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CTRL + P Make Parent CTRL + Shift + P Make Parent without Inverse CTRL + P EM Make Vertex Parent	Alt + P	EM	Unpin vertices (UV/Image Editor)
CTRL + Shift + P Make Parent without Inverse CTRL + P EM Make Vertex Parent	Alt + P		Clear Parent menu
CTRL + P EM Make Vertex Parent	CTRL + P		Make Parent
	CTRL + Shift + P		Make Parent without Inverse
CTRL + Alt + P Make Proxy	CTRL + P	EM	Make Vertex Parent
ı l · ·	\overline{C} TRL + Alt + P		Make Proxy

CTRL + Q		Quit Blender
CTRL + Alt + Q		Quad View toggle
R		Rotate
Alt + R	OM	Clear rotation
CTRL + R	EM	Loop Cut
Shift + R	EM	Select Row from selected vertex (NURBS surface)
S		Scale
Alt + S	OM	Reset Scale
S	SM	Smooth brush
S		Start frame assign (Timeline window)
Shift + S		Snap menu
Alt + S	EM	Shrink / Fatten
CTRL + S		Save File
T		Object Tools panel toggle
T		Toggle frames / seconds (Timeline)
CTRL + T	EM	Tilt (Curves)
Alt + T	EM	Reset Tilt (Curves)
Shift + T	SM	Flatten/Contrast brush
Shift + T		Move Texture Space
Shift + Alt + T		Scale Texture Space
CTRL + T	OM	Make Track menu
Alt + T	OM	Clear Track menu
CTRL + T	EM	Convert selected faces to triangles
U	OM	Make Single User menu
U	EM	UV Mapping menu
CTRL + U	Bivi	Save User Settings
CTRL + Alt + U		User Preferences window
V	EM	Set Handle Type menu (curves)
V	EM	Rip selected vertices
V		Object Mode / Vertex Paint Mode toggle
CTRL + V	EM	Vertices menu
W	OM	Specials menu
W	EM	Specials menu (varies per object)
W	EM	Weld / Align menu (UV/Image Editor)
Shift + W	EM	Warp
CTRL + W		Save File
X		Delete menu
X		Constrain global X axis transform
XX		Constrain local X axis transform
Y		Constrain global Y axis transform
YY		Constrain local Y axis transform
Y	EM	Split Vertex / Edge / Face
Z		Constrain global Z axis transform
ZZ		Constrain local Z axis transform
Z		Solid / Wireframe toggle
Alt + Z		Solid / Textured toggle
CTRL + Z		Undo
CTRL + Shift + Z		Redo
CIKL - BIIII - L		redu

NUM 0 CTRL + NUM 0 Turn selected object into active camera CTRL + Alt + NUM 0 Move camera to current view NUM . Frame selected in view NUM / Global/Local view toggle NUM 1 Front view NUM 3 Side view NUM 7 Top view NUM 5 Perspective/Orthographic view toggle CTRL + NUM 1 CTRL + NUM 1 CTRL + NUM 3 Other side view CTRL + NUM 7 NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Rotate view up/down in iterations Keyboard # View layer 1 - 10	
CTRL + Alt + NUM 0 NUM . Frame selected in view NUM / Global/Local view toggle NUM 1 Front view NUM 3 Side view NUM 7 Top view NUM 5 Perspective/Orthographic view toggle CTRL + NUM 1 CTRL + NUM 1 CTRL + NUM 3 CTRL + NUM 3 CTRL + NUM 7 NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Move camera to current view Frame selected in view Global/Local view toggle Front view Front view Other view Other side view Rotate view left/right in iterations Rotate view up/down in iterations	
NUM / Global/Local view toggle NUM 1 Front view NUM 3 Side view NUM 7 Top view NUM 5 Perspective/Orthographic view toggle CTRL + NUM 1 Back view CTRL + NUM 3 Other side view CTRL + NUM 7 Bottom view NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Rotate view up/down in iterations	
NUM / Global/Local view toggle NUM 1 Front view NUM 3 Side view NUM 7 Top view NUM 5 Perspective/Orthographic view toggle CTRL + NUM 1 Back view CTRL + NUM 3 Other side view CTRL + NUM 7 Bottom view NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Rotate view up/down in iterations	
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NUM 7 NUM 5 Perspective/Orthographic view toggle CTRL + NUM 1 CTRL + NUM 3 Other side view CTRL + NUM 7 Bottom view NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Rotate view up/down in iterations	
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NUM 4/NUM 6 Rotate view left/right in iterations NUM 2/NUM 8 Rotate view up/down in iterations	
NUM 2/NUM 8 Rotate view up/down in iterations	
Keyboard # View layer 1 - 10	
Alt + Keyboard # View layer 11 - 20	
~ View all layers	
CTRL + Keyboard # Add Subsurf modifier with that # of levels	
, Bounding Box Center pivot	
CTRL +, Median Point pivot	
. 3D Cursor pivot	
CTRL + . Individual Centers pivot	
Alt + . Active Object pivot	
HOME Frame all in view	
Tab Object Mode / Edit Mode toggle	
CTRL + Tab EM Mesh Select Mode menu	
CTRL + Tab OM Object Mode / Weight Paint Mode toggle	
CTRL + Tab Object Mode / Pose Mode toggle (Armatures)	
Spacebar Search (3D view)	
Spacebar Toolbox (UV/Image Editor)	
CTRL + Spacebar Transform Manipulator toggle	
Alt + Spacebar Orientation menu	
CTRL + LMB drag Lasso select	
CTRL + LMB click EM Extrude / Create new component or bone	
Left/Right Arrow Increase 1 frame	
Up/Down Arrow Increase 10 frames	
Shift + Left/Right Arrow Go to end start/end frame	
CTRL + Up/Down Arrows Maximize current view toggle	
Shift + Spacebar Maximize current view toggle	
CTRL + Left/Right Arrows Screen presets toggle	
F1 Open file	
F2 Save As	
F3 Repeat History menu	
F3 Save Rendered Image (UV/Image Editor)	
F11 Show last closed rendered image	
F12 Render current frame	
CTRL + F12 Render animation	

Shift + F1	Link/Append from Library
Shift + F2	Logic Editor
Shift + F3	Node Editor
Shift + F4	Python Console
Shift + F5	3D view
Shift + F6	Graph Editor
Shift + F7	Properties
Shift + F8	Video Sequence Editor
Shift + F9	Outliner
Shift + F10	UV/Image Editor
Shift + F11	Text Editor
Shift + F12	Dope Sheet

OM = Object Mode only

EM = Edit Mode only

PM = Pose Mode only

SM = Sculpt Mode only

http://blendertips.com/hotkeys.html