

Object Mode (3D viewport)	
CTRL + TAB	Mode Pie Menu
TAB	toggle (Edit/Object Mode)
CTRL + M Then X/Y/Z (or MMB (drag))	Mirror
CTRL + P	Set Parent (last selected)
ALT + P	Clear Parent
SHIFT + TAB	Toggle Snapping
ALT + G	Clear Location
ALT + R	Clear Scale
CTRL + A	Apply Location / Scale / Rotation
CTRL + J	Join Selected Objects
CTRL + L	Copy Attributes to New Objects
CTRL + 0/1/2/3/4/5	Add Subdivision level
ALT + B	Mask view to region / Clear mask
SHIFT + C	Center 3D cursor
M	Move active object to collection
CTRL + ALT + Numpad 0	Move Active Camera to view
CTRL + Numpad 0	Set as Active Camera

Navigation (3D viewport)	
MM	Orbit
SHIFT + MMB	Pan
SCROLL or CTRL + MMB	Zoom In/Out
SHIFT + ~	Fly

Numpad View (3D viewport)	
/	Isolate
1	Front
2	Down
3	Side
4	Left
5	Persp/Ortho
6	Right
7	Top
8	Up
9	Opposite
0	Camera
.	Focus



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General (most window types)

T	Toolbar
N	Properties
SHIFT + A	Add Object/Node
X or Delete	Delete
F3	Search for Function
G	Move
S	Scale
R	Rotate
_ then X/Y/Z	along axis
_ then X, X/Y, Y/Z, Z	along local axis
R, R	Trackball Rotate
SHIFT (hold)	Precise movement
CTRL (hold)	Incremental movement
SHIFT + D	Duplicate
ALT + D	Duplicate Linked
H	Hide
ALT + H	Unhide All
SHIFT + H	Hide all Except Selected
D (hold) + LMB (drag)	Annotate
D (hold) + RMB (drag)	Erase Annotation
Q	Quick favs menu

General Selection (most window types)

LMB	Select All
ALT + A or A,A	Deselect All
B or LMB (drag)	Marquee Box Select
C	Circle Select
CTRL + RMB	Lasso Select
CTRL + I	Invert Selection
SHIFT + L	Select Linked
SHIFT + G	Select Similar
ALT + LMB	Select from many

Shading (3D viewport)

Z	Shading Pie Menu
ALT + Z	Toggle X-Ray



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