BLENDER CHEAT SHEET - https://github.com/projetoalfobre/Ordu-2025-3d-training

1. GENERAL

1.1 TRANSFORM

- **G**rab (to move), **R**otate e **S**cale
- Clear/reset (return to value 0) **Alt+G**, **Alt+R** and **Alt+S**
- Constraint axis **X**, **Y** e **Z**
- Press **Ctrl** for snapping
- Press **Shift** for more precision

1.2 VIEWS

- Front (**1**) and Back (**Ctrl+1**)
- Right (**3**) and Left (**Ctrl+3**)
- Top (**7**) and Bottom (**Ctrl+7**)
- Camera view (**0**)
- Align camera to view (**Ctrl+Alt+0**)
- Perspective/Orthogonal (**5**)
- Local view (**/**)
- Zoom on selection (**.**) and view everything (**Home**)
- **Shift+MMB[1]+drag** to pan view
- **MMB+drag** to rotate
- **MMB roll** to zoom

1.3 SELECTION

- MLB[2] or MRB[3] to select
- Shift+MLB or Shift+MRB to add to selection
- Select all (**A**ll) and remove selection (**2x A** or **Alt+A**)
- Box select (**B**ox), **C**ircle or **L**asso
- **Ctrl + I** to invert selection

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1   MMB = Mouse Middle Button, mouse wheel
2   MLB = Mouse Left Button
3   MRB = Mouse Right Button

1.4 TOOLS

- Add objects (**Shift** + **A**dd)
- Delete (**Delete**) or e**X**terminate
- Duplicate (**Shift+D**)
- **H**ide and make visible (**Alt+H**)
- Pr**O**portional editing (toggle on/off)
- Search (F3)
- Render still (F12) or animation (Ctrl+F12)

1.5 INTERFACE

- Open/close sidebar (**N**)
- Open/close toolbar (**T**)
- Snap menu (**Shift+S**)
- Position 3D cursor with **Shift+MRB**
- **Tab** to toggle between Object e Edit modes

1.6 OTHER

- Undo (Ctrl+Z)
- Redo (Shift+Ctrl+Z)
- **MRB** for context menu (or **W**)

2. OBJECT MODE

2.1 MODELING

- Join objects (**CTRL+J**)
- Create child-parent (**CTRL+P**) [last selected is the parent]
- Remove child-parent (**Alt+P**)
- Apply Location, Rotation and Scale (**Ctrl+A**)

2.2 ANIMATION

- **I**nsert keyframe
- **K**eyframes menu

2.3 OTHER

- **M**ove to collecion

3. EDIT MODE

3.1 SELECTION

- Select **L**inked mesh
- Select loops with **Alt + MLB** (Mouse Left Button)
- **Ctrl + MLB** to select shortest path

3.2 MODELING

- **E**xtrude and **I**nset
- **F**ill
- Se**P**arate mesh (create new object)
- **K**nife
- Create Loopcuts (**Ctrl+R**)
- **M**erge mesh
- Rip, to tear apart (**V**)
- Slide vertex or edge (**2x G**)

3.3 INTERFACE

- **U**V mapping menu
- Vertex menu (**Ctrl + V**)
- Edge menu (**Ctrl+E**)
- Face menu (**Ctrl+F**)

4. GRAPH EDITOR

4.1 INTERFACE

- **V** to set keyframe handle type

4.2 POSE MODE (IN 3D VIEWPORT!)

- **Shift+E** for Breakdowner

5. SHADER EDITOR

5.1 NODE WRANGLER (ADDON)

- **Ctrl+T** to add one texture to selected node
- **Ctrl+Shift+T** to add PBR setup to selected node (multiple textures)

6. SCULPTING

6.1 GENERAL

- **F** for brush radius
- **Shift+F** for brush strength
- **+ -** to add/subtract brush effect
- Press **Ctrl** to toggle between add/subtract
- Press **Shift** for Smooth brush

7. TEXTURE PAINTING

7.1 GENERAL

- **F** for brush radius
- **Shift+F** for brush strength
- Press **Ctrl** to invert color (toggle between foreground and background color)

7.2 STENCIL MODE

- **MRB** to move texture
- **Shift+MRB** to scale texture
- **Ctrl+MRB** to rotate texture