Industry Compatible Keymap

While this is not a comprehensive list, this page shows common keys used in the industry compatible keymap.

General

`1` - `3`	Switch Selection mode
`4`	Object Mode
`5`	Modes Pie Menu
`RMB`	Context menu
`Tab`	Menu Search
`Shift` - `Tab`	Quick access (favorites)
`Return`	Rename
`Ctrl` - `Return`	Render
`Ctrl` - `[`	Toggle Toolbar
`Ctrl` - `]`	Toggle Sidebar

Common Editing Keys

`Backspace`	Delete the selected item with a confirmation dialog
`Delete`	Delete the selected item without a confirmation dialog
`Ctrl` - `D`	Duplicate
`P`	Set Parent
`B`	Proportional Editing (a.k.a. Soft Selection)

Viewport

`Alt` - `LMB`	Orbit View
`Alt` - `MMB`	Pan View
`Alt` - `RMB`	Zoom View
`F1` - `F4`	Front/Side/Top/Camera Viewpoints
`F`	Frame Selected
`Shift` `F`	Center View to Mouse
`A`	Frame All

Selection

`LMB`	Select
`Ctrl` - `A`	Select All

`Shift – Ctrl – A`	Deselect All
`Ctrl – I`	Select Inverse
`Up`	Select More
`Down`	Select Less
Double `LMB`	Select Loop
Double `Alt – LMB`	Select Ring
`Ctrl  L`	Select Linked

Tools

`W , E , R`	Move, Rotate, Scale
`Q`	Selection Tools
`D`	Annotate Tool
`C`	Cursor Tool

Edit Mode Tools

`Ctrl – E`	Extrude
`Ctrl – B`	Bevel
`I`	Inset
`K`	Knife
`Alt – C`	Loop Cut

Animation

`Spacebar`	Play/Pause
`S`	Set Location + Rotation + Scale keyframe
`Shift – S`	Insert Keyframe menu
`Shift – W`	Set Location Key
`Shift – E`	Set Rotation Key
`Shift – R`	Set Scale Key

Platform Specific Keys

macOS

The `Cmd` key can be used instead of `Ctrl` on macOS for all but a few exceptions which conflict with the operating system.

Last updated on 2025-05-10