

GENERAL KEYS

A

Select All

X

Delete

G

Grab

R

Rotate

S

Scale

H

Hide

MAC COMMANDS

Option + A

Deselect All

Command + Z

Undo

Command + Shift + Z

Redo

Option + H

Unhide All

Shift + D

Duplicate

WINDOWS COMMANDS

Control + Shift + A

Deselect All

Control + Z

Undo

Control + Y

Redo

Alt + H

Unhide All

Control + D

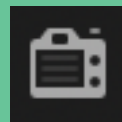
Duplicate

PANELS



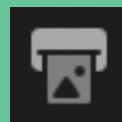
Tool

Edit the way you move and select objects



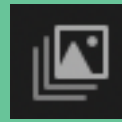
Render

Contains all render settings



Output

Edit the properties of your rendered image



View Layer

Settings for the active view layer



Scene

Edit general scene properties



World

Control the environment for the scene



Collection

Organize, link, or group objects



Object

Edit object properties and display settings



Modifiers

Assign operations for an object



Particles

Create and edit particle systems



Physics

Customize real-world simulations



Constraints

Bind objects to constraints



Data

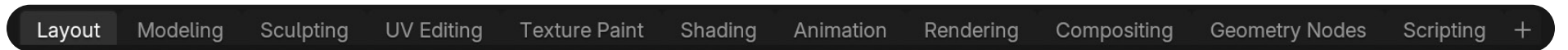
Edit object specific properties



Material

Create and edit materials and surfaces

WORKSPACES



Layout: General Workspace

Modeling: Allows for maximum workspace while modeling your scene

Sculpting: For altering the shape of 3D models with different brushes

UV Editing: For editing and mapping texture coordinates to apply 2D textures on 3D models

Texture Paint: For painting UV textures for 3D models

Shading: For using nodes to specify material properties for rendering

Animation: For animating your objects

Rendering: For viewing and exporting rendered images

Compositing: For combining and post-processing rendered images

Geometry Node: For manipulating geometry nodes for procedural modeling

Scripting: For interacting with Python scripts

OVERLAYS

TOOLBAR



Select box: Select objects

Cursor: Set cursor location

Move: Move selected objects

Rotate: Rotate selected objects

Scale: Resize selected objects

Transform: Grab, rotate, and scale, at once

Annotate: Write notes on your scene

Measure: Measure distance and angles

Add Cube: Create cubes on mesh only

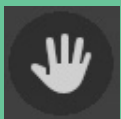
OVERLAYS

GENERAL



Zoom

Press and hold to zoom in and out



Move

Press and hold to change view



Camera

Click to display camera view



View

Click to change the view to a different perspective

VIEWPORT SHADING



Wireframe

Display geometry of 3D objects



Solid

Display objects with basic surface



Material Preview

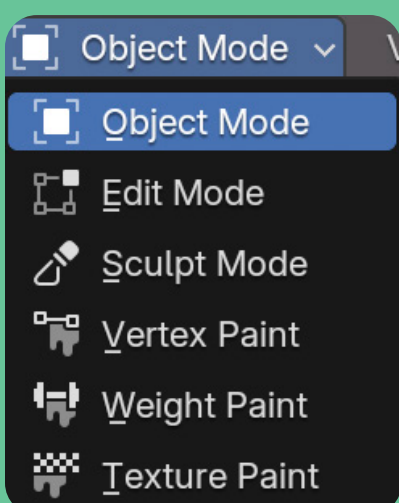
Display objects with their materials



Rendered

Display objects final scene with lighting

MODES



Object Mode: Default mode for all object types; to move scale and transform objects

Edit Mode: Mode for all renderable objects for editing object shape

Sculpt Mode: Mesh only mode for sculpting 3D objects

Vertex Paint: Mesh only mode for painting 3D mesh

Weight Paint: Mesh only mode for editing mesh vertices

Texture Paint: Mesh only mode for painting directly on 3D model