

Basic Key Commands

- Ctrl "J"**- Joins selected objects together.
- "F" key**- Makes a face in edit mode of the selected vertices. You can only select 3-4 vertices at a time to make a face. By selecting 2 vertices and pressing F will close shape.
- Alt "F"**- Will Face or Fill a closed set of selected vertices.
- Ctrl "F"**- Brings up a "Face Specials" menu with other face options.
- Shift "F"**- Camera Flying is enabled and will cause the camera to "fly" through the scene.
- "X" or Delete**- Delete selected objects, vertices or faces.
- "K"-LMB** In edit mode, K and left mouse button will allow you to slice faces.
- Ctrl "R"**- In edit mode, will bring up options to slice or cut faces.
- Shift- "S"** In both edit and object modes, this will give you options to locate objects or the cursor to assist in precise placement.
- Function Keys**- F1-Load File; F2-Save File; F3-Repeat History; F11-Last Render; F12-Render
- "I" Key**- The "I" key is used to insert animation keys for various things. Objects can be animated with basic Rotation, Location and Size keys and combinations thereof.
- "T" Key** Opens the Toolbox at the side of your viewport.
- Ctrl "T"**- Used to create a Track To Constraint to make one object follow another (like a camera with a target).
- Ctrl "S"**- Used to Save your Blender file
- Alt "C"**- Used to convert meshes, text and curves. For example, text can be converted into a mesh for other transform options.
- "Shift" "Space"** Toggles between multiple screens to full screen of active view port. Can also use **"Ctrl"- "Up Arrow"** to do the same thing.
- Ctrl "0"**- If using multiple cameras, this will switch to the selected camera. (Number pad "0")
- Armatures**- Meshes can be controlled by "bones" or armatures. Create a mesh with vertices at the joint locations, then create an armature string within it. Child/Parent the mesh to the armature using the armature option. You can then animate in Pose Mode.
- Ctrl-Tab**- Puts you into Pose mode for manipulating armatures.
- Import/Export**- Blender accepts many different file formats through the import/export commands. When inserting other Blender files or objects into another scene, use the APPEND option from the file menu and select the appropriate options. Multiple objects can be selected with Shift-Right mouse button.
- Multiple Viewports**- To create multiple viewports, move your cursor to the upper-right corner of an existing viewport. When your cursor turns into a "+" over the tab triangle, press LMB and drag to split viewport area. To join areas, repeat the process.

The Basic Blender Buttons:

