BLENDER KEYMAP

[--> PROPERTIES
] --> OUTLINER

GLOBALS

CTRL + S --> SAVE SCENE
CTRL + SHIFT + S --> SAVE SCENE AS
CTRL + N --> NEW SCENE
CTRL + O --> OPEN SCENE

CTRL + Z --> UNDO
CTRL + SHIFT + Z --> REDO

MENUS

TAB --> MODES

RM --> CONTEXT MENU
Q --> QUICK MENU
SPACE --> TOOLS MENU

CTRL + S --> FILE
SHIFT + A --> ADD OBJECT MENU
A --> SELECT
Z --> SHADING
W --> SCULPT

CTRL + A --> APPLY X-FORM
CTRL + ALT + X --> ORIGIN

SHIFT + S --> CURSOR MENU

` --> SPEEDFLOW

CONFIG / ADDONS

PREFERENCES   F11

> INTERFACE   >> RESOLUTION SCALE
> NAVIGATION   >> Orbit around Selection
              >> Disable Auto Perspektive
> KEYMAP   >> Spacebar Action --> Tools
> SYSTEM   >> UNDO STEPS --> 64

ADDONS

- MACHINE TOOLS
  TAB for MODES
  Various Pie Menus and Commands
    >> Disable Smart Vert/Edge/Face
    >> Disable Collections Pie

- SPEEDFLOW COMPANION
  Viewport HUD

- 3D VIEWPORT PIE MENUS
  Various Pie Menus
    >> Disable Apply Transform
    >> Disable Safe & Open

LEGEND

MENUS   CUSTOM KEYS
HINTS   CUSTOM KEYS SCULPT

VIEWPORT

T --> TOOLS

TAB --> OBJ MODE <> EDIT MODE
MODES MENU (MachineTools)

OBJECT - EDIT - SCULPT - VERTEX PAINT - WEIGHT PAINT - TEXTURE PAINT - SURFACE DRAW

SIDEPANEL <-- N

NAVIGATION

MM --> ROTATE
SHIFT + MM --> MOVE
CTRL + MM --> ZOOM

ALT + MM --> SNAP TO ORTHO
CTRL + SHIFT + LM --> TILT

ALTERNATE COMMANDS NO NUMPAD

7 -->
8 -->
9 -->
/ -->
0 -->
ALT + 0 -->

NUM 5 --> PERSP <> ORTHO
NUM . --> FRAME SELECTED
HOME --> FRAME ALL
NUM / --> TOGGLE LOCAL VIEW
NUM 0 --> CAMERA VIEW
>> SIDEPANEL > VIEW > LOCK CAMERA
CTRL + NUM 0 --> ACTIVE OBJ AS CAMERA

CTRL + ALT + Q --> QUAD VIEW

CURSOR

SHIFT + RM --> CURSOR
2xSPACE
SHIFT + C --> CENTER VIEW / Reset Cursor

SHIFT + S --> CURSOR MENU

, --> X-FORM ORIENT   . --> PIVOT POINT

TRANSFORM

G   R   S
GRAB   ROTATE   SCALE

MM --> CONSTRAIN AXIS
X/Y/Z --> CONSTRAIN AXIS
>> + SHIFT --> EXCLUDE AXIS
>> DOUBLE --> LOCAL AXIS
1..0 --> INPUT VALUE

ALT + G
ALT + R --> RESET X-FORM
ALT + S

CTRL + A --> APPLY X-FORM

SELECTION

W --> SEL-TOOL   >> SELECT BOX
B --> BOX   >> SELECT CIRCLE
C --> CIRCLE   >> LM --> SELECT
                     >> MM --> DESELECT
                  >> SELECT LASSO
                  >> TWEAK

