

Unity3D 3 Shortcuts

Platform: Windows/English

Manage Files	
Ctrl+n	New
Ctrl+o	Open
Ctrl+s	Save
Ctrl+Shift+s	Save scene as
Ctrl+Shift+b	Build
Ctrl+b	Build and run

Editing	
Ctrl+c/Ctrl+x/Ctrl+v	Copy / Cut / Paste
Ctrl+z	Undo
Ctrl+y	Redo
Ctrl+d	Duplicate
Shift+Delete	Delete
f	Frame (centre) selection
Ctrl+f	Find
Ctrl+a	Select all
Ctrl+p	Play
Ctrl+Shift+p	Pause
Ctrl+Alt+p	Step

Assets	
Ctrl+r	Refresh

Game Objects	
Ctrl+1	Scene
Ctrl+2	Game
Ctrl+3	Inspector
Ctrl+4	Hierarchy
Ctrl+5	Project
Ctrl+6	Animation
Ctrl+7	Profiler
Ctrl+9	Asset Store
Ctrl+0 (zero)	Asset Server
Ctrl+shift+c	Console
Ctrl+Tab/Ctrl+Shift+Tab	Next window / previous window
Alt+F4	Quit

Tools	
q	Pan View
w	Move
e	Rotate
r	Scale
z	Pivot Mode toggle
x	Pivot Rotation toggle
Ctrl+lmb	Snap*
v	Vertex Snap
*note: listed as ctrl+lmb. does not seem clear. If somebody knows how that is meant, please click on 'edit', clarify, and delete this note.	

Selection	
Ctrl+Shift+1 ? 9	Load Selection 1 - 9
Ctrl+Alt+1 ? 9	Save Selection 1 -9