

Category	Key Combination	Description
General Preferences	Ctrl + Alt + U	User Preferences
	Ctrl +	Show/Hide Properties Panel
	+	Toggle Maximise Area
Viewport Navigation	1 , 2	Front/Back View
	3 , 4	Left/Right View
	5 , 6	Top/Bottom View
	7	Ortho/Persp Toggle
	Pad 0	Enter/Exit Camera View
	Ctrl + Pad 0	Set Active Object as Camera
	Ctrl + Alt + Pad 0	Align Camera to View
	S +	Strafe Camera
	S +	Dolly Camera
	S +	Roll Camera
	F	Frame Selected
	Pad ÷	Isolate Selection
	Z	Shaded/Wireframe Toggle
	Alt + Z	Shaded/Material Toggle (Cycles)
	Q	Show/Hide Render View
	G	Show/Hide Grid
	Ctrl +	Show/Hide 3D Gizmo
Editing (Object)	V	Move Selected
	S	Scale Selected
	R	Rotate Selected
	+ S	Snapping Options
	Ctrl + +	Place 3D Cursor
	Alt + D	Clone
	+ D	Duplicate
	+ R	Repeat Last Command
	+ X	Delete
	Ctrl + 0 .. 5	Subsurface Modifier Level 0 .. 5
	Ctrl + + Y	Enable/Disable Subsurface Modifier (Shows error dialogue if no modifier)
Editing (Mesh)	T	Select Vertices
	E	Select Edges
	U	Select Polygons
	+ K	Knife Tool
	S +	Search Menu
	Ctrl + R	Loop Subdivide
	I	Inset Polygons
	Ctrl + D	Extrude Polygons
	Ctrl + B	Bevel (Scroll to subdivide)
	M	Slide Vertex/Edge/Polygon
	N	Connect/Fill
	+ V	Rip
	Alt + V	Rip Fill
	P	Detach polygons as new mesh
	K	Add Edge Tool (Knife)
	O	Proportional Editing
	Y	Detach in same object
	P	Detach as new object
Selection (Mesh)	+ Alt +	Select Shortest Path
	+ Alt +	Select Edge Loop
	Ctrl + Alt +	Select Edge Ring
	Ctrl +	Lasso Select
	Ctrl + +	Lasso Deselect
	B	Brush Select (Circle Select) (to drop tool) (to deselect)
	Ctrl + L	Select Polygon Island
	Ctrl + Pad +	Grow Selection
	Ctrl + Pad -	Shrink Selection