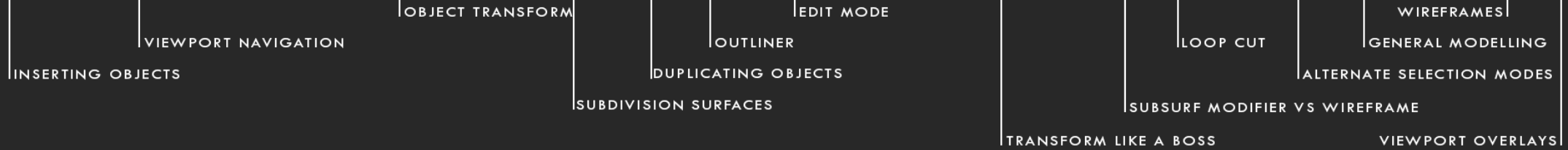
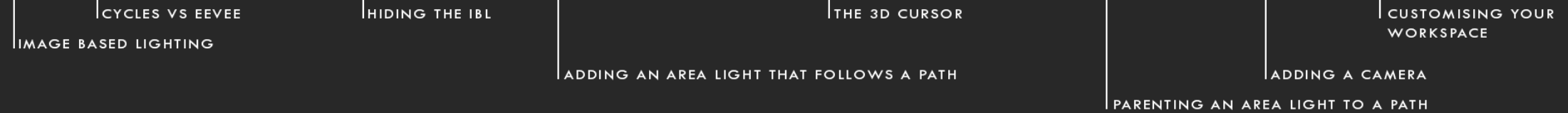


Subchapter Location Helper

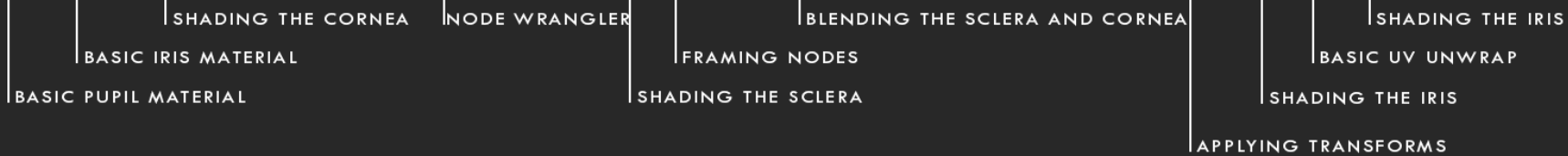
CHAPTER 3: MODELLING



CHAPTER 4: LIGHTS AND CAMERAS



CHAPTER 5: SHADING



Hotkeys

Action	Hotkey	Timecode
Chapter 3: Modelling		
'Add' Menu	Shift + A	03:41
Edit Last Action	F9	03:59
Frame Object	. (on the numpad)	04:29
View Pie Menu	` (back tick)	04:34
Rotate 3D View	MMB	04:51
Pan 3D View	Shift + MMB	04:54
Zoom 3D View	Ctrl + MMB	04:55
Zoom 3D View (incremental)	Scroll MMB	04:59
Toggle Perspective / Orthographic	5 (on the numpad)	05:14
View Pie Menu	` (back tick)	05:27
Jump to Front	1 (on the numpad)	06:03
Jump to Right	3 (on the numpad)	06:04
Jump to Top	7 (on the numpad)	06:05
Jump to Back	Ctrl + 1 (on the numpad)	06:09
Jump to Left	Ctrl + 3 (on the numpad)	06:11
Jump to Bottom	Ctrl + 7 (on the numpad)	06:13
Snap to Orthographic View	Hold Alt <i>then</i> Rotate	06:20
Snap to Perspective View	Rotate <i>then</i> Hold Alt	06:24
Toggle Tool Panel	T	06:38
Tool Panel (at cursor)	Shift + Space Bar	06:44
Precision Mode	Hold Shift (when performing transform)	07:14
Incremental Mode	Hold Ctrl (when performing transform)	07:26
Rotate Specific no. of Degrees	Type number <i>during</i> rotate (e.g. "90" for 90-degree rotation)	07:36
Toggle Properties Panel	N	07:43
Add Subdivision Surface Modifier	Ctrl + 1 to 5	08:10
Duplicate Object	Shift + D	08:38
Hide Object	H	09:13
Toggle Object / Edit Mode	Tab	09:54
Toggle Tool Panel	T	10:09
Deselect All	Alt + A (or Double Tap A)	10:22
Select All	A	10:25
Vertex Mode	1	10:38
Edge Mode	2	10:39
Face Mode	3	10:40
Select Poly Loop	Alt + LMB	10:49
Grow Selection	Ctrl + + (on the numpad)	10:53
Shrink Selection	Ctrl + - (on the numpad)	10:56
Alternative Zoom In/Out	Ctrl + +/- (on the keyboard)	11:03
Invert Selection	Ctrl + I	11:07
Delete	Del (or X)	11:11
Scale	S	11:31
Rotate	R	11:31
Move (Grab)	G	11:31
Select All	A	11:42
Scale	S	11:45
Restrain Transform to Axis	MMB (during transform)	11:50
Restrain to X Axis	X (during transform)	12:02
Restrain to Y Axis	Y (during transform)	12:02

