

When you start Blender for the first time or update to a new version, the interactive region of the [Splash Screen](#) is replaced with a couple of initial preferences to configure how you interact with Blender.

Note

These options can always be changed later in the [Preferences](#).

Import Preferences From Previous Version

This is where you can copy preferences from an older version of Blender. Doing so will copy preferences and startup files from the previous version of Blender and then loads them.

The preferences need to be imported from previous versions because the configuration files of each Blender version are stored in separate folders. Refer the [Blender's Directory Layout](#) page for the location of these folders.

If you would like to start fresh with the new version, continue to [Create New Preferences](#).

Create New Preferences

Language

The language used in the user interface. The list is broken up into categories determining how complete the translations are. More language preferences can be set in the [Translation Preferences](#).

Theme

Choose between a light or dark theme for Blender. Themes can be customized more in the [Preferences](#).

Keymap

Presets for the default [keymap](#) for Blender. Note that this manual assumes that you use the “Blender” keymap.

Blender:

This is the default keymap. Read more about this keymap [here](#).

Blender 2.7x:

This keymap is intended to match an older series of Blender versions and is designed for people upgrading who do not want to learn the updated keymap.

Industry Compatible:

This keymap is intended to match common creation software and is intended for people who use many different such applications. Read more about this keymap [here](#).

Mouse Select

Controls which mouse button, either right or left, is used to select items in Blender.

Spacebar Action

Controls the action of `Spacebar`. These and other shortcuts can be modified in the [keymap preferences](#).

Play:

Starts playing through the [Timeline](#). This option is good for animation or video editing.

Tools:

Opens the Toolbar underneath the cursor to quickly change the active tool. This option is good if doing a lot of modeling or rigging.

Search:

Opens up the [Menu Search](#). This option is good for someone who is new to Blender and is unfamiliar with its menus and shortcuts.

Save New Preferences

Saves the preferences set above and opens the regular [Splash Screen](#).

Saving Defaults

The preferences are automatically saved when changed.

Changing the default startup file can be done via File ▶ Defaults ▶ Save Startup File. See [Startup File](#).

There are two areas where Blender’s defaults are stored:

Preferences

The [Preferences](#) file stores keymap, add-ons theme and other options.

Startup File

The [Startup File](#) stores the scene and UI setup which are displayed at startup and when creating a new file (File ▶ New).

Loading Factory Settings

You can revert your customizations to Blender’s defaults:

Preferences

The [Preferences](#) Load Factory Settings.

Startup File & Preferences

File ▶ Defaults ▶ Load Factory Settings.

Note

After loading the factory settings, the preferences won’t be auto-saved.

See [Managing Preferences](#) for details.

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