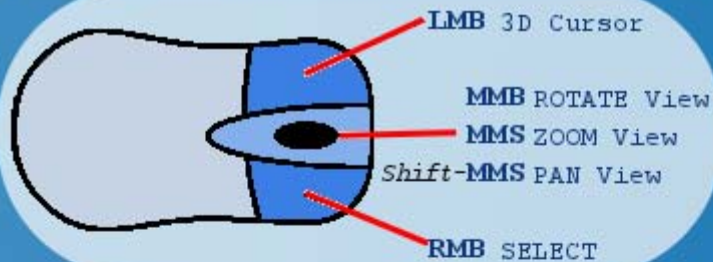




# Mesh Modeling Quick Start

presented by  
**Winterbrose**  
 Arts & Graphics

Num Lock	/	*	-	7 TOP Ctrl-7 BOTTOM
7	8	9	+	5 Orthographic/ Perspective
4	5	6		
1	2	3	Enter	3 RIGHT Ctrl-3 LEFT
0	.			1 FRONT Ctrl-1 BACK



**Align**  
 .....  
 Select verts, Scale (S),  
 choose axis (X, Y, Z),  
 zero (0) position

**Loop**  
 -----  
 Press ALT and select VEF

**Ring**  
 |||||  
 Press CTRL-ALT and select VEF

- A** Select ALL or Deselect All
- Ctrl-A** APPLY Transformations {object}
- Shift-A** ADD Object to scene
- B** BOX select
- Shift-B** BOX unselect
- Shift-D** DUPLICATE selected
- E** EXTRUDE [freely or x, y, z]
- Shift-E** CREASE
- F** Create FACE or EDGE from verts
- G** GRAB {move freely}
- H** HIDE selected
- Alt-H** UNHIDE All
- J** JOIN selected vertices/edges
- Ctrl-J** JOIN Selected Objects
- Alt-M** MERGE components
- P** Create PART from selected {VEF}
- Ctrl-R** RING cut an object
- S** SCALE [proportional or X,Y,Z]
- Shift-S** Move 3D CURSOR popup menu
- T** Show / Hide TOOL Shelf
- Shift-V** SLIDE along edge {VEF}
- Y** Split selected {VEF} from mesh

- Delete** DELETE selected component
- Ctrl-Space** Show / Hide Manipulator widgets
- Tab** Switch between Object & Edit Modes
- XYZ** Lock manipulation to specified axis
- VEF** Vertices, Edges, or Faces