Restrain to Z Axis	Z (during transform)	12:02
Ignore Transform Axis	Shift + X/Y/Z (during transform)	12:09
Toggle Object / Edit Mode	Tab	12:39
Edge Mode	2	12:48
Select Poly Loop	Alt + LMB	12:50
Dissolve	Del (or X)	13:00
Loop Cut	Ctrl + R	13:04
Edit Last Action	F9	13:29
Face Mode	3	13:42
Marquee Select	B	13:54
Circle Select	C	13:59
Scale	S	14:14
Restrain to Y Axis	Y (during transform)	14:18
Scale Components Flat	0 (during transform)	14:21
Slide along Geometry	GG	14:38
Scale	S	14:42
Loop Cut	Ctrl + R	14:51
Unhide All	Alt + H	15:02
Move (Grab)	G	15:07
Restrain Transform to Axis	MMB (during transform)	15:08
Viewport Render Mode Pie	Z	15:28
Loop Cut	Ctrl + R	16:39
Face Mode	3	16:42
Marquee Select	B	16:44
Move (Grab)	G	16:49
Shrink Selection	Ctrl + - (on the numpad)	16:53
Scale	S	16:57
Chapter 4: Lights and Cameras		
Viewport Render Mode Pie	Z	18:15
'Add' Menu	Shift + A	19:50
Edit Last Action	F9	19:52
'Add' Menu	Shift + A	20:05
Edit Last Action	F9	20:08
View Pie Menu	` (back tick)	20:43
Rotate	R	20:50
Tool Panel (at cursor)	Shift + Space Bar	21:04
3D Cursor Pie Menu	Shift + S	21:12
Rotate	R	21:38
Rotate Specific no. of Degrees	Type number <i>during</i> rotate (e.g. "90" for 90-degree rotation)	21:40
Parenting Menu	Ctrl + P	21:58
Viewport Render Mode Pie	Z	22:16
Toggle Properties Panel	N	22:40
'Add' Menu	Shift + A	22:49
View Pie Menu	` (back tick)	22:59
Chapter 5: Shading		
Viewport Render Mode Pie	Z	25:11
Toggle Object / Edit Mode	Tab	25:38
Select Poly Loop	Alt + LMB	25:39
Grow Selection	Ctrl + + (on the numpad)	25:40
Viewport Render Mode Pie	Z	26:55
Switch Node Type (Node Wrangler Function)	Shift + S	27:06
'Add' Menu	Shift + A	27:16

Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	28:09
'Add' Menu	Shift + A	28:21
Lazy Mix (Node Wrangler Function)	Alt + RMB Drag between 2 Nodes	28:28
'Add' Menu	Shift + A	28:39
Frame Nodes	Ctrl + J	29:33
Properties Panel	N	29:39
Remove Node from Frame (Clear Parent Relation)	Alt + P	29:51
Lazy Mix (Node Wrangler Function)	Alt + RMB Drag between 2 Nodes	30:14
'Add' Menu	Shift + A	30:56
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	31:01
'Add' Menu	Shift + A	31:10
'Add' Menu	Shift + A	31:13
'Add' Menu	Shift + A	31:18
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	31:53
Apply (Transforms)	Ctrl + A	32:51
Viewport Render Mode Pie	Z	33:28
Toggle Object / Edit Mode	Tab	33:41
Select All	A	33:43
UV Mapping Menu	U (in 3D View)	33:45
'Add' Menu	Shift + A	33:55
Add Texture Setup	Ctrl + T	34:03
Switch Node Type (Node Wrangler Function)	Shift + S	34:10
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	34:19
'Add' Menu	Shift + A	34:36
'Add' Menu	Shift + A	34:54
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	35:02
Viewport Render Mode Pie	Z	35:15
Duplicate Node(s)	Shift + D	35:23
Delete Node(s)	Del	35:27
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	35:45
'Add' Menu	Shift + A	36:58
Add Texture Setup	Ctrl + T	37:01
Duplicate Node(s)	Shift + D	37:02
Duplicate Node(s)	Shift + D	37:03
Switch Node Type (Node Wrangler Function)	Shift + S	37:06
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	37:17
Lazy Mix (Node Wrangler Function)	Alt + RMB Drag between 2 Nodes	37:27
Emission Viewer (Node Wrangler Function)	Ctrl + Shift + LMB Node	37:38
Chapter 6: Making it Work With Eevee		
Duplicate Node(s)	Shift + D	37:59
Delete Node(s)	Del	38:20

'Add' Menu	Shift + A	38:21
Viewport Render Mode Pie	Z	38:42
Chapter 7: Hiding the Environment in Eevee		
Duplicate Node(s)	Shift + D	39:08
Lazy Mix (Node Wrangler Function)	Alt + RMB Drag between 2 Nodes	39:10
'Add' Menu	Shift + A	39:13