

When I first started using Blender in 2004, I remember feeling completely overwhelmed at the amount of keyboard shortcuts.

Worst of all though, was that after looking online, I discovered there were no helpful guides that explained which shortcuts were the most important.

So I decided to make one. I released the first edition of this guide in 2009, and I've revamped it and improved it, over the years to create the guide that you're reading right now.

It's designed to outline the most useful, most essentials shortcuts that pros use.

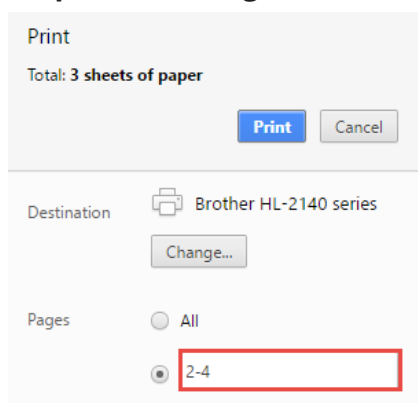
PS. It's also printer friendly, so if you want, you can print it out and stick it to your wall! :)

Happy Blendering!
Andrew Price
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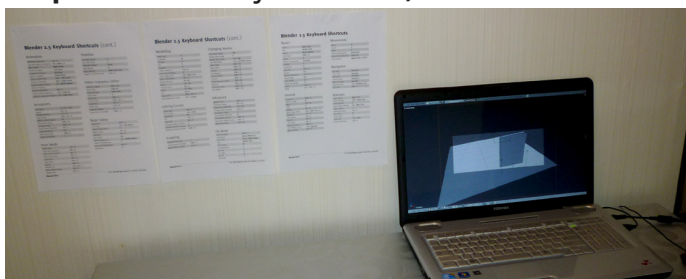
How to Print this Shortcut Guide

Step 1: Press Ctrl+P

Step 2: Select Pages 2-4



Step 3: Stick it to your wall! :)



Blender Keyboard Shortcuts - Page 1

Basic Navigation

Orbit	Middle Click
Pan	Shift + Middle Click
Zoom	Scroll
Top View	Numpad 7
Front View	Numpad 1
Side View	Numpad 3
Camera View	Numpad 0
Go to Selected Object	Numpad .
Perspective/Orthographic	Numpad 5
Zoom to Show All Objects	Home
Fly Mode	Shift + F
Toolbar	T
Object Properties	N
Reset 3D cursor	Shift + C

In Object Mode

Duplicate	Shift + D
Duplicate Linked	Alt + D
Move to layer	M
Join/Merge Objects	Ctrl + J
Mirror Object	Ctrl + M
Hide Selected	H
Unhide All	Alt + H
Move Selected Object to Center	Alt + G
Snap to Cursor	Shift + S
Copy Attributes to New Object	Ctrl + L
Proportional Editing On/Off	O
Apply Scale/Rotation/Location	Ctrl + A
Add Constraint	Ctrl + Shift + C
Parent	Ctrl + P
Clear Parent	Alt + P

Common

Add Object	Shift + A
Search	Space
Move	G
Scale	S
Rotate	R
Trackball Rotate	R, R
Move Origin Point	Ctrl + Shift + Alt + C
Properties Bar	P
Toolbar	T
Option Menu	W

While Moving

Precise Movement	Shift [Hold]
Incremental Movement	Ctrl [Hold]
Lock movement to Axis	Middle Click or X/Y/Z

Selection

Select	Right Click
Select All/Deselect All	A
Box Select	B
Circle Select	C
Lasso Tool	Ctrl + Click
Select Similar	Shift + G
Invert Selection	Ctrl + I

Changing View

Wireframe/Solid View	Z
Isolated View	/
Rendered View	Shift + Z
Weight Paint Mode	Ctrl + TAB

