



# CGBOOST

## BLENDER HOTKEY SHEET v9

### for Blender 3.0



clickable menu

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# GENERAL

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## View

Rotate

**MMB + Drag**

Zoom

**Mousewheel**

Pan

**Shift + MMB + Drag**

Select

**LMB (RMB optional)**

## General

Animation Playback

**Space\***

Undo

**Ctrl + Z**

Search

**F3**

Redo

**Shift + Ctrl + Z**

Delete

**X**

Rename Object

**F2**

Join Objects

**Ctrl + J**

Repeat Last Action

**Shift + R**

Mirror on X/Y/Z axis

**Ctrl + M + X/Y/Z**

Jump to Object on Hover<sup>1</sup>

**Alt + Q**

## Navigation

Views Pie Menu

**^**

Front View

**Numpad 1**

Center Selected

**Numpad ,**

Right View

**Numpad 3**

Toggle Maximize Area

**Ctrl + Space**

Bottom View

**Ctrl + Numpad 7**

Toggle Full Screen Area

**Ctrl + Alt + Space**

Back View

**Ctrl + Numpad 1**

Toggle X-Ray View

**Alt + Z**

Left View

**Ctrl + Numpad 3**

Toggle Wireframe View

**Shift + Z**

Walk Navigation

**Shift + ^**

Shading Pie Menu

**Z**

Show Overlays

**Alt + Shift + Z**

Relative View Axis Switching

**Alt + Drag MMB**

Toggle Clipping Border

**Alt + B**

Top View

**Numpad 7**

Toggle Quad View

**Ctrl + Alt + Q**

## Transform

Move (Grab)

**G**

Free Rotate

**R + R**

Move along global axis

**G + X/Y/Z**

Transform with locked Axis

**G/R/S + MMB**

Move along local axis

**G + XX/YY/ZZ**

Duplicate

**Shift + D**

Scale

**S**

Duplicate Linked

**Alt + D**

Scale along global axis

**S + X/Y/Z**

Apply Transform

**Ctrl + A**

Scale along local axis

**S + XX/YY/ZZ**

Reset Position

**Alt + G**

Rotate

**R**

Reset Rotation

**Alt + R**

Rotate along global axis

**R + X/Y/Z**

Reset Scale

**Alt + S**

Rotate along local axis

**R + XX/YY/ZZ**

Snapping Toggle

**Shift + Tab**

\* You can manually define the function of the spacebar in the Preferences under *Input*: It can represent *Animation Playback*, the *Tool Menu* or the *Search* function. By default it is set to *Animation Playback*.

<sup>1</sup> Works in every Object-specific Mode (Edit Mode, Sculpt Mode etc.) To quickly change the object you're working on.

**FUNCTION IN 3.0****HOTKEY IN 3.0****FUNCTION IN 3.0****HOTKEY IN 3.0****Selection**

Select

**LMB<sup>1</sup>**

Select Grouped

**Shift + G**

Select All

**A**

Invert Selection

**Ctrl + I**

Deselect All

**Alt + A (quick doubletap A)**

Select Linked

**Shift + L**

Border Select

**B or Drag LMB**

Pick from Overlapping Objects

**Alt + LMB**

Circle Select

**C****Modes**

Edit/Object Mode

**Tab**

All Modes (Pie Menu)

**Ctrl + Tab****Menus**

Tool Shelf Toggle

**T**

Quick Favorites

**Q**

Sidebar Toggle

**N**

Add Menu

**Shift + A**

Object Context Menu

**RMB<sup>2</sup>**

Pivot Pie Menu

.

Orientation Pie Menu

**,**

Snapping Pie Menu

**Shift + S****Editors**

3D Viewport

**Shift + F5**

Graph Editor/Drivers

**Shift + F6**

Image/UV Editor

**Shift + F10**

Text Editor

**Shift + F11**

Shader Editor

**Shift + F3**

Python Console

**Shift + F4**

Compositing/Texture Node Ed.

**Shift + F3**

Outliner

**Shift + F9**

Video Sequencer

**Shift + F8**

Properties

**Shift + F7**

Movie Clip Editor

**Shift + F2**

File Browser

**Shift + F1**

Dope Sheet/Timeline

**Shift + F12****Hide/Unhide**

Hide

**H**

Hide Unselected

**Shift + H**

Unhide All

**Alt + H**

Local View

**/****Relationships**

Set Parent

**Ctrl + P**

Link/Transfer Data

**Ctrl + L**

Clear Parent

**Alt + P****Camera**

Camera View

**Numpad 0**

Set Active Object as Camera

**Ctrl + Numpad 0**

Align Camera to View

**Ctrl + Alt + Numpad 0**<sup>1</sup> You can choose either *Left Click Select* (default) or *Right Click Select* in the Preferences under *Input*.<sup>2</sup> If you have chosen Right Click Select (in the User Preferences under Input), the Object Context Menu is accessible via the W key.

