3ds max:
Perspective can be changed
Set default shading and edged faces
Shortcut f4
alt and middle mouse to rotate view (also use view cube)
orbit subobject to rotate (to remove right click in empty space for most tools)
middle mouse pans
ctrl, alt and middle mouse: precisison zooming
alt+w: maximise viewport
select tool: Q
Jam Q: change select
Move Tool: W
Right click on arrow on axis to reset
Rotate: E
Scale: R
Angle snap tool: right click to change options
Focus: Z
Select and place: Y
Right click: editable poly
Modify list: edit poly
alt+c: cut tool (vertex)
cut tool: alt+c

Interpolation (champfer smoothing out an edge to create a curve)
The normal (Direction in which the polygon is facing)

Boolean: (operation between meshes)
compound objects: use boolean, select shape
Lathe:
create shapes, line tool, vertex, smooth, then lathe
if your lathe looks like a nasty mess open up lathe move the x axis
show end result
Interpolation steps is the addition of the vertex point between your verteces
flip normals if inside out
vertex, refine
Sweep:
modify list, sweep
pick then line

material editor, modes compact

Materials:
Material editor: M
Modes, compact
Diffuse: map that controls the colour of the material
Opacity: controls the transparancy
Specularity: shiny
Diffuse, bitmap, choose texture
go to parent to switch back
show shaded material in viewport if can't see texture
Stitch: explode, flattern by polygon angle, select edge, stitch to custom
Quick Peel: Flatten out uv