

MODEL SELECT EDIT/EDIT MODE LAYOUT ORGANIZE

Size and thickness define IMPORTANCE!

Cursor, origin, orientation

Shift+A Add object

X delete

S Select object

border select

A Select all object

Ctrl+I invert select

Shift+H Hide selected

Shift+U Unhide selected

Ctrl+Z Undo

Ctrl+Y Redo

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Ctrl+Shift+Y Redo (Repeat)

Ctrl+Shift+Z Undo (Repeat)

Zoom
Shift+B crop zoom

Pan
Shift+0

Rotate

tab

3d viewport

Viewport shading
wire solid
lockobj render

Views
7 top 8 9 opposite
4 ortho 5 6
1 front 2 3 right
0 user View as rendered

Isolation mode
alt+Z X-ray view
alt+Z Hide unselected
alt+Z unhide

active Camera
Ctrl+0 active Camera
Ctrl+alt+0 SEC CAMERA (SECURE VIEW)

model
edit

UI

T toolbar panel
N sidebar panel (item, look, view, plugins)

divide view
Ctrl+alt+Q

organize
f2 Rename object

manipulate

G Grab (move)

R Rotate *x2 Free rotation

S Scale

+x/y/z axis constrain *x2
+x/y/z lock axis
+x/y/z precision mode
+x/y/z snap to axis

Shift+D Duplicate

Merge

Ctrl+R Loopcut and slide

Inset

alt+N Normals

P Separate selected from others

Ctrl+J Join selected

U unwrap

Render f12

Shift+S Save image

modifiers

- Solidification** surface increase mesh detail. Use together with smooth shading and edge crease to obtain perfect clean look object.
- Array** Duplicate a series of objects dynamically.
- Skin** create an armature around the edge. Perfect for hair-like objects.
- Bevel** Bevel the selected edges.
- Shrinkwrap** shrink the mesh to the target object (by default to the surface mesh).
- Bevel** Bevel edges dynamically.
- Subdiv** Adds depth to a flat surface.
- Decimate** Optimize meshes and reduce polygons.

animation

space PLAY

I insert keyframe

alt+H Remove keyframe

prev next

 Home

3d viewport 

 Shift + 

Pan

 Zoom
Shift + B
crop zoom

Rotate 

Views

7 top	8	9 opposite
4	ortho 5	6
1 front	2	3 right
0 user	camera	view on selected

FOCUS ON A SINGLE MESH EDITING

/

Isolation mode on selected

Shift + Hide unselected

H
Hide selected

alt + unHide

SET VIEW ON SELECTED CAMERA

Ctrl + 0 active Camera

Ctrl + alt + 0 set camera on current view

-

+



Home

PgUp

Delete
⌫

/

*

-

End

PgDn

7

8

9

+

▲

4

5

6

◀

▼

▶

1

2

3

0

.

Enter



7

5

2

2

2

4

4

6

6

4

4

6

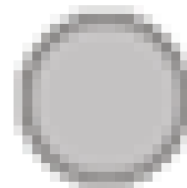
6



Viewport shading



wire



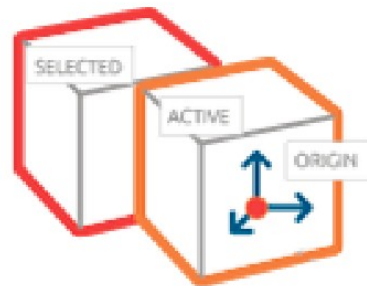
solid



lookdev



render



select



Select

object

shift +  add
to selection

 border
select

  **A** Select all
Alt + **A** deselect

Ctrl +  nvert
select

manipulate

Grab
(move)

Shift + Duplicate
DIFFERENT OBJECT
DIFFERENT DATA

Rotate
x2 free rotation

Shift + Add
object

+ x/y/z axis constrain
x2 switch orientation

+ Shift + x/y/z lock axis

Scale

X delete

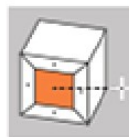
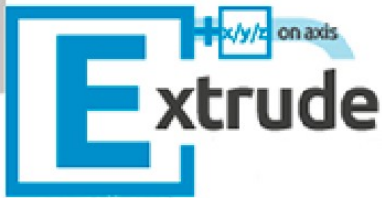
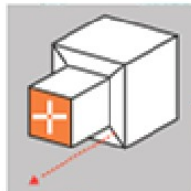
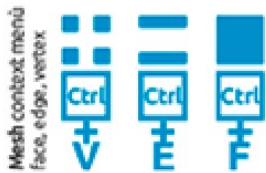
+ HOLD Shift precision mode
+ HOLD Ctrl snap to units



Mesh select mode
face, edge, vertex



model



TIP: HIDE OTHER FACES TO LIMIT LOOPCUT





Cursor, origin, orientation

THE ORIGIN OF EVERYTHING



Shift



Cursor
place



S relocate
selection/cursor



reset
3d cursor
to origin

organize



Rename
object



Parent
element



Clear
parent



Join
selected

animation

space PLAY

I Insert keyframe
alt + I Remove keyframe

prev. frame **←** **→** next frame

Render *f12*

Ctrl + f12 Render animation



shift + S Save image



UI



toolbar panel



sidebar panel

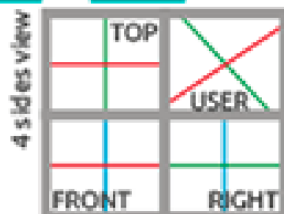
item, tool, view, plugins



maximize window

divide
view

RMB:
SPLIT VERTICAL
SPLIT HORIZONTAL



OLDSCHOOL ORTHOGRAPHIC
PROJECTIONS.
THE GOOD OLD 3DS TIME!

modifiers



Subdivision surface Increase mesh detail. Use together with smooth shading and edge crease to obtain perfect detailed objects.



Array Duplicate a series of objects dynamically.



Skin create an armature around the edge. Perfect for branches-like objects.



Bevel Bevel edges dynamically.



Solidify Adds depth to a flat surface.



Decimate Optimize a mesh and reduce polygons.



Boolean



Screw



Wireframe