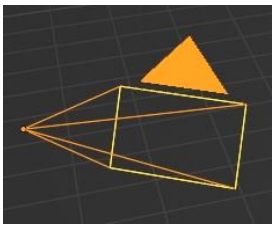
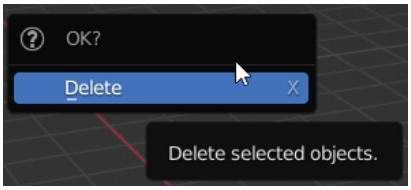
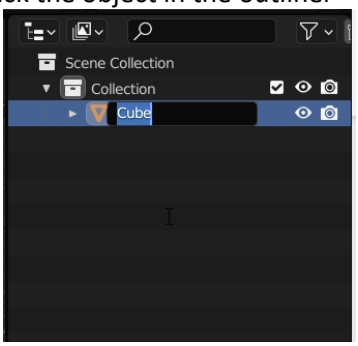
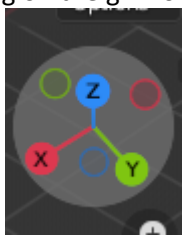
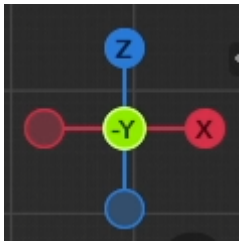
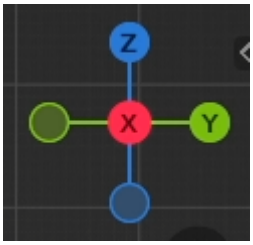
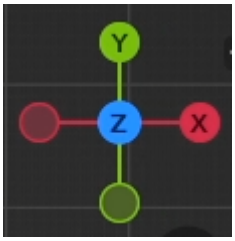
Blender – Fundamentals of Modeling

Section 1 – Getting Started

Maneuvering in the Viewport

Description	Command/Icon
Select Objects Selecting an object in the world turns it orange in the viewport and in the Outliner	Left Click  *Figure 1 - The Default Camera, Selected*
Delete Objects Deleting an object removes it from our project completely	DELETE, X -> Delete  *Figure 2- X to Delete Selected Object*
Undo Undo the last action you performed	CTRL + Z, Edit -> Undo
Redo Redo the action you just undid	SHIFT + CTRL + Z, Edit -> Redo
Rename Objects Objects have default names, but they can be renamed for organization	Double-click the object in the outliner  *Figure 3 - Renaming the Default Cube*
Orbit	Middle Mouse Click + Drag Mouse,

Rotate our view in the Viewport	Left Click and drag on the gizmo to orbit  *Figure 4 - The Gizmo*
Emulate a Middle Mouse Button You can emulate a middle mouse button if you don't have one **NOTE:** Hold ALT and Left Click in place of the Middle Mouse Button	Edit -> Preferences -> Input -> Emulate 3 Button Mouse
Front View Front View places us on the -Y side of the origin, looking in the +Y direction **NOTE:** CTRL + 1 places us on the opposite side (+Y)	Click the green -Y in the Gizmo, Numpad 1  *Figure 5 - The Gizmo in Front View*
Side View Side View places us on the +X side of the origin, looking in the -X direction **NOTE:** CTRL + 3 places us on the opposite side (-X)	Click the red X in the Gizmo, Numpad 3  *Figure 6 - The Gizmo in Side View*
Top View Side View places us on the +Z side of the origin, looking down in the -Z direction **NOTE:** CTRL + 7 places us on the opposite side (-Z)	Click the blue Z in the Gizmo, Numpad 7  *Figure 7 - The Gizmo in Top View*

Zoom Zooming brings us closer or farther away from objects in the Viewport	CTRL + Middle Mouse Button, Scroll the Middle Mouse Wheel, Click the Zoom Icon and Drag *Figure 8 - Zoom Icon*
Snap to View Snaps our view to one of the discrete directions	ALT + Middle Mouse Click and Drag
Pan Shifts our View in the Plane of the Screen	SHIFT + Middle Mouse Click and Drag, Click the Pan Icon and Drag *Figure 9 - Pan Icon*
Orthographic View/Perspective View **Objects are smaller in the distance in Perspective View.** **Objects are a constant size in Orthographic View.** **NOTE:** Views from the Side, Front, and Top are in Orthographic View by Default	Numpad 5, Click the Perspective/Orthographic Icon *Figure 10 - Icon Showing Perspective View* *Figure 11 - Icon Showing Orthographic View*

Resources

https://blender.org