

### Legend

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

### 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 - ALT - 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

