

Append Line Tool	Shift	L	
Append Lines from Vetices		L	
Append Polygon from Vertices		P	
Append Polygon Tool	Shift	P	
Apply Current Material	Alt	M	
Arc			
Arc Options			
Area-Style Selection	Alt	A	
Array			
Auto Loop Selection Toggle	Ctrl	`	
Auto Orient Manip Off			
Auto Orient Manip Standard			
Auto Orient Manip To Normal			
Auto Orient Manip To Object			
Auto Orient Manip To World			
Auto Split Tool		X	
AutoMap Selection	Shift	A	
Back Orthographic View			8
Bevel		B	
Boolean Combine			
Boolean Intersect			
Boolean Options			
Boolean Subtract	Shift	B	
Bottom Orthographic View			3
Break			
Bridge			
Button Page 1			
Button Page 2			
Button Page 3			
Button Page 4			
Button Page 5			
Button Page 6			
Button Page 7			
Button Page 8			
Button Page 9			
Button Settings			
Circle			
Circle Options			
Color Settings			
Cone			
Cone Options			
Connect			
Constrain Free			
Constrain To Screen			
Constrain To X Axis			

Constrain To XY Plane			
Constrain To XZ Plane			
Constrain To Y Axis			
Constrain To YZ Plane			
Constrain To Z Axis			
Constrain To Edges	<b>Shift</b>	<b>S</b>	
Constrain To Faces	<b>Shift</b>	<b>D</b>	
Convert To Vertices			
Copy	<b>Ctrl</b>	<b>C</b>	
Crease Edges			
Cube			
Cube Options			
Cycle Shading Forward			<b>0</b>
Cycle Shading Reverse	<b>Alt</b>	<b>F</b>	
Cylinder			
Cylinder Options			
De-Instantiate Instance			
Delete			
Delete Viewport Image			
Deselect			
Deselect Inactive			
Displace Isosurface			
Display Options			
Duplicate			
Edge Selection Mode		<b>S</b>	
Enable Manip Repositioning Toggle			
Enable Mirror Seam Toggle			
Enable Snapping Toggle			
Enable Soft Selection Toggle			
Exit			
Expand Selection		<b>]</b>	
Export Options			
Extrude		<b>Z</b>	
Extrude Along Normal	<b>Shift</b>	<b>Z</b>	
Extrude Faces Together Toggle			
Extrude Options			
Extrusion Object			
Extrusion Object Options			
Face Selection Mode		<b>D</b>	
Fast Shade Mode			
Fast Shade Wire Mode			
Flat Shade Mode			
Flat Shade Wire Mode			
Flatten			
Flatten Options			

Four Panel Layout	Alt		4
Frame Selection	Ctrl	F	
Free Orthographic View			
Free Perspective View			7
Front Orthographic View			
General Options			
Ghosted Shade Mode			
Ghosted Wire Shade Mode			
Grid			
Grid Options			
Group Editor			
Grow Selection			
Help			
Hide Buttons	Shift	H	
Hide Normals			
Hide Selection			
Hide Textures			
Hide Unselected			
Hide Viewport Images			
Horizontal Split Layout	Alt		2
Insert Scale			
Instance		I	
Instance Mirror			
Instance Mirror Options			
Invert Selection			
Keyboard Shortcuts			
Lathe Object			
Lathe Options			
Left Orthographic View			4
Light Options			
Light Properties			
Line Segment Options			
Line Tool			
Load Into Scene			
Load Reference Into Scene			
Manipulator Edit Mode Toggle			
Material Editor			
Merge Objects			
Merge Vertices			
Merge Vertices Options			
Mirror			
Mirror Options			
Mouse Setup			
Move Along Normals			
Move In Screen Plane			

Move Manipulator Tool		W	
Move Selection Down			
Move Selection Left			
Move Selection Right			
Move Selection Up			
New Scene	Ctrl	N	
Next Button Page			
Next Loop		N	
No Function			
No Manipulator Tool		T	
Normal Scale			
Numerical Editor			
Object Selection Mode		F	
Open Scene	Ctrl	O	
Orient Manipulator To Normal			
Orient Manipulator To Object			
Orient Manipulator To World	Ctrl+Alt	W	
Orient Selection To World			
Paint-Style Selection	Alt	S	
Partial Subdivide	Alt	C	
Paste	Ctrl	V	
Path Extrusion Object			
Path Extrusion Options			
Polygon Options			
Polygon Tool			
Previous Button Page			
Previous Loop		M	
Punch Hole			
Redo	Ctrl+Shift	Z	
Refine Control Mesh	Shift	C	
Render	Ctrl	R	
Render Options			
Repeat	Ctrl+Alt	Z	
Reverse Normals			
Revert To Autosaved			
Right Orthographic View			6
Rotate Manipulator Tool		R	
Run Plugin			
Save Scene	Ctrl	S	
Save Scene As	Ctrl+Shift	S	
Save Screenshot			
Save Select			
Scale Manipulator Tool		E	
Scene Info			
Select 4+Sided Faces			

Select Affected Groups			
Select All			
Select Loop	Alt	E	
Select Next Group	Shift	G	
Select Non 3 Sided Faces			
Select Non 4 Sided Faces	Shift	X	
Select Non Manifold Edges			
Select Ring	Alt	R	
Select Viewport Image			
Set Viewport Image			
Shell			
Show all			
Show Alt Manipulator Toggle			
Show Buttons			
Show Buttons Toggle			
Show Grids Toggle			
Show Lights Toggle	Ctrl+Alt	Q	
Show Manipulator Toggle			
Show Normals			
Show Normals Toggle			
Show Textures			
Show Textures Toggle	Alt	0	
Show Viewport Images			
Show Viewport Images Toggle			
Shrink Selection		.	
Single View Layout	Alt		1
Smooth Shade Mode			
Smooth Shade Wire Mode			
Soft Selection Falloff Down			
Soft Selection Falloff Up			
Soft Selection Options			
Soft Selection Radius Down			
Soft Selection Radius Up			
Sphere			
Sphere Options			
Spin Edge		\	
Spin Edge Tool	Alt	Q	
Split Face Loop	Ctrl	L	
Split Tool	Alt	X	
Subdivide			
Tessellate			
Texture Selection Mode		G	
Top Orthographic View			5
Torus			
Torus Option			

<b>Increase Edges</b>			
<b>Undo</b>	<b>Ctrl</b>	<b>Z</b>	
<b>Unify Normals</b>			
<b>Universal Manipulator Tool</b>		<b>Q</b>	
<b>Unselected To Wireframe</b>	<b>Ctrl</b>	<b>W</b>	
<b>Unsubdivide</b>		<b>V</b>	
<b>Use Custom Lighting Toggle</b>			
<b>Vertex Selection Mode</b>		<b>A</b>	
<b>Vertical Split Layout</b>			
<b>View Shortcuts</b>			
<b>Walkthrough Mode Toggle</b>	<b>Alt</b>	<b>W</b>	
<b>Wireframe Mode</b>			
<b>Zoom View In</b>			
<b>Zoom View Out</b>			