Blender Keyboard Shortcuts - Page 2

In Edit Mode

Edit/Object Mode	TAB
Extrude	E
Inset	i
Fill	F
Select Edge Loop	Alt + Click
Select Ring	Ctrl+Alt+Click
Create Loopcut	Ctrl + R
Edge Slide	G, G
Select All Connected	Ctrl + L
Make Seam/Sharp	Ctrl + E
Edge Crease	Shift + E
Unwrap UVs	U
Change Selection Mode	Ctrl + TAB
Bevel	Ctrl + B
Knife Tool	K
Separate to a New Object	P
Rip	V
Rip Fill	Alt + V
Split	Y
Mirror	Ctrl + M
Shrink/Fatten	Alt + S
Proportional Falloff	O
Recalculate Normals	Ctrl + Shift + N

Sculpting

Add/Subtract Sculpting	Ctrl [Hold]
Smooth	Shift [Hold]
Brush Size	F
Brush Strength	Shift + F
Hide Area	H
Unhide Selection	Shift + H
Unhide All	Alt + H
Mask Paint Mode	M
Subtract Mask Paint	Ctrl + Click
Fill/Clear Mask	Ctrl + i
Lasso Mask	Ctrl + Shift + Click
Stroke Method	E

Rendering

Render	F12
Show Last Render	F11
Save Render	F3
Change Render Slot	1-8
Only Render Portion	Shift + B
Reset Render Portion	Ctrl + Alt + B
Change Active Camera	Ctrl + O

Node Editor

Jump to Node Editor	Shift + F3
Connect Nodes	F
Cut Links	Ctrl + Click [Drag]
Reroute Link	Shift + Click [Drag]
Delete but keep connected	Ctrl + X
Duplicate and keep connected	Ctrl + Shift + D
Mute Selected Node	M
Make Group	Ctrl + G
Ungroup	Alt + G
Edit Selected Group	TAB
Move Background	Alt + Middle Mouse
Zoom in Background	V
Zoom out Background	Alt + V

Editing Curves

Add new Handle	Ctrl + Click
Change Handle Type	V
Delete but keep connection	Ctrl + X
Close Path	Alt + C
Tilt	Ctrl + T
Clear Tilt	Alt + T
Convert Curve to Mesh	Alt + C

Blender Keyboard Shortcuts - Page 3

Animation

Play/Stop Animation	Alt + A
Insert Keyframe	i
Remove Keyframe	Alt + i
Go to Next/Previous Frame	← / →
Go Forward/Back 10 Frames	Shift + ↑ / ↓
Go to Next/Previous Keyframe	↑ / ↓
Go to First/Last Frame	Shift + ← / →

Armatures

Add New Bone	Shift + A
Extrude Bone	E
Roll	Ctrl + R
Recalculate Roll	Ctrl + N
Align Bones	Ctrl + Alt + A
Move to Bones Layer	M
Set Bone Flag	Shift + W
Switch Bone Direction	Alt + F
Scroll Hierarchy] / [

Timeline

Scroll through frames	Alt + Scroll
Set Start Frame	S
Set End Frame	E
Zoom to show all frames	Home
Zoom to Frame	Numpad 0
Add Marker	M
Move Marker	Right Click Drag
Set Preview Range	P
Clear Preview Range	Alt + P

