Unreal Sensei Shortcut Sheet

These are some of the most useful shortcuts in Unreal Engine 5.

For more Unreal tutorials and assets visit unrealsensei.com

Camera Navigation

Gamemode *preferred*

Rotate Camera: Right 🖱

Move Forward: Right 🖱 + W

Move Backward: Right 🖱 +S

Move Left: Right 🖱 + A

Move Right: Right 🖱 + D

Move Up: Right 🖱 + E

Move Down: Right 🖱 + Q

Rotate Around Pivot: Left 🖱 + Alt

Zoom/Out: Right 🖱 + Alt or Scroll Wheel

Focus Actor: F

Camera Speed: Ctrl + Scroll Wheel 🖱

Standard

Move Camera: Left 🖱

Rotate Camera: Right 🖱

Move Up & Down: Right 🖱 + Left 🖱

Focal Length

Selection

Select: Left 🖱

Select Multiple: SHIFT or CTRL + Left 🖱

Deselect: CTRL + Left 🖱

Toggle Between Transform modes: Space Bar

Box Selection: CTRL + ALT + Left 🖱

Content Browser: CTRL + Space

Open Asset Lookup: CTRL + P

Find in Content Browser: CTRL + B

Transform Objects

Translate: W

Rotate: E

Scale: R

Select: Q

Copy: ALT + Drag

Lock Camera to Object: SHIFT + Drag

Zoom in: Right 🖱 + C

Zoom out: Right 🖱 + Z

Toggle Local & World Space: CTRL + `

Hide Selected: H

Unhide all selected: CTRL + H

Spawn Point Light: L + Left 🖱

Viewport Controls

Game View Mode: G

Lit: ALT + 4

Unlit: ALT + 3

Wireframe: ALT + 2

Detail Lighting: ALT + 5

Lighting Only: Alt + 6

Lightmap Density: ALT + 0

Shader Complexity: ALT + 8

Viewport Orientation

Qucikly Switch Viewport: Hold CTRL + Middle 🖱

Top: ALT + J

Bottom: ALT + SHIFT + J

Left: ALT + K

Right: ALT + SHIFT + K

Front: ALT + H

Back: ALT + SHIFT + H

Universal Commands

Copy: CTRL + C

Paste: CTRL + V

Cut: CTRL + X

User Interface Controls

Viewport Fullscreen: F11

Unreal Fullscreen: SHIFT + F11

Dock Side Panels: F10

Duplicate: CTRL + D

Delete: Backspace or Delete

Undo: CTRL + Z
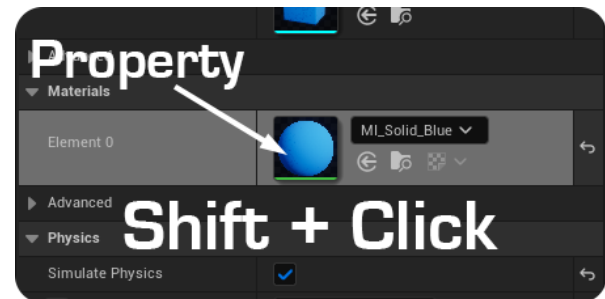
Redo: CTRL + Y

Rename: F2

