Blender Basics: Getting Around

Free 3D software from blender.org

Keys	What they do
Middle mouse drag	orbit around the scene
Shift + middle drag	pan the view
Scroll wheel	zoom in and out
Left click	select an object
G, R, S	grab (move), rotate, scale
G then X, Y or Z	limit the move to one axis
Shift + A	add a new object
X	delete the selected object
Tab	switch between Object and Edit mode
Shift + D	duplicate
F12	render an image
Ctrl + S	save your file

Tip: Type a number while moving, such as G X 2, then press Enter to move exactly 2 units.

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