

BLENDER HOTKEYS: THE GOOD ONES

Views

- 1** Front
- 3** Side
- 7** Top
- 5** Toggle persp/ortho
- N** Toggle Properties panel
- T** Toggle Tools panel

Move/Scale/Rotate

- G** Grab (move)
- S** Scale
- R** Rotate

Then press

- X, Y, Z** Constrain to that axis
- SHIFT Z** Constrain to X & Y axis

Then press

- NUM** Transform by set amount (type RX90 to rotate 90 degrees along the x axis)

3d cursor

- SHIFT S** Snap 3D cursor
- PERIOD** Transform around object
- COMMA** Transform around cursor


Duplicating Objects

- SHIFT D** Duplicate Object
- ALT D** Duplicate Linked (like an instance; edits to the mesh will update all linked objects that share that mesh)

Mesh Editing

- TAB** Toggle Edit/Object Mode
- CTRL TAB** Choose Vertex/Edge/Face
- E** Extrude
- I** Inset
- CTRL L** Loop Cut
- CTRL B** Bevel (scroll wheel: round)


Selection

- A** Select All/None
- B** Box Select
- CTRL +/-** Grow/Shrink selection
-  Limit selection to visible

Texturing

- Properties panel > Material:
 - Name your material
 - Options: UV Project
- Properties panel > Texture:
 - Type: Image or Movie
 - Image: Load your image
 - Mapping: Coordinates > UV



Open two panels: 3D View and UV/Image Editor. In the UV/Image Editor, open your texture image and "pin" it: 

Modifiers

- Properties panel > Modifiers:
 - Add Modifier popup:
 - Generate: Mirror
 - Add Modifier popup:
 - Generate: Subdivision Surface

