Unity Scene Editor 2D Cheat Sheet

# General

* Undo: CTRL+Z
* Redo: CTRL+Y
* Save: CTRL+S
* Duplicate: CTRL+D

# Toolbar

* Hand: Q or ALT+LMB
* Translate: W
* Rotate: E
* Scale: R
* Multi-Edit: T

# Snapping

* Snap Settings: Edit->Snap Settings
* Movement: (with Translate tool selected) CTRL+LMB
* Rotation: (with Rotate tool selected) CTRL+LMB
* Recenter at origin: On any object, go its Transform component, click the menu in the upper right corner and select “Reset” (remember to set the camera’s z position back to -10 if you do this on a camera)