**FUNCTION IN 3.0****HOTKEY IN 3.0****FUNCTION IN 3.0****HOTKEY IN 3.0****File**

Save

**Ctrl + S**

File Context Menu

**F4**

Save As

**Ctrl + Shift + S**

Quit Blender

**Ctrl + Q**

New File

**Ctrl + N****Rendering**

Render Image

**F12**

Set Render Region

**Ctrl + B**

Render Animation

**Ctrl + F12**

Reset Render Region

**Ctrl + Alt + B**

Play Rendered Animation

**Ctrl + F11**

# EDIT MODE

## FUNCTION IN 3.0

## HOTKEY IN 3.0

## FUNCTION IN 3.0

## HOTKEY IN 3.0

### Selection

Vertex Selection	<b>1</b>	Select Edge Loop	<b>Alt + LMB*</b>
Edge Selection	<b>2</b>	Select Edge Ring	<b>Ctrl + Alt + LMB*</b>
Face Selection	<b>3</b>	Slide Edge Selection	<b>G + G</b>
Select Linked	<b>Ctrl + L</b>	Select Mirror	<b>Ctrl + Shift + M</b>
Select Linked under Cursor	<b>L</b>	Path Selection	<b>Ctrl + LMB*</b>
Grow/Shrink Selection	<b>Ctrl + +/-</b>		

### Tools

Extrude	<b>E</b>	Shear	<b>Shift + Ctrl + Alt + S</b>
Bevel	<b>Ctrl + B</b>	To Sphere	<b>Shift + Alt + S</b>
Loopcut	<b>Ctrl + R</b>	Split	<b>Y</b>
Knife Cut	<b>K</b>	Rip	<b>V</b>
Inset	<b>I</b>	Triangulate	<b>Ctrl + T</b>
Separate	<b>P</b>	Merge Selected	<b>M</b>
Unwrap	<b>U</b>	Recalculate Normals	<b>Shift + N</b>
Fill Face	<b>F</b>	Split Menu	<b>Alt + M</b>
Shrink/Fatten	<b>Alt + S</b>	Connect Vertex Path	<b>J</b>
Rip Fill	<b>Alt + V</b>	Extrude Menu	<b>Alt + E</b>

### Proportional Editing

Proportional Edit	<b>O</b>	Prop. Edit Falloff Pie Menu	<b>Shift + O</b>
Proportional Edit Connected	<b>Alt + O</b>	Prop. Edit Radius Size	<b>Page Up/Down</b>

### Vertex Groups

Assign to Vertex Group	<b>Ctrl + G</b>	Remove from Vertex Group	<b>Ctrl + Alt + G</b>
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### Hide/Unhide

Hide	<b>H</b>	Unhide	<b>Alt + H</b>
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\* Right Mouse Button, if the *Select with* is set to *Right Mouse Button* in the Preferences under *Input*.

