LAYOUTS

- [LEFT CLICK] select
- [RIGHT CLICK] context menu
- [N] toggle sidebar
- [T] toggle tools
- [CTRL + SPACE] maximize area
- [Q] favorites
- [F3] search for any action (should switch to [SPACE])
- [CMD/CTRL + Z] undo (almost any changes, even selection)
- [CMD/CTRL + SHIFT + Z] redo (almost any changes, even selection)

  FIELDS
  - [CMD/CTRL + C] to copy (above field)
  - [CMD/CTRL + V] to past (above field)

  SCENE GRAPH
  - [C] new collection
  - [M] move to collection

VIEW

- [MIDDLE WHEEL] rotate
- [SHIFT + MIDDLE WHEEL] truck and pedstal
- [CTRL + MIDDLE WHEEL] zoom
- [CTRL + SHIFT + MIDDLE WHEEL] dolly
- [.] ou [,] focus section
- [5] toggle ortho/persp
- [1][3][7] position view on axis ([CMD/CTRL] to invert axis)
- [SHIFT + 7] position view in front of the selected face
- [0] position view on camera
- [CMD/CTRL + 0] position view on active camera and set as default camera
- [Z] show shadings wheel
- [ALT + Z] Toggle x-ray
- [SHIFT + S] change cursor position
- [SHIFT + C] focus on all scene
- [CTRL + ALT + Q] set quad view

OBJECT

- [SHIFT + A] create object
- [F9] to re-open creation options
- [X] delete
- [CTRL + A] apply transformations to the geometry
- [G] translate
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
- [R] rotate
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
- [S] scale
  ([X][Y][Z] to force axis, [SHIFT] for precision, [CTRL] to round)
- [S] normalized scale
- [ALT + G] reset position

- [ALT + R] reset rotation
- [ALT + S] reset scale
- [SHIFT + TAB] toggle snap
- [SHIFT + D] duplicate
- [ALT + D] link duplicate
- [H] hide selection
- [SHIFT + H] isolate
- [/] isolate and focus
- [ALT + H] unhide all
- [CMD/CTRL + J] merge
- [SHIFT + R] repeat last

SELECTION
- [A] select all
- [A, A] unselect all
- [B] border section
- [C] circle section ([WHEEL] to change size)
- [CTRL + I] invert selection
- [SHIFT + LEFT CLICK] add to/remove from selection

MODES
- [CTRL + TAB] change mode

EDITION
- [TAB] toggle edition
- [1] vertex
- [2] edges
- [3] faces
- [ALT + LEFT CLICK] edge loop selection
- [CTRL + ALT + LEFT CLICK] parallel edge loop selection
- [G, G] translate on edge ([C] to go beyond the limit)
- [E] extrude ([ALT + E] extrude with options)
- [I] inset
- [I, I] individual inset
- [CTRL + B] bevel
- [CTRL + R] loop cut
- [J] connect vertices
- [K] knife cut ([Z] cut through)
- [P] separate
- [F] create edge or face
- [V] Rip
- [CTRL + T] triangulate
- [ALT + M] merge
- [CTRL + L] select island
- [SHIFT + E] change crease (for subdivision surface)
- [U] unwrap menu
- [M] merge

CURVES
- [C] toggle open
- [V] change handle type

     ○ [ALT + S] change thickness of selected points

  Painting
    ● [F] change brush size

  Sculpting
    ● [F] change brush size

OUTLINER
- [.] go to selected object

RENDERING
- [F12] render
- [CTRL + B] set render region
- [CTRL + ALT + B] reset render region

TIMELINE
- [ARROW RIGHT] Next frame
- [ARROW LEFT] Previous frame
- [ARROW UP] Next keyframe
- [ARROW DOWN] Previous keyframe
- [,] Focus selection
- [I] Insert keyframe
- [T] Choose interpolation
- [P] Define Range
- [ALT + P] Reset range
- [V] Change handle type