Legend

`LMB`	Left Mouse Button
`RMB`	Right Mouse Button
`MMB`	Middle Mouse Button (scroll wheel)
`NUM-x`	NUMpad key *x* (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