# ★ Blender basics

① Ctrl + N ⇒ To switch between workspaces.

New File
- General
- 2D Animation
- Sculpting
- VFX
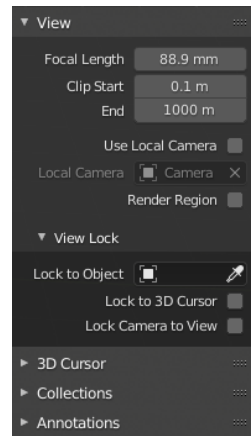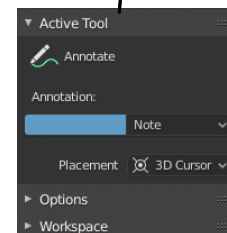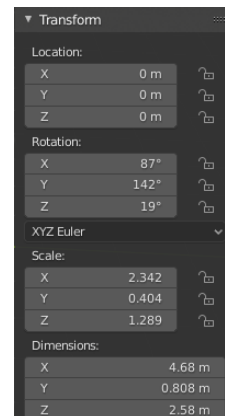- Video Editing
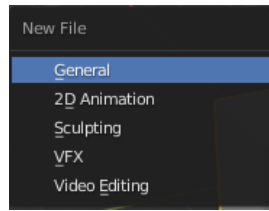
② RMB ⇒ To select a object in 3d space.

③ After selecting press 'G' to move it around freely.
   ↳ 'G' followed by 'X','Y','Z' will allow you to move along x, y and z direction respectively.

④ After selecting press 'S' to scale the object.
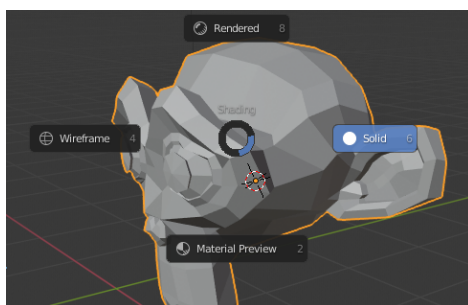   ↳ 'S' followed by 'X','Y','Z' will allow you to scale along x, y and z direction respectively.

⑤ MMB + Drag ⇒ Rotate

⑥ Shift + MMB + Drag ⇒ PAN

⑦ T ⇒ To open tools panal

⑧ N ⇒ To open transform panal (You also have tools and view panal with it)

This changes depending on the active tool selected from tools panal

▼ Transform

Location:
| X | 0 m |
| Y | 0 m |
| Z | 0 m |

Rotation:
| X | 87° |
| Y | 142° |
| Z | 19° |
XYZ Euler

Scale:
| X | 2.342 |
| Y | 0.404 |
| Z | 1.289 |

Dimensions:
| X | 4.68 m |
| Y | 0.808 m |
| Z | 2.58 m |

▼ Active Tool

✎ Annotate

Annotation:
Note

Placement 🔾 3D Cursor ⌄
▸ Options
▸ Workspace

▼ View

| Focal Length | 88.9 mm |
| Clip Start | 0.1 m |
| End | 1000 m |

Use Local Camera ☐
Local Camera ☐ Camera ✕
Render Region ☐

▼ View Lock

Lock to Object ☐
Lock to 3D Cursor ☐
Lock Camera to View ☐

▸ 3D Cursor
▸ Collections
▸ Annotations

⑨ Z ⇒ To change object view mode.

This controls the view from the camera we are looking while working

⑩ ✕ ⇒ To delete an object

⑪ Shift + O ⇒ To dublicate an object.

⑫ Shift + A ⇒ To add objects into scene

**3D Cursor**

To move it 'SHIFT + RMB'

'SHIFT + S' for more options related to 3d cursor.

In view panal you can edit the exact position and oriantation of 3D cursor.