



Interface & Navigation

Basic Navigation

Rotate View	Alt + Left Mouse Button
Pan View	Alt + Middle Mouse Button
Zoom View	Alt + Right Mouse Button (Drag) or Mouse Wheel
Frame Selected	F Key
Frame All	A Key
Perspective View	Press the Spacebar (Tap)

Hotkeys

Move Tool	W Key
Rotate Tool	E Key
Scale Tool	R Key
Show/Hide Manipulators	T Key
Toggle Wireframe/Shaded	4 (Wireframe) / 5 (Shaded)
Show UVs	6
Show Textures	7

Panels

Outliner	Window > Outliner
Attribute Editor	Ctrl + A or Window > Attribute Editor
Tool Settings	Double-click tool icon or Window > Tool Settings
Hypershade	Window > Rendering Editors > Hypershade
UV Editor	Window > UV Editor

Modeling Essentials

Creating Primitives

Polygon Primitives	Create > Polygon Primitives (Sphere, Cube, Cylinder, etc.)
NURBS Primitives	Create > NURBS Primitives (Sphere, Cube, Cylinder, etc.)
Curves	Create > Curves (EP Curve Tool, Bezier Curve Tool, etc.)
Bevel	Edit Mesh > Bevel
Extrude	Edit Mesh > Extrude
Boolean Operations	Mesh > Booleans (Union, Difference, Intersection)

Mesh Editing

Selecting Components	Right-click > Vertex/Edge/Face
Move Components	W Key (Move Tool) + Drag
Insert Edge Loop	Mesh Tools > Insert Edge Loop Tool
Multi-Cut Tool	Mesh Tools > Multi-Cut Tool (Ctrl to create edge loop)
Merge Vertices	Edit Mesh > Merge
Fill Hole	Mesh > Fill Hole

Modifiers

Smooth Mesh	Mesh > Smooth
Sculpting Tools	Mesh Tools > Sculpting Tools (Grab, Smooth, Push, Pull, etc.)
Duplicate Special	Edit > Duplicate Special
Mirror Geometry	Mesh > Mirror

UV Mapping & Texturing

UV Mapping Basics

Automatic Mapping	UV > Automatic
Planar Mapping	UV > Planar
Cylindrical Mapping	UV > Cylindrical
Spherical Mapping	UV > Spherical
Unfold	UV > Unfold
UV Editor	Window > UV Editor

Creating Materials

Assign New Material	Right-click object > Assign New Material
Lambert	Common Surface Materials > Lambert
Blinn	Common Surface Materials > Blinn
Phong	Common Surface Materials > Phong
AiStandardSurface (Arnold)	Arnold > Surface > aiStandardSurface

Applying Textures

File Texture	In Attribute Editor, click checkbox icon next to color attribute > File
Layered Texture	Create > Textures > Layered Texture
Projection	Create > Textures > Projection
Bump Mapping	Add file texture to Bump Mapping attribute in material
Normal Mapping	Add file texture to Normal Camera attribute in material

Animation Basics

Keyframing

Set Key	S Key (Sets keyframe on selected attributes)
Graph Editor	Window > Animation Editors > Graph Editor
Timeline Navigation	Use timeline controls to move between frames
Auto Key	Toggle on the timeline to automatically set keyframes
Playblast	Window > Playblast (Creates a quick preview of your animation)

Deformers

Bend Deformer	Create Deformers > Nonlinear > Bend
Twist Deformer	Create Deformers > Nonlinear > Twist
Wave Deformer	Create Deformers > Nonlinear > Wave
Lattice Deformer	Create Deformers > Lattice
Cluster Deformer	Create Deformers > Cluster
Skinning	Skin > Bind Skin (Attaching meshes to skeletons)

Lights & Rendering

Create Lights	Create > Lights (Ambient Light, Directional Light, Point Light, etc.)
Arnold Render View	Arnold > Open Arnold RenderView
Render Settings	Window > Rendering Editors > Render Settings
Batch Render	Rendering > Render > Batch Render
Render Sequence	Rendering > Render > Render Sequence