Blender key shortcuts 04 – a few useful commands in Object mode

A hyphen indicates the keystrokes should be entered one after the other; an underscore indicates they should be pressed at the same time.

Visualization
In the 3D Window, pressing the _Z_ key toggles between Solid and Wireframe display. _Shift_ _Z_ toggles between Rendered and Wireframe, and _Alt_ _Z_ between Textured and Wireframe.

Pivot points
In the 3D Window, pressing the _Period_ key in the alphanumeric keys (not the keypad) changes the pivot point to the 3D cursor. Note this is not a toggle operation; repeated presses don’t change anything. The _Comma_ key changes the pivot point back to Bounding Box center. These two keys are very useful during edge extrusion modeling.

Shift commands
_Shift_ _A_ add an item to the scene
_Shift_ _C_ centers the view on the screen and also centers the 3D cursor at the world origin
_Shift_ _D_ duplicates the selected object(s); note that materials and textures are instanced
_Shift_ _S_ opens the Snap menu at the cursor location

Alt commands
_Alt_ _A_ starts and stops the animation player
_Alt_ _D_ instances the selected object(s)
_Alt_ _G_ removes all location information from the selected object(s)
_Alt_ _R_ removes all rotation from the selected object(s)
_Alt_ _S_ removes scaling from the selected object(s)

Note that removing location, rotation, and scaling from objects with the Alt commands moves, rotates, or scales the object back to its original location, rotation, or size. To zero out these values in the right fly-in while keeping the object's present location, rotation, and size use _Control_ _A_.

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