

BLENDER SHORTCUT KEYS CHEAT SHEET

Blender is a vast multi-purpose program designed to do some very complex things. Luckily for us the creators of Blender simplified the interface and squeezed most commands into shortcut key and mouse button combinations. Granted there is a steep learning curve but once mastered you'll wonder what all the fuss was about. The secret to mastering (at least the most common ones) is to practice! Start a project for yourself and start Blending!

Setting Up:

Before you begin do ensure the add-ons enabling these key combinations are enabled.

Go to file user preferences: Add-ons: Put a check mark next to **Pie Menu: UI Menu Official**.

(You can enable further more advanced short cut menus with **3D viewport Pie Menus** but this can be enabled later to avoid what I've termed "**shortcut key overload**")

Next go to file user preferences: Input: If you are like me and select with the left mouse button then switch **Select with to Left**. (This can be confusing coming from traditional programs where select is normally done with the right mouse button)

For keyboards without a Numpad put a check mark in the box "**Emulate Numpad**". This enables you to use the numbers along the top of the keyboard to switch between the different views.

Press the save user settings button on the bottom left corner before exiting user preferences to save your changes.

Essentials: It is recommended, and to get full interface integration use a **three button mouse**, preferably with a **scroll wheel** as the centre button.

Blender will work most efficiently for you with one hand on your **three button mouse** and the other on a keyboard. Below are some of the most commonly used short cut key combinations.

Please note any reference to mouse inputs will be done so using **select with left**. (Please refer to setting up for instructions on **select with left**).

Abbreviations: LLB (Left Mouse Button), MMB (Middle Mouse Button), RMB (Right Mouse Button).

In most instances select with LMB and cancel with RMB.

Normally when you buy a new high tech product you unpack it and straight away open the user manual and read it as you try out all the buttons! Yeah more like “what? there’s a manual?”. The best way I found to learn new keys in Blender has been to try out every combination listed below. Just open up Blender and start working through them a couple of times, you’ll be amazed at what you discover.

Middle Mouse Button (MMB) Combinations

MMB + Hold + Drag **Rotates the 3D View - Drag the Editors Up/Down/Left/right**

MMB Roll – **Zooms in and Out in the 3D View – Rolls menus Up/Down**

Left Mouse Button (LMB) Combinations

LMB Click – **Selects and Confirms Actions**

LMB + Hold + Drag – **Control widgets in the 3D View**

Right Mouse Button (RMB) Combinations

RMB Click – **Place 3D Cursor**

RMB click – **Cancels an Operation**

Keys	Description	Mode
Tab	Mode Menu	All
Home	Centre 3D View	All
Delete	Delete Menu	All
Spacebar	Search	All
Full Stop	Pivot Menu	All
Backspace Key	Local/Global View	All
@	Toggle All Layers On/Off	Object/Sculpt/Weight/Vertex/ Texture/Pose
Minus	Zoom Out	All
Ctrl + Minus	Decrease Selection	Edit
Plus	Zoom In	All
Ctrl + Plus	Increase Selection	Edit

Keys	Description	Mode
Shift + Tab	Snap During Transform	Object/Edit
Shift + Spacebar	Full Screen	All
Ctrl + Tab	Weight Paint/Object	Object/Weight Paint
Ctrl + Tab	Vertex Selection Menu	Edit
Ctrl + Tab	Snap During Transform On/Off	Pose
Ctrl + Spacebar	Transformation Menu	All
Alt + Spacebar	Transformation Orientation	All
Ctrl + Left Arrow	Go to Next Screen	All
Ctrl + Right Arrow	Go to Previous Screen	All

A - Z

A	Select/Deselect All	Object/Edit/Pose
Shift + A	Add Menu	Object/Edit/Pose
Ctrl + A	Apply Menu	Object/Pose
Alt + A	Play/Pause Animation	All
Shift + Alt + A	Reverse Play/Pause Animation	All
Ctrl + Alt + A	Align Bones	Edit
B	Box Select	Object/Edit/Pose
Shift + B	Zoom to Selected	All
Ctrl + B	Bevel Edge	Edit
Alt + B	Clip Select/Deselect	All
Ctrl + Shift + B	Bool Tool	Object/Edit
C	Circle Select/Deselect/Exit	Object/Edit
Shift + C	LMB/MBB/RMB Re-set 3D Cursor	Object/Edit/Pose/Vertex/Weight/Texture
Ctrl + C	Copy	All
Alt + C	Convert to	Object
Ctrl + Shift + Alt + C	Set Origin Point	All
Ctrl + Shift + C	Add Constraint	Object/Pose
Shift + D	Duplicate (Unlinked)	Object/Edit
Alt + D	Duplicate (Linked)	Object
D + LMB	Grease Pencil Draw	All
D + RMB	Grease Pencil Erase	All
E	Extrude	Edit
Shift + E	Edge Crease	Edit
Ctrl + E	Edges Menu	Edit
Alt + E	Extrude Regions	Edit
Alt + E	Relax Pose	Pose