Select everything: CTRL+ A

Only for Properties

Copy: Shift + right 🖱

Paste: Shift + left 🖱

Hide Toolbar: CTRL + SHIFT + T

Switch Unreal Windows: CTRL + Tab

Modes

Select: SHIFT +1

Landscape: SHIFT + 2

Foliage: SHIFT + 3

Mesh Paint: SHIFT + 4

Modeling: SHIFT + 5

Fracture: SHIFT + 6

Brush Editing: SHIFT + 7

Animation: SHIFT + 8

Gameplay

Play Game: Alt + P

Stop Playing: Escape

F8: Eject

Get Back Mouse: Shift + F1

Pause: Pause Button

Simulate: Alt + S

Material Editor

Scalar: 1 + Left 🖱

2 Vector: 2 + Left 🖱

3 Vector (Color): 3 + Left 🖱

Scalar Parameter: S + Left 🖱

Vector Parameter: V + Left 🖱

Texture Sample: T + Left 🖱

Add: A + Left 🖱

Multiply: M + Left 🖱

Power: E + Left 🖱

Lerp: L + Left 🖱

Texture Coordinate: U + Left 🖱

One Minus (invert): O + Left 🖱

Blueprint

Branch: B + Left 🖱
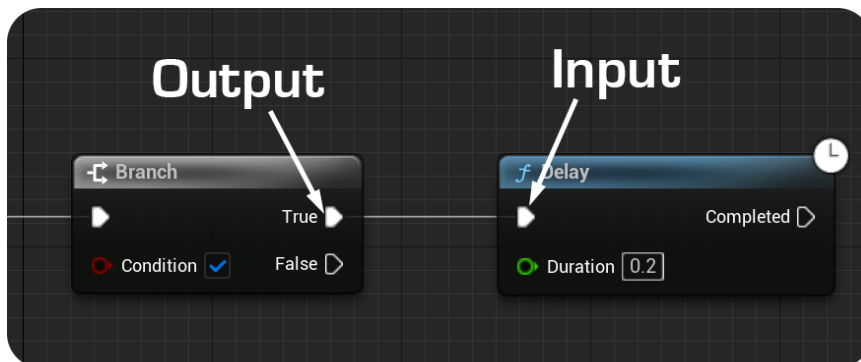
Delay: D + Left 🖱

Event Begin Play: P + Left 🖱

Sequence: S + Left 🖱

Zoom Further: Ctrl + Wheel 🖱

Search Blueprints: Ctrl + F

Search all Blueprints: Ctrl+ Shift + F

Connect Wires: Shift + Click on output and input

Rewire: Ctrl + Drag on wire ouput or input

Break Wire: Alt and click on wire output and input

Delete Keep Connection: Shift + Delete

Reroute Node: Double Click

Straighten Nodes: Q

Align

Left: Shift + A

Right: Shift + D

Top: Shift + W

Bottom: Shift + S

Center: Alt + Shift + S

Middle: Alt + Shift + W

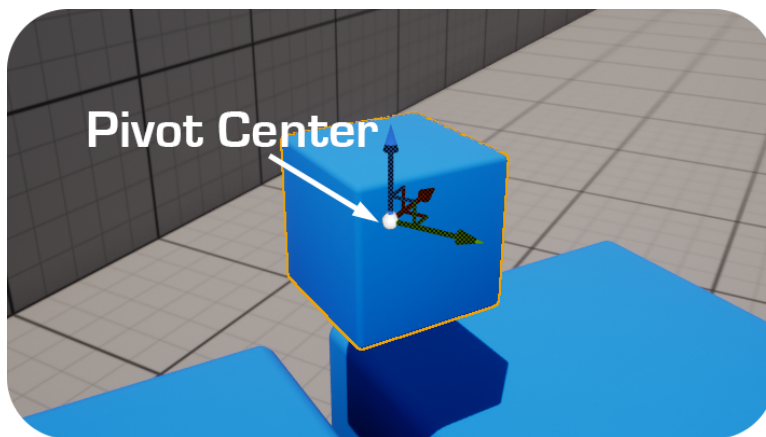## Advance Object Movement

X Axis: Ctrl + Right 🖱

Y Axis: Ctrl + Left 🖱

Z Axis: Ctrl + Right 🖱 + Left 🖱

Snap to Floor: End

Snap to Vertex: V + Drag actor

Move Pivot: Middle 🖱 on transform pivot center

Move Pivot to Vertex: Middle 🖱 + Alt + V

Snap Pivot Floor: Alt + End

Snap to Grid: Ctrl + End

Increase Grid:]

Decrease Grid: [

Grouping: Ctrl + G

Toggle Group Selection: Ctrl + Shift + G