

# Modeling Hotkey Cheat Sheet

3D View	
Shading Radial Menu	z
View Radial Menu	`
Create Menu	shift + a
Object Context Menu	right mouse button
Repeat last action	shit + r
Select all	a
Clear selection	aa
Invert selection	ctrl + i
Delete	x
Toggle object/edit mode	tab
Precision Move, Rot, Scale	hold shift
Increment Move, Rot, Scale	hold ctrl
Isolate Selection	shift + h
Exit Isolation	alt + h
Toggle X-Ray	alt + z
Toggle Property Window	n
Edit Mode	
Merge Verts Menu	alt + m
Contex Menu	right mouse button
Delete Menu	x
Extude Menu	alt + e
Vertex Select	1
Edge Select	2
Face Select	3
Extrude	e
Edge Loop	ctrl + r
Select Edge Loop	alt + left mouse button
Select Linked Verticies	l
Deselect linked vertices	shift + l
Edge Crease	shift + e
Fill Edges With Polygon	f
Proportional Editing (soft select)	o
Adjust proportional editing	middle mouse scroll while moving
Sculpt Mode	
Draw (standard brush)	x
Radius	f
Strength	shift + f
Smoothing Brush	shift (hold)
Inflate Brush	i
Subtract Direction	ctrl (hold)