

The default scene is composed of a cube, a lamp and a camera. You can select any of these objects with **RMB**, select multiple objects with **Shift·RMB** and select/deselect all with **A**.

2. Navigating the 3D View

views.

All those controls and more are also available in the View menu located in the 3D View header.

3. Navigating the Button Window

You can access different button categories with the icons along the Button window's header. Each category regroups buttons that share the same use. Each button categorie also has subcategories.

You can scroll panels with **Shift·Mousewheel**, zoom panels with **Ctrl·Mousewheel**, organize panels with drag & drop and align panels vertically with **RMB**