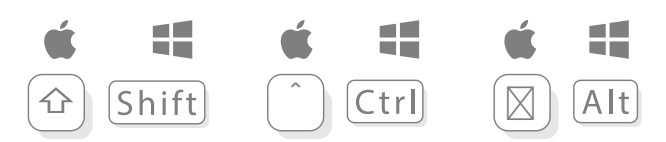


Basic Manipulation	↕ Z axis lock	D
	↕ Y axis lock	Z
	↕ X axis lock	X
	🔄 Camera rotation	Alt LMB Drag
	🔍 Camera zoom	Alt RMB Drag
	📏 Camera pan	Alt MMB Drag
	📄 Property bar manipulation	LMB Drag
	📄 Bar manipulation in detail	Shift LMB Drag
Viewport Manipulation	🖥 Maximize Window without menu	Alt Ctrl F
	🖥 Maximize Window	Alt F
	🖥 Fullscreen	Alt Ctrl E
	📏 Toggle Quad view	Alt Ctrl Q
	👁 Toggle Gizmo	Alt Shift X
	👁 Toggle X-Ray	Alt Z
	👁 Toggle Overlay	Alt Shift Z
	👁 Manipulator ON	W
	👁 Manipulator OFF	Q
	👁 Wireframe view	Z 4
	👁 Material view	Z 8
	👁 Solid view	Z 7
	👁 Render view	Z 9
	👁 Focus	F
	👁 Isolate	Z 2 or /
Tenkey	📷 Camera view	0
	👁 Front view	1
	📉 Downward-facing 15°	2
	👁 Side view	3
	📉 Leftward-facing 15°	4
	👁 Perspective/Orthographic view	5
	📉 Rightward-facing 15°	6
	👁 Top-down view	7
	📉 Upward-facing 15°	8
	↕ Opposite of current view	9
	👁 Show all objects	.
	👁 Show selected objects	/
	↕ Control oppositely	Ctrl
	🎯 Make selected obj as target	Shift
	☰ See Pie menu	V
Objects Manipulation	📏 Move obj	↔ or G
	📏 Snap obj to origin	Ctrl
	📏 Move obj along axis	↔ X,Z,D
	📏 Clear position	Alt G
	📏 Scale obj	S
	📏 Scale obj along axis	S X,Z,D
	📏 Clear scale	Alt S
	📏 Rotate obj	R
	📏 Rotate along axis	R X,Z,D
	📏 Clear rotation	Alt R
	📏 Rotate along local X axis	↔ X X
	📏 Rotate along local Y axis	↔ Z Z
	📏 Rotate along local Z axis	↔ D D
	📏 Apply transform	Ctrl A
	📏 Apply mesh	Ctrl A
📏 Add new obj	Shift A	
📄 Property panel of added obj	D ※Immediately	

Toggle Mode	🔄 Select mode	Q
	🔄 Edit mode Pie menu	Ctrl ← or Tab
	🔄 Edit mode : Vertex	1
Add/Delete	🔄 Edit mode : Edge	2
	🔄 Edit mode : Face	3
	➕ Add	Shift A
Origin	⚙ Property panel	D ※Immediately
	🗑 Delete	X
	⚙ Delete option	Ctrl X
Cursor	👁 Origin ON/OFF	Ctrl .
	📏 Set origin (Edit mode)	Ctrl Shift RMB
	📏 Set origin (Obj mode)	RMB ※Selected
Duplicate	📏 3D Cursor ON/OFF	6
	📏 Set 3D Cursor	Shift RMB
	📏 Snap to obj	Ctrl Alt RMB
Organizing	📏 Cursor to world origin	Shift S
	📄 Duplicate	Shift D
	📄 Move along axis after duplication	Shift D X,Z,D
Edit Mode	📄 Repeat duplication	Shift R ※Immediately
	📄 Link duplication	Alt D
	📄 Join (Obj mode)	Ctrl J
Object Mode	📄 Separate (Edit mode)	Shift P
	📄 Collection	M
	👤 Parenting	Ctrl P
View/Hide	👤 Clear parent	Alt P
	📄 Extrude	E
	📄 Extrude multiple faces	Alt E
View/Hide	📄 Insert	I
	✂ Loop Cut	Ctrl R
	✂ Loop Cut location	LMB Drag
View/Hide	✂ Loop Cut counts	Scroll
	🔪 Knife	K
	🔪 Knife only on selected polygon	Shift K
View/Hide	🔪 Snap Knife on the middle of edge	K Shift Keep
	🔪 Knife cut through ON/OFF	K C
	📄 Bevel	B
View/Hide	📄 Bevel counts	Scroll
	📄 Select Loop	Ctrl LMB
	➕ Add Vertex	Ctrl RMB
View/Hide	➕ Fill mesh	F
	📄 Scale (Vertex mode)	Alt S
	📄 Subdivide (Face mode)	RMB
View/Hide	📄 Subdivide option	D ※Immediately
	📄 Subdivision Surface	Ctrl 1 ~ 5
	📄 Live Mirror	Shift X
View/Hide	📄 Shade Smooth	RMB
	📄 Auto Smooth	Shift Alt F
	📄 Boolean	Ctrl B
View/Hide	☰ Rotation Pie menu	Ctrl Alt ↵
	🔗 Link	Ctrl L
	🔗 Hide	H
View/Hide	🔗 Hide all	Alt H
	🔗 Hide Collection	Ctrl H
	🔗 Show all	Shift H

Sculpt	📏 Brush size	F
	📏 Draw	LMB Drag
	↕ Draw oppositely	Ctrl LMB Drag
Node Wrangler	🔄 Smooth	Shift LMB Drag
	🔍 Preview node output	Ctrl Shift LMB
	📏 Connect selected socket	Shift Alt RMB Drag
Grease Pencil	🔄 Swap link	Alt S
	✂ Cut link	Ctrl RMB Drag
	📄 Add principled texture setup	Ctrl Shift T
Others	📄 Add Mix Shader	Ctrl Shift RMB Drag
	📄 Copy setup	Shift C
	📄 Add texture setup	Ctrl T
Others	🗑 Delete unused node	Alt X
	📄 Frame selected	Shift P
	🔄 Switch node type	Shift S
Others	📄 Point mode (Edit mode)	1
	📄 Stroke point (Edit mode)	2
	📄 Erase	Ctrl LMB
Others	📄 Draw smooth line	Shift Keep
	📄 Brush size	F
	📄 Push (Sculpt mode)	S
Others	📄 Randomize (Sculpt mode)	Shift /Smooth
	📄 Thickness	D
	📄 Thickness (Sculpt mode)	Ctrl /Thin
Others	📄 Show pop-up window	S
	📄 Select same normal	Shift G
	📄 Activate box select	B LMB
Others	📄 Invert selected	Ctrl L

Gaku's CustomPie/for Win Blender Shortcuts



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