Keys	Description	Mode
F	Fill	Edit
F	Brush Size	Sculp/Vetex/Weight/Texture/ Strokes
Shift + F	Fly Mode	Object/Edit/Pose
	Control Keys (w, s, d,, a)	
	Fall to ground (Tab)	
Shift + F	Brush Strength	Sculp/Vetex/Weight/Texture/ Strokes
Ctrl + F	Faces Menu	Edit
Alt + F	Focus	Object
G	Move	All
Shift + G	Select Grouped	Object/Pose
Shift + G	Select Similar	Edit
Ctrl + G	Group	Object/Pose
Ctrl + Alt + G	Remove from Group	Object
Alt + G	Clear Move Transforms	Object/EditPose
Ctrl + Shift + Alt + G	Remove from all Groups	Object
Ctrl + Shift + G	Add selected to Active Group	Object
H	Hide Selected	Object/Edit/Sculp/Pose
Shift + H	Hide Unselected	Object/Edit/Sculp/Pose
Ctrl + H	Hook Menu	Edit
Alt + H	Reveal Selected	Object/Edit/Sculp/Pose
I	Inset	Edit
I	Insert Keyframe	Object/Pose
Shift + i	Add IK	Pose
Ctrl + Alt + I	Remove IK	Pose
Ctrl + i	Invert Selection	Object/Edit
Alt + i	Delete Keyframe	Object/Pose
Shift + Ctrl + Alt + I	Select new Keying Set Active	Object/Pose
Ctrl + J	Join	Object
K	Knife Tool	Edit
L	Make Local	Object
L	Select all Connected	Edit
Shift + L	Add Pose to Library	Pose
Shift + L	Select Linked	Object
Ctrl + L	Make Links	Object

Keys	Description	Mode
M	Move to Layer	Object/Pose
Ctrl + M	Mirror/Flip	Edit
Alt + M	Merge	Edit
N	Properties Shelf	All
Ctrl + N	New	All
Ctrl + Shift + N	Recalculate Normals	Edit
O	Proportional Falloff	Object/Edit
Shift + Ctrl + O	Open Recent	All
Ctrl + O	Open	All
P	Separate	Edit
Ctrl + P	Set Parent to Menu	Object/Pose
Ctrl + P	Make Vertex Parent	Edit
Alt + P	Poke Faces	Edit
Alt + P	Clear Parent	Object
Alt + P	Propagate Menu	Pose
Q	View Menu	All
Ctrl + Q	Quit Blender	All
R	Rotate	Object/Edit/Pose
Shift + R	Repeat Last Action	Object/Edit/Pose
Ctrl + R	Insert Loopcut	Edit
Ctrl + R	Set Rotation Mode	Pose
Alt + R	Clear Rotation Transforms	Object/Pose
Alt + R	Spin	Edit
S	Scale	Object/Edit/Pose
Shift + S	Snap Menu	Object/Edit/Pose
Ctrl + S	Save	All
Alt + S	Clear Scale Transforms	Object/Edit/Pose
Ctrl + Alt + S	Constrained Scale	Pose/Edit
Shift + Ctrl + S	Save As	All
T	Tool Shelf	All
Ctrl + T	Make Track	Object
Ctrl + T	Triangulate Faces	Edit
Alt + T	Clear Track	Object
Shift + Ctrl + T	Transfer Mesh Data	Object

Keys	Description	Mode
U	Unwrap	Edit
U	Make User Single	Object
Ctrl + Alt + U	User Preferences	All
V	Rip	Edit
V	Toggle Vertex Paint Mode	Object
Shift + V	Side Selection	Edit
Ctrl + V	Paste	All
Alt _ V	Stitch	Edit
W	Specials Menu	Object/Edit
W	Increase/Decrease Weight	Weight Paint
X	Delete Menu	All
Ctrl + X	Dissolve Selected	Edit
Y	Split	Edit
Z	Shading Menu	All
Ctrl + Z	Undo	All
Shift + Ctrl + Z	Redo	All

Views

Toggle between Perspective/Orthographic
with **NumPad 5**

NumPad 0	Camera Perspective/ 3DView	All
NumPad 1	Front View	All
Ctrl + NumPad 1	Back View	All
NumPad 2	Roll Scene	All
NumPad 3	Right View	All
Ctrl + NumPad 3	Left View	All
NumPad 4	Roll Scene	All
NumPad 7	Top View	All
Ctrl + NumPad 7	Bottom View	All
NumPad 8	Roll Scene	All