

Legend

LMB	Left Mouse Button
RMB	Right Mouse Button
MMB	Middle Mouse Button (scroll wheel)
NUM-x	NUMpad key <i>x</i> (not the number keys above the keyboard!)

Navigation & View

MMB	Rotate camera
SHIFT-MMB	Shift camera
SCROLL	Zoom in/out
NUM-1	Front view
NUM-3	Right view
NUM-7	Top view
CTRL-NUM-1	Back view
CTRL-NUM-3	Left view
CTRL-NUM-7	Bottom view
NUM-5	Toggle orthographic/perspective
NUM-0	Camera view
Z	Toggle solid/wireframe view mode
CTRL-UP	Maximize viewport
CTRL-DOWN	Return viewport to normal position
CTRL-ALT-Q	Toggle quad view

Cursor & selection

LMB	Set cursor position
RMB	Select object
SHIFT-RMB	Select multiple
SHIFT-C	Move cursor to origin
A	Toggle select all/none
B	Box select

Add & Transform Objects

X	Delete selected
SHIFT-A	Add object
G	Grab (move)
R	Rotate
S	Scale
X/Y/Z	Restrict movement to axis
LMB	Confirm action
RMB	Cancel action
CTRL-P	Set parent

Edit Objects

TAB	Toggle object/edit mode
E	Extrude

Animation & rendering

CTRL-A	LT- NUM -0	Align camera with viewport
I		Insert keyframe
F12		Render still image
F3		Save rendered image
CTRL-F12		Render animation
CTRL-F11		Play rendered animation



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 Page 1 of 1.

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