

### NAVIGATION

Q	Box Selection Tool
W	Move (translate) Tool
E	Rotation Tool
R	Scale Tool
Alt LMB	Rotate View
Alt MMB	Pan View
Alt RMB	Zoom View

Self explanatory. Just simple industry standard nav.

### Conform Object

Ctrl + RMB Conform Object

Mesh mode

Select the mesh you want to conform first, then select the mesh you want it to conform to.

<https://www.blendermarket.com/products/-conform-object>

### Smart Loops Toolkit

Ctrl + RMB Smart Loops

When in edit mode

<https://www.blendermarket.com/products/-smart-loops-toolkit>

### Quick Brige

Ctrl + RMB Quick Bridge

When in edit mode

<https://kushiro.gumroad.com/l/qignp>

### Round Inset

Ctrl + RMB Round Inset

When in edit mode

<https://www.blendermarket.com/products/-round-inset>

### MENUS (pies, etc)

RMB	Marking Menu
Space	Quad Menu
Bar	
Shift RMB	Special Tools Menu
Alt T	Workspace Tab Switcher Menu
` (Tilda)	Quick Favorites

Hotkeys to bring up pie menus

### ADDITIONAL

Shift Ctrl RMB	Set 3D Cursor
Ctrl D	Show/Hide 3D Cursor
D	Show/Hide Origin
D then V	Snap Origin to Vertices

### Quicksnap

Ctrl + Shift + V	Context Menu
1	Vert Snapping
2	Edge Snapping
3	Face Snapping

<https://www.blendermarket.com/products/-quicksnap>

### Playblast

Mode Shelf (Next to Object)

<https://www.blendermarket.com/products/-playblast>

### RizomUV Bridge

Found in the N-Panel

No specific hotkeys -- Seek tutorials

<https://www.youtube.com/watch?v=96FR-sULyNR8&t=1s>

<https://blendermarket.com/products/rizo-muv-bridge>

### MODELING

Ctrl	Extrude (Along Normals)
E	
G	Create Edge/Face
Alt	Isolate Select (Local View)
E	
F	Frame Selected
Alt	Frame Selected (Single Region instead of All Regions, use in Quadview)
F	
Shift	Select More
>	
Shift	Select Less
<	

Just a few Modeling hotkeys

### 3-Points Align

Shift Q

When in mesh mode

- Follow steps on screen

<https://www.youtube.com/watch?v=WohY-WCApftl>

<https://www.artstation.com/marketplace/-p/wwvRz/3-points-align-blender-addon>

### World Align

See N-Panel

When in edit mode

-Select some of the mesh front faces, store in Side 1

-Select some of the mesh side face, store in Side 2

-Click Align

<https://www.youtube.com/watch?v=fYuQ-aj2aUMA>

<https://www.artstation.com/marketplace/-p/8o9V/world-align-blender-addon>



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