




UNITY SHORTCUTS

TOOLS

- Q** Hand tool
- W** Move tool
- E** Rotate tool
- R** Scale tool
- T** Rect tool
- Y** Unified tool
- Z** Toggle Pivot/Center
- X** Toggle Global/Local
- V** Vertex snap
- Ctrl** Grid snap

SCENE NAVIGATION

- Alt** +  Orbit
- Alt** +  Drag
- Alt** +  Zoom
(or use the the scroll wheel)

To edit or create your own shortcuts, open the Shortcuts Manager from Unity's main menu.

On Windows and Linux:
Edit > Shortcuts

On macOS:
Unity > Shortcuts

EDIT

- Ctrl** + **Shift** + **N** Create empty
- Ctrl** + **D** Duplicate
- Ctrl** + **Z** Undo
- Ctrl** + **Y** Redo (shift+cmd+Z on Mac)
- Ctrl** + **X** Cut
- Ctrl** + **C** Copy
- Ctrl** + **V** Paste
- Ctrl** + **A** Select all
- Ctrl** + **I** Invert selection
- Shift** + **D** Deselect all
- Ctrl** + **F** Find object
- Ctrl** + **Alt** + **F** Move object to view
- Delete** Delete

SCENE FILES

- Ctrl** + **N** New scene
- Ctrl** + **O** Open scene
- Ctrl** + **S** Save Scene
- Ctrl** + **Shift** + **S** Save as

PLAY / PAUSE

- Ctrl** + **P** Play (toggle)
- Ctrl** + **Shift** + **P** Pause (toggle)
- Ctrl** + **Alt** + **P** Step

QUICK VIEWS

- F** Frame selection (center view on selected object)
- Shift** + **F** Locks the scene view camera to selected object
- Shift** + **Space** Maximize/minimize window

ANIMATION WINDOW

- Space** Play (toggle)
- .** Next frame
- ,** Previous frame
- Alt** + **.** Next keyframe
- Alt** + **,** Previous keyframe
- Shift** + **.** First keyframe
- Shift** + **,** Last keyframe
- K** Select key

BUILD THE GAME

- Ctrl** + **B** Build and Run
- Ctrl** + **Shift** + **B** Build settings






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