# SCULPTING

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## Control

Stroke Method Menu

**E**

Brush Angle

**Ctrl + F**

Brush Size

**F**

Switch Sculpt Object

**Hover + Alt + Q**

Brush Strength

**Shift + F**

## Masking

Mask

**M**

Invert Mask

**Ctrl + I**

Clear Mask

**Alt + M**

Box Mask

**Ctrl + 1**

Expand Mask by Topology

**Shift + A**

Lasso Mask

**Shift + Ctrl + LMB**

Expand Mask by Curvature

**Shift + Alt + A**

## Brushes

Grab

**G**

Scrape

**Shift + Space, 6\***

Inflate

**I**

Multiplane Scrape

**Shift + Space, 7\***

Snake Hook

**K**

Elastic Deform

**Shift + Space, 8\***

Layer

**L**

Thumb

**Shift + Space, 9\***

Pinch

**P**

Pose

**Shift + Space, 0\***

Smooth

**Shift + S or Shift + Drag**

Nudge

**Shift + Space, Shift 1\***

Draw

**X**

Rotate Brush

**Shift + Space, Shift 2\***

Clay

**C**

Slide Relax

**Shift + Space, Shift 3\***

Crease

**Shift + C**

Boundary

**Shift + Space, Shift 4\***

Flatten

**Shift + T**

Cloth

**Shift + Space, Shift 5\***

Rotate

**R**

Simplify

**Shift + Space, Shift 6\***

Move

**Shift + Space, Alt 1\***

Multires Displ. Eraser

**Shift + Space, Shift 8\***

Transform

**Shift + Space, T\***

Multires Displ. Smear

**Shift + Space, Shift 9\***

Scale

**Shift + Space, Alt 3\***

Box Hide

**Shift + Space, Ctrl 3\***

Draw Sharp

**Shift + Space, 1\***

Box Face Set

**Shift + Space, Ctrl 4**

Clay Strips

**Shift + Space, 2\***

Box Trim

**Shift + Space, Ctrl 6\***

Clay Thumb

**Shift + Space, 3\***

Line Project

**Shift + Space, Ctrl 8\***

Blob

**Shift + Space, 4\***

Mesh Filter

**Shift + Space, Ctrl 9\***

Fill

**Shift + Space, 5\***

Cloth Filter

**Shift + Space, Ctrl 0\***

\* only accessible if the spacebar function is set to „Play“ in the preferences.

**FUNCTION IN 3.0****HOTKEY IN 3.0****FUNCTION IN 3.0****HOTKEY IN 3.0****Topology**

Toggle Dyntopo

**Ctrl + D**

Remesh Preview

**Shift + R**

Remesh

**Ctrl + R**

QuadriFlow Remesh

**Ctrl + Alt + R****Face Sets**

Draw Face Sets

**Shift + Space, Shift 0\***

Show all Face Sets

**Alt + H**

Box Face Set

**Shift + Space, Ctrl 4\***

Edit Face Set

**Shift + Space, Ctrl W\***

Face Sets Pie Menu

**W**

Show all Face Sets

**Alt + H**

Grow/Shrink Face Set

**Ctrl + W / Ctrl + Alt + W**

Hide Face Set

**H**

\* only accessible if the spacebar function is set to „Play“ in the preferences.

# MATERIALS & POSTPRODUCTION

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## Shader Editor, Geo Nodes, Compositing

Group	<b>Ctrl + G</b>	Delete with Reconnect	<b>Ctrl + X</b>
Ungroup	<b>Ctrl + Alt + G</b>	Insert Reroute	<b>Shift + RMB + Drag</b>
Edit Group Toggle	<b>Tab</b>	Hide Unused Sockets	<b>Ctrl + H</b>
Join in New Frame	<b>Ctrl + J</b>	Minimize Node	<b>H</b>
Cut Links	<b>Ctrl + RMB + Drag</b>	Mute Node	<b>M</b>
Mute Links	<b>Ctrl + Alt + RMB + Drag</b>		

## Compositing

Background Image Move	<b>Alt + MMB</b>	Background Image Zoom in	<b>Alt + V</b>
Background Image Zoom out	<b>V</b>		

## Image Editor

New Image	<b>Alt + N</b>	Save Image	<b>Alt + S</b>
Open Image	<b>Alt + O</b>	Save Image As	<b>Shift + Alt + S</b>

## UV Editor

Mark Seam	<b>Ctrl + E</b>	Stitch	<b>Alt + V</b>
Select Split	<b>Y</b>	Pin	<b>P</b>
Grow/Shrink Selection	<b>Ctrl + +/-</b>	Unpin	<b>Alt + P</b>

## Painting

Sample Color	<b>S</b>	Brush Strength	<b>Shift + F</b>
Brush Size	<b>F</b>	Brush Colors Flip	<b>X</b>

## Texture Painting

Draw	<b>Shift + Space, 1*</b>	Clone	<b>Shift + Space, 4*</b>
Soften	<b>Shift + Space, 2*</b>	Fill	<b>Shift + Space, 5*</b>
Smear	<b>Shift + Space, 3*</b>	Mask	<b>Shift + Space, 6*</b>

\* only accessible if the spacebar function is set to „Play“ in the preferences.

**FUNCTION IN 3.0****HOTKEY IN 3.0****FUNCTION IN 3.0****HOTKEY IN 3.0****Vertex Painting**

Draw

**Shift + Space, 1\***

Smear

**Shift + Space, 4\***

Blur

**Shift + Space, 2\***

Set Vertex Colors

**Shift + K**

Average

**Shift + Space, 3\*****Weight Painting**

Draw

**Shift + Space, 1\***

Smear

**Shift + Space, 4\***

Blur

**Shift + Space, 2\***

Gradient

**Shift + Space, 5\***

Average

**Shift + Space, 3\***

Sample Weight

**Shift + Space, 6\***

\* only accessible if the spacebar function is set to „Play“ in the preferences.

