CGBOOST

BLENDER **HOTKEY SHEET** v19

for Blender **4.3**