LM
SHIFT+ LM --> ADD
CTRL+ LM --> REMOVE

A --> SELECT MENU

SHIFT + G --> SELECT SIMILAR
L --> SELECT LINKED

COMMANDS

X
DELETE   DELETE

SHIFT + D --> DUBLICATE

CTRL + 0..2 --> SUBDIVISION
-->
H --> HIDE OBJECT
ALT + H --> REVEAL HIDDEN

MODIFIER LIST

CTRL + A --> APPLY MODIFIER

Z --> SHADING MODES   ALT + Z --> X RAY

SHIFT + TAB --> SNAPPING   O --> PROPORTIONAL
CTRL + SHIFT + TAB --> SNAPPING MENU

EDITMODE

— 1 — 2 — 3 — + SHIFT
VERTEX   EDGE   FACE

ALT --> SELECT LOOP
L --> SELECT LINKED

MODELING TOOLS

>> REGION
E --> EXTRUDE >> NORMAL
>> INDIVIDUAL
CTRL + RM >> CURSOR

--> DELETE
X --> DISSOLVE
--> COLLAPSE

I --> INSET

2 x G --> SLIDE
F --> FILL

CTRL + R --> LOOP CUT

CTRL + B --> BEVEL
SHIFT + B --> BEVEL VERTICES

K --> KNIFE
--> BISECT

>> ESC // SPACE // ENTER

CTRL + G --> GROUP
H --> HIDE COMPONENT
ALT + H --> REVEAL HIDDEN

OBJ MODE   EDIT MODE
JOIN   <-->   SEPARATE

SCULPTMODE

BRUSH FUNCTIONS

CTRL --> REVERSE
SHIFT --> SMOOTH

F --> SIZE
SHIFT + F --> STRENGTH

W --> SCULPT MENU
A --> MASK MENU

SCULPT TOOLS

CUSTOM KEYS

C -->   X --> DRAW
X -->   --> DRAW SHARP
1 -->   C --> CLAY
2 -->   --> CLAYSTRIPES
3 -->   --> CLAYTHUMB
        L --> LAYER   VOLUME
        I --> INFLATE
V -->   --> CREASE
        --> BLOB

6 -->   S --> SMOOTH
4 -->   --> FLATTEN   CONTRAST
5 -->   --> FILL
        --> SCRAPE

        P --> PINCH
        G --> GRAB
J -->   --> ELASTIC DEFORM   GRAB
        K --> SNAKE HOOK
        --> THUMB

M -->   --> MASK   >> CTRL   --> REVERSE
                    >> SHIFT   --> SMOOTH   MASKING
                    >> ALT + M   --> REMOVE
                    >> CTRL + I --> INVERT
B -->   --> BOXMASK

U -->   --> BOXHIDE >> LM --> SHOW ALL   MESH
Y -->   --> DRAW FACESET

ANIMATION

I --> INSERT KEY   V --> HANDLE
ALT+ I --> DELETE KEY T --> INTERPOLATION
SHIFT + D --> COPY KEY
                       M --> MARKER
CTRL + TAB   CTRL + M --> RENAME MARKER
--> TOGGLE
DOPE SHEET   ALT + H --> HIDE CHANNELS
GRAPHEDITOR   SHIFT + H --> REVEAL CHANNELS

8 ---> NUM . --> VIEW SELECTED
9 ---> HOME --> ALL

PLAYBACK

PLAY / STOP
+CTRL --> START SEQ

STEP BACK   STEP FORWARD
+ CTRL   <   >   + CTRL
--> STEP KEY   v   --> STEP KEY

PLAY BACKWARD
+CTRL --> END SEQ

RIGGING

CTRL + P --> PARENT < CONNECTED
                      KEEP OFFSET

SHIFT + LM --> HIERARCHY IN OULINER
ALT + P --> UNPARENT

WEIGHTPAINT

OBJ MODE >> SELECT ARMATURE
>> SHIFT SELECT GEO
>> CTRL + LM --> SELECT BONE

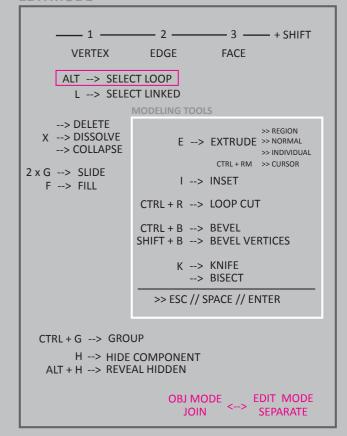>> BRUSH OBTION >> FRONT FACES ONLY
                >> 2D FALLOFF

F --> CHANGE BRUSH SIZE

SPACE + 1...6 --> TOOLS

WORKFLOW ADDONS

- EXOSIDE QUADREMESHER
  Automatic Retopo

- RETOPO FLOW
  Manual Retopo

[- EasyBake
  Texture Baking]

- Bake Wrangler
  Node Based Texture Baking

- TexTools
  Substance Like Toolset

- BPainter
  Brush Presets and more