# ANIMATION

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## General

Insert Keyframe

I

List of bones under cursor

**Alt + LMB (RMB)**

Delete Keyframes

**Alt + I**

## Timeline, Dopesheet and Graph Editor

Play/Stop Animation

**Space**

Select More/Less

**Ctrl + +/-**

Play/Stop Animation Reverse

**Ctrl + Shift + Space**

Select Linked

**L**

Set Preview Range

**P + Drag LMB**

Jump to Keyframes

**Ctrl + G**

Clear Preview Range

**Alt + P**

Set Keyframe Handle Type

**V**

Next/Previous Frame

**Left/Right**

Set Keyframe Interpolation

**T**

Jump to first/last frame

**Shift + Left/Right**

Add Time Marker

**M**

Toggle Frames/Seconds

**Ctrl + T**

Rename Marker

**Ctrl + M**

Mirror Keyframes

**Ctrl + M**

Find Channels

**Ctrl + F**

Sample Keyframes

**Shift + Alt + O**

View Selected

**Numpad ,**

## Graph Editor

Add F-Curve Modifier

**Shift + Ctrl + M**

Smooth Keys

**Alt + O**

Hide Channels

**H**

Set Keyframe Easing Type

**Ctrl + E**

Unhide Channels

**Alt + H**

## Drivers

Add Driver

**Ctrl + D**

Remove Driver

**Ctrl + Alt + D**

## Nonlinear Animation

Add Action Strip

**Shift + A**

Split Strips

**Y**

Add Transition

**Shift + T**

Toggle Muting

**H**

Add Sound Clip

**Shift + K**

Swap Strips

**Alt + F**

Add Meta-Strips

**Ctrl + G**

Move Strips Up/Down

**Page Up/Down**

Remove Meta-Strips

**Ctrl + Alt + G**

## Video Sequencer

Cut Strips

**K**

UnMeta-Strip

**Ctrl + Alt + G**

Mute Strips

**H**

View Frame

**Numpad 0**

Unmute Strips

**Alt + H**

View Selected

**Numpad ,**

Toggle Meta-Strip

**Tab**

Snap Strips to Frame

**Shift + S**

Make Meta-Strip

**Ctrl + G**

Slip Strip Contents

**S**

# GREASE PENCIL

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## Draw Mode

Draw	<b>Shift + Space, 0*</b>	Box	<b>Shift + Space, 0*</b>
Fill	<b>Shift + Space, 1*</b>	Circle	<b>Shift + Space, Shift + 1*</b>
Erase	<b>Shift + Space, 2*</b>	Enable Parallel Guides	<b>L</b>
Tint	<b>Shift + Space, 3*</b>	Enable Circular Guides	<b>C</b>
Cutter	<b>Shift + Space, 4*</b>	Box Erase	<b>B</b>
Eyedropper	<b>Shift + Space, 5*</b>	Brush Size	<b>F</b>
Line	<b>Shift + Space, 6*</b>	Brush Strength	<b>Shift + F</b>
Polyline	<b>Shift + Space, 7*</b>	Adjust stroke extension	<b>Mousewheel</b>
Arc	<b>Shift + Space, 8*</b>	Interpolate	<b>Shift + Space, Ctrl + E*</b>
Curve	<b>Shift + Space, 9*</b>		

## Sculpt Mode

Select Box	<b>B</b>	Push	<b>Shift + Space, 6*</b>
Smooth	<b>Shift + Space, 1*</b>	Twist	<b>Shift + Space, 7*</b>
Thickness	<b>Shift + Space, 2*</b>	Pinch	<b>Shift + Space, 8*</b>
Strength	<b>Shift + Space, 3*</b>	Clone	<b>Shift + Space, 9*</b>
Randomize	<b>Shift + Space, 4*</b>	Brush Size	<b>F</b>
Grab	<b>Shift + Space, 5*</b>	Brush Strength	<b>Shift + F</b>

## Edit Mode

Move	<b>G</b>	Radius	<b>Alt + S</b>
Rotate	<b>R</b>	Bend	<b>Shift + W</b>
Scale	<b>S</b>	Shear	<b>Shift + Ctrl + Alt + S</b>
Extrude	<b>E</b>		

\* only accessible if the spacebar function is set to „Play“ in the preferences.

# ORGANISATION

FUNCTION IN 3.0

HOTKEY IN 3.0

FUNCTION IN 3.0

HOTKEY IN 3.0

## Outliner

New Collection

**C**

Link to Collection

**Shift + M**

Delete Collection

**X**

Parent Objects

**Shift + Drag/Drop**

Move to Collection

**M**

## File Browser

Next Folder

**Alt + Right**

Create New Directory

**I**

Previous Folder

**Alt + Left**

Add Bookmark

**Ctrl + B**

Parent File

**Alt + Up**