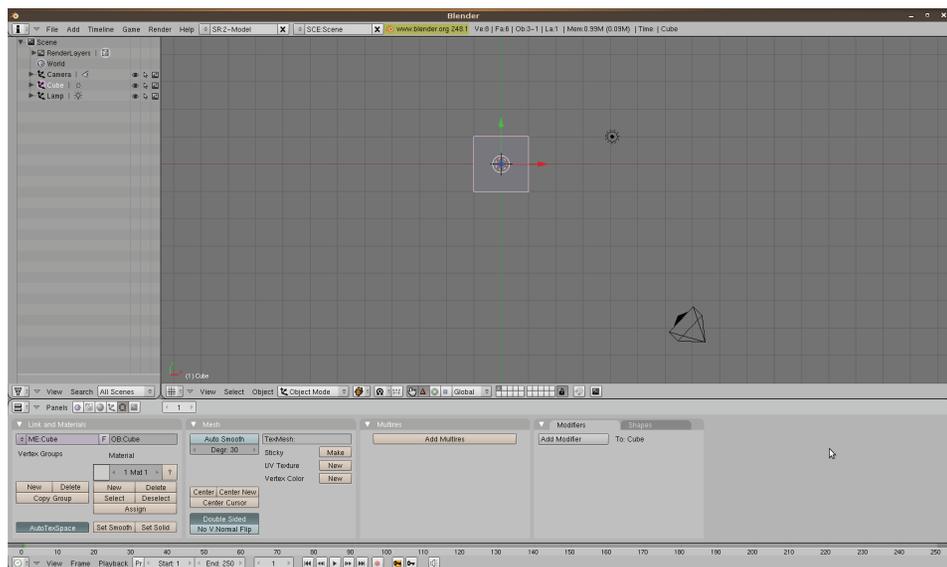**The 3D window, the biggest window, is the area where all of the modeling and editing will take place.**


The bottom panel lets you focus on the more specific options when you are modeling 3D objects

The Menu bar lets you change the view, modes, drawing types and lets you view different types of editors, such as the script editor, node or outliner

This is the current object. The pink hue means that the object is selected. The three arrows lets you move it in the X, Y & Z directions.

The tiny circle is the lamp

The triangular box is the camera
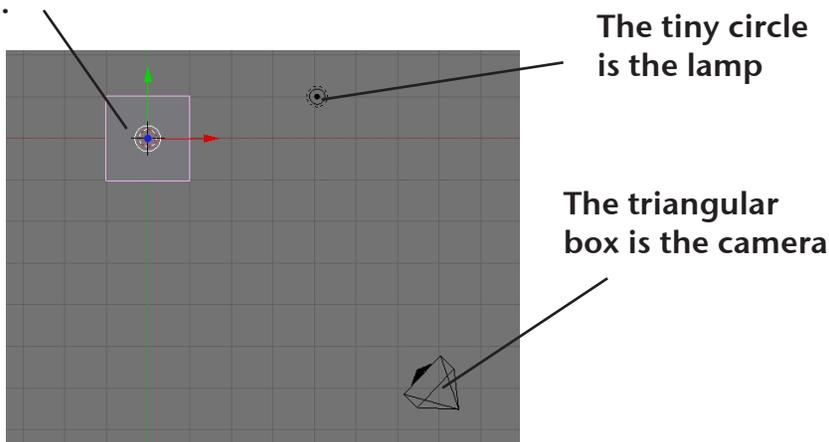
In the 3D window, hold alt and click with the Left mouse button to change your perspective in a 3D fashion. Hold Shift and alt and click with the left button to strafe up, down, left or right. Scroll on the mouse wheel to zoom in or out.

Press the space bar to have a pop-up menu appear
-The Add menu lets you create new shapes, cameras and even lights. Mesh, NURBS and Meta are the different types of objects.
-The Edit menu lets you go into Edit mode. It also you to duplicate shapes, delete and perform specific functions with each shape.
-The Select menu allows you to select objects, edges vertices or faces. It lets you select one face, a row of faces or a group faces for example.
-The Transform menu lets you to move, rotate or scale objects.
-The View menu allows to change the view on the window. You can focus on one object, on the cursor or on all the objects.
-The Render menu allows you to render the entire scene from the view of the camera.

Hold the apple key or the window key and click on the left mouse button to select the object you want.

Short keys are useful to quickly do different purposes
-The 'G' key lets you move the object
-'R' lets you rotate it.
-'S' lets you scale the object big or small.
After pressing r or s, press the 'x', 'y' or 'z' keys to rotate or scale in that specific direction.
-While in Edit mode, 'A' selects all the faces, vertices or edges. Press the 'a' key twice to deselect everything.
- 'X' allows you to delete the object.
-'tab' quickly switches from object to edit mode