Blender key shortcuts 05 – a few useful commands in Edit mode

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

The **Tab** key toggles between Edit mode and the previous mode you were in (generally Object).

The **W** key opens up the Specials menu with a series of useful modeling commands, including Smooth and Hide.

**Control_V**, **Control_E**, and **Control_F** open menus of options for each of these subobject levels.

**Control_I** inverts a selection.

**Control_L** selects all elements that are linked (part of the same mesh) as the selected item. The selection can be limited by material, seams, and other options at the foot of the left fly-in.

The **P** key lets you separate part of a mesh to create a new object; this can be done by selection, by material, or by loose parts (separate meshes).

20160920 /Chris Yonge