Blender 2.8

shortcuts

- SHIFT z: switch wireframe and object mode
- f: fill faces or edges between edges or vertex
- a: select all
- ALT+a: select nothing
- c: circle select
- b: box select
- SHIFT+b: zoom to box
- SHIFT+s: cursor move or selection move
- w: cycle between selecion modes

numpad emulation

- edit → preferences → input → emulate numpa
- enable 1,2,3 switch faces,edges,vertex: edit → preferences → keymap → search mode
  - select mode toggle: ALT+1
  - select mode toggle: ALT+2
  - select mode toggle: ALT+3

fix boolean operations

Sometimes boolean difference fails. Before try on each object:

- edit mode
- select all vertices A
- vertex (top menu) → Merge Vertices → by distance (this operation remove duplicate vertices)

hide / show

- select (multiple) object and SHIFT+H to hide others
- recall others with ALT+H

edit mode

TAB key

- activate Vertex select with 1, Edge select with 2 and Face select with 3

Create new object from selected vertex:

- duplicate with SHIFT+d
- ESC to exit from grab mode
- parent selected with "p"
- exit from edit mode with TAB and you will have two objects

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