Blender 3.0 Keyboard Shortcuts

Shortcut	Action
Menu Call-Up	
N	Object properties sidebar
T	Toggle toolbar
Q	Quick Favorites menu
F3	Function search
Ctrl + Tab	Mode Pie menu
~	Viewport Pie menu
.	Pivot Point Pie menu
,	Axis Orientation Pie menu
Shift + S	Snap Pie menu
Viewport	
Home	Show all objects
H	Hide object
Alt + H	Unhide all objects
Shift + H	Hide all unselected objects
Alt + Z	Toggle X-ray
Z	Viewport Shading Options Pie menu
/	Isolate selected object
Numpad 0	Camera view
Numpad 1	Front view
Numpad 2	Downward-facing view
Numpad 3	Side view
Numpad 4	Leftward-facing view
Numpad 6	Rightward-facing view
Numpad 7	Top-down view
Numpad 8	Upward-facing view
Numpad 9	Opposite of current view
Numpad 5	Toggle perspective/orthographic view
Viewport Navigation	
Middle click + drag	Orbit view
Shift + Middle click + drag	Pan view
Scroll wheel; Ctrl + Middle click + drag	Zoom view
Shift + ~ + move mouse; Click in Viewport to deactivate	Free pan by cursor
Object Mode	
Tab	Toggle between Object mode and Edit mode
Shift + A	Add new object
Shift + Tab	Toggle snapping
Ctrl + A	Apply transformations
Alt + G	Clear position
Alt + R	Clear rotation
Alt + R	Clear scale
Ctrl + J	Join selected objects
Ctrl + 1, 2, 3, 4, etc	Add subdivision set
Shift + C	Reset 3D cursor to center

Object Manipulation

G	Move object or geometry
S	Scale object or geometry
R	Rotate object or geometry
RR	Rotate with trackball
G, S, or R + X, Y, or Z	Action along axis
G, S, or R + XX, YY, or ZZ	Action along local axis
Hold Shift while transforming	Fine tune control
Hold Ctrl while transforming	Adjust value by increment
Shift + D	Duplicate object
Alt + D	Duplicate linked objects
M	Add active object to new collection

Edit Mode

1	Vertex mode
2	Edge mode
3	Face mode
P	Create separate object out of selection
M	Merge selection
GG	Vertex and edge slide
E	Extrude geometry
F	Fill face
Ctrl + R	Loop cut
Scroll wheel after Ctrl + R; Move mouse to choose orientation	Add loop cut divisions
Left click	Lock in loop cut
I	Add inset faces to selection
Ctrl + B	Add bevel to selection
Ctrl + Shift + B	Add vertex bevel to selection
K	Knife
Enter	Lock in knife
Shift + W	Bend
Y	Split geometry
V	Rip geometry
Alt + V	Fill rip
Ctrl + L	Select connected geometry
Alt + Left click	Select edge loop
O	Toggle proportional editing
Shift + O	Toggle through proportional editing falloff profiles
Shift + N	Recalculate normals
Ctrl + Shift + N	Invert normals
Esc	Cancel transform in progress

Sculpt Mode

Shift + Spacebar	Select brush hotkey
E	Select stroke protocol
F	Brush size
Shift + F	Brush strength
Ctrl + F	Brush angle
Shift + Left click	Toggle brush positive or negative

UVs and UV Unwrapping

Ctrl + E	Mark seam
U	Unwrap mesh

UV Editor

Ctrl + L; L to select object under cursor	Select island
P	Pin
Alt + P	Unpin
Shift + P	Select pinned
V	Stitch
Shift + W	Weld

Nodes

Shift + A	Create new node
Ctrl + Right click + Drag	Sever connection
F	Connect selected
M	Mute selected
Ctrl + G	Group selected
Ctrl + Alt + G	Ungroup selected