + right MB = select multiple

Space = search menu

Ctrl + R = create vertices \*\* mouse wheel to

B = box select

Z = toggle solid/wireframe\*\* you can select all vertices (ctrl + R) with wireframe, front and back

E = extrude

Alt + right click = on vertices, detects the vertices loop also works on sides.

S = scales the extrusion \*\* right click to release it, but it will still extrude, in or out

Ctrl + J = joins objects in object mode