## General (most window types)

| Toolbar | T |
| --- | --- |
| Properties | N |
| Add Object/Node | Shift + A |
| Delete | X *or* Delete |
| Search | F3 |
| Move | G |
| Scale | S |
| Rotate | R |
| Rotate along axis | R *then* X/Y/Z |
| Rotate along local axis | R *then* X,X/Y,Y/Z,Z |
| Trackball Rotate | R, R |
| Precise movement | Shift (*hold*) |
| Incremental movement | Ctrl (*hold*) |
| Duplicate | Shift + D |
| Duplicate Linked | Alt + D |
| Hide | H |
| Unhide All | Alt + H |
| Hide all Except Selected | Shift + H |
|  |  |
| Annotate | D (*hold*) + LMB (*drag*) |
| Erase Annotation | D (*hold*) + RMB (*drag*) |
| Quick favs menu | Q |

## Navigation (3D viewport)

| Orbit | MMB |
| --- | --- |
| Pan | Shift + MMB |
| Zoom In/Out | Scroll *or* Ctrl + MMB |
| Fly | Shift + ~ |

## View (3D viewport)

Numpad views:

|  | /  Isolate |  |
| --- | --- | --- |
| **7**  **Top** | 8  Up | 9  Opposite |
| 4  Left | **5**  **Persp/Ortho** | 6  Right |
| **1**  **Front** | 2  Down | **3**  **Side** |
| **0**  **Camera** | | **.**  **Focus** |

| View Pie Menu | ~ |
| --- | --- |
| Fast View Switch | Alt + MMB (*drag*) |
| Show All Objects | Home |
| Focus to region | Shift + B |

## 

## Object Mode (3D viewport)

| Mode Pie Menu | Ctrl + TAB |
| --- | --- |
| Edit/Object mode toggle | TAB |
| Mirror | Ctrl + M *then* X/Y/Z (*or* MMB *(drag))* |
| Set Parent | Ctrl + P |
| Clear Parent | Alt + P |
| Toggle Snapping | Shift + TAB |
| Clear Location | Alt + G |
| Clear Rotation | Alt + R |
| Clear Scale | Alt + S |
| Apply Location / Scale / Rotation | Ctrl + A |
| Join Selected Objects | Ctrl + J |
| Copy Attributes to New Objects | Ctrl + L |
| Add Subdivision level | Ctrl + 0/1/2/3/4/5 |
| Mask view to region / Clear mask | Alt + B |
| Center 3D cursor | Shift + C |
| Move active object to Collection | M |
| Move Active Camera to view | Ctrl + Alt + Numpad 0 |
| Set as Active Camera | Ctrl + Numpad 0 |

## General Selection (most window types)

| Select | LMB |
| --- | --- |
| Select All | A |
| Deselect All | Alt + A |
| Marquee Box Select | B |
| Circle Select | C |
| Lasso Select | Ctrl + RMB |
| Invert Selection | Ctrl + i |
| Select Linked | Shift + L |
| Select Similar | Shift + G |
| Select specific object | Alt + LMB |

## Shading (3D viewport)

| Shading Pie Menu | Z |
| --- | --- |
| Toggle X-Ray | Alt + Z |

## Pie Menus

| Pivot point pie menu | . |
| --- | --- |
| Snap pie menu | Shift + S |
| Orientation pie menu | , |

## 

## Selection (Edit Mode)

| Select Connected Mesh | Ctrl + L |
| --- | --- |
| Select Connected Mesh Under Cursor | L |
| Select Edge/Face Loop | Alt + LMB |
| Select Edge Ring | Ctrl + Alt + RMB |
| Vertex Select Mode | 1 |
| Edge Select Mode | 2 |
| Face Select Mode | 3 |
| Mirror current selection | Ctrl + Shift + M |
| Select More/Less | Ctrl +/- |
| Edge Crease | Shift + E |

## Curve Editing (Edit mode)

| Add new handle | E *or* Ctrl + RMB |
| --- | --- |
| Change handle type | V |
| Delete but maintain connection | Ctrl + X |
| Close curve | Alt + C |
| Tilt | Ctrl + T |
| Clear Tilt | Alt + T |

## 

## 

## Modeling (Edit Mode)

| Extrude | E |
| --- | --- |
| Inset | i |
| Bevel | Ctrl + B |
| Bevel Vertices | Ctrl + Shift + B |
| Loop cut | Ctrl + R |
| Vertex/Edge Slide | G,G |
| Knife | K |
| Fill Face | F |
| Shear | Ctrl + Shift + Alt + S |
| Bend | Shift + W |
| Split | Y |
| Rip | V |
| Rip Fill | Alt + V |
| Merge | M |
| Recalculate Normals | Shift + N |
| Flip Normals | Ctrl + Shift + N |
| Proportional Editing On/Off | O |
| Proportional Falloff Type | Shift + O |
| Separate selectoin to new object | P |

## Texturing (Edit Mode)

| Unwrap | U |
| --- | --- |
| Mark Seam | Ctrl + E |

## UV Editor

| Select Island | L (*under cursor*) or Ctrl + L |
| --- | --- |
| Stitch | V |
| Weld | Shift + W |
| Pin | P |
| Unpin | Alt + P |
| Select Pinned | Shift + P |

## Image Editor (View)

| Properties, Scopes, Slots and Metadata | N |
| --- | --- |
| View at 100% | 1 (Numpad) |
| View to Fit | Shift + Home |
| Next Render Slot | J |
| Previous Render Slot | Alt + J |
| Select Render Slot | 1-8 |
| Save Image | Alt + S |
| Save Image As | Shift + S |

## Image Editor (Paint)

| Create New Blank Image | Alt + N |
| --- | --- |
| Open Image | Alt + O |
| Brush Properties | N |
| Brush Size | F |
| Brush Strength | Shift + F |
| Sample Color | S |
| Flip Color | X |

## Nodes (Materials / Compositor)

| Cut Connection | Ctrl + RMB (*drag*) |
| --- | --- |
| Reroute Connection | Shift + RMB (*drag*) |
| Connect selected | F |
| Properties | N |
| Delete selected but maintain connection | Ctrl + X |
| Duplicate selected and maintain connection | Ctrl + Shift + D |
| Mute Selected | M |
| Group Selected | Ctrl + G |
| Ungroup Selected | Ctrl + Alt + G |
| Edit Group (Toggle) | TAB |
| Frame Selected Nodes | Ctrl + J |
| Show/Hide inactive node slots | Ctrl + H |

### Compositor

| Move backdrop | Alt + MMB |
| --- | --- |
| Zoom backdrop | V / Alt + V |
| Properties and performance | N |

## Sculpting

| Brush Selection | Shift + Space |
| --- | --- |
| Brush Size | F |
| Brush Strength | Shift + F |
| Brush Angle | Ctrl + F |
| Angle Control | R |
| Stroke Control | E |
| Mask (box) | B |
| Mask (brush) | M |
| Clear Mask | Alt + M |
| Invert Mask | Ctrl + i |
| Hide (box) | H |

## Rendering

| Render | F12 |
| --- | --- |
| Render Animation | Ctrl + F12 |
| Playback rendered animation | Ctrl + F11 |
| Set Render Region | Ctrl + B |
| Clear Render Region | Ctrl + Alt + B |

## Animation General

| Play/Pause Playback | Space |
| --- | --- |
| Reverse Play | Ctrl + Shift + Space |
| Scroll through frames | Alt + Scroll |
| Next/Previous Frame | Left/Right arrow |
| First/Last Frame | Shift + Left/Right arrow |
| Jump to Keyframe | Up/Down arrow |
| Add Keyframe on current frame | i |
| Delete Keyframe on current frame | Alt + i |

### Animation (Timeline / Dopesheet / Graph Editor)

| Toggle Dopesheet | Ctrl + TAB |
| --- | --- |
| Toggle Frames/Seconds | Ctrl + T |
| Zoom to fit active keyframes | Home *or* . (Numpad) |
| Set Keyframe Interpolation | T |
| Set Keyframe Handle Type | V |
| Set Keyframe Extrapolation | Shift + E |
| Mirror Keyframes | Ctrl + M |
| Set Preview Range | P *then* LMB (*drag*) |
| Auto set preview range | Ctrl + Alt + P |
| Clear Preview | Alt + P |
| Marker | M |
| Rename Marker | Ctrl + M |

### Animation (Timeline / Dopesheet / Graph Editor) (cont.)

| Bind Selected Camera to Selected Marker | Ctrl + B |
| --- | --- |
| Select keyframes before/after current frame | [ / ] |
| Select all keyframes on current frame | Ctrl + K |

### Graph Editor

| Add Keyframe at Cursor | Ctrl + RMB |
| --- | --- |
| Properties and Modifiers | N |
| Lock Selected Channel | TAB |

## Rigging (Armatures)

| Add new bone | E |
| --- | --- |
| Duplicate bone | Shift + D |
| Bone Settings | Shift + W |
| Roll | Ctrl + R |
| Clear Roll | Alt + R |
| Recalculate Roll | Shift + N |
| Align bone | Ctrl + Alt + A |
| Switch bone direction | Alt + F |
| Dissolve Bone | Ctrl + X |
| Dissolve bones | Ctrl + X |
| Split | Y |
| Separate | P |
| Scroll Hierarchy | ] *and* [ |

## Posing Mode

| Add Keyframe | i |
| --- | --- |
| Clear Location | Alt + G |
| Clear Rotation | Alt + R |
| Clear Scale | Alt + S |
| Apply Pose | Ctrl + A |
| Propagate Pose | Alt + P |
| Push Pose from Breakdown | Ctrl + E |
| Relax Pose to Breakdown | Alt + E |
| Pose Breakdowner | Shift + E |
| Copy Pose | Ctrl + C |
| Paste Pose | Ctrl + V |
| Add IK | Shift + i |
| Add Pose to Library | Shift + L |
| Paste Pose Flipped | Ctrl + Shift + V |
| Add Constraint | Ctrl + Shift + C |

## 

## Window General (most window types)

| Toolbar | T |
| --- | --- |
| Properties bar | N |
| Maximise Area (but keep toolbar) | Ctrl + Space |
| Fullscreen Area | Ctrl + Alt + Space |
| Quad view | Ctrl + Alt + Q |

### Change Window Type (Under Cursor)

| Movie Clip | Shift + F2 |
| --- | --- |
| Nodes | Shift + F3 |
| Python Console | Shift + F4 |
| 3d Viewport | Shift + F5 |
| Graph | Shift + F6 |
| Properties | Shift + F7 |
| Video Sequencer | Shift + F8 |
| Outliner | Shift + F9 |
| UV/Image | Shift + F10 |
| Text | Shift + F11 |
| Dope Sheet | Shift + F12 |