Posing Mode

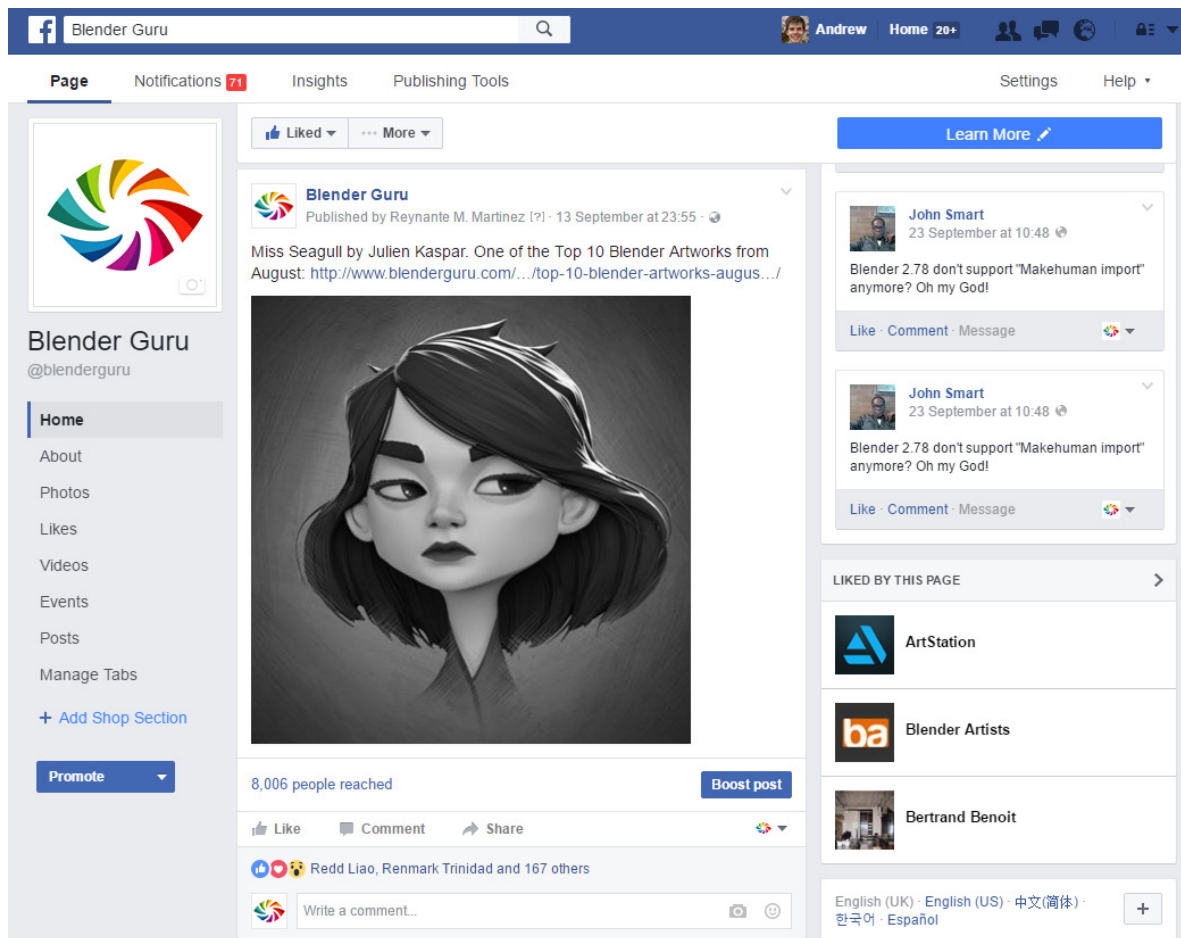
Clear Pose Rotation	Alt + R
Clear Pose Location	Alt + G
Clear Pose Scale	Alt + S
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add IK	Shift + I
Add Pose to Library	Shift + L
Remove IK	Ctrl + Alt + i
Add to Bone Group	Ctrl + G
Relax Pose	Alt + E
Breakdowner	Shift + E
Rotate on Bone's Center	R, R
Select Grouped	Shift + G
Paste X-Flipped	Ctrl + Shift + V

Fun to Know

Repeat Last Action	Shift + R
Play Animation in Reverse	Shift + Alt + A
Maximize SubWindow	Shift + Space
Fly Mode	Shift + F
Quad Mode	Ctrl + Alt + Q
Scroll Value	Ctrl + Scroll
Scroll Dropdown Values	Ctrl + Scroll
Grease Pencil	D + Click
Erase Pencil	D + Right Click
Copy change across objects	Alt while clicking
Select behind object	Alt + Click
Add Subdivision Level	Ctrl + 0/1/2/3/4/5

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Enjoy the shortcut guide!

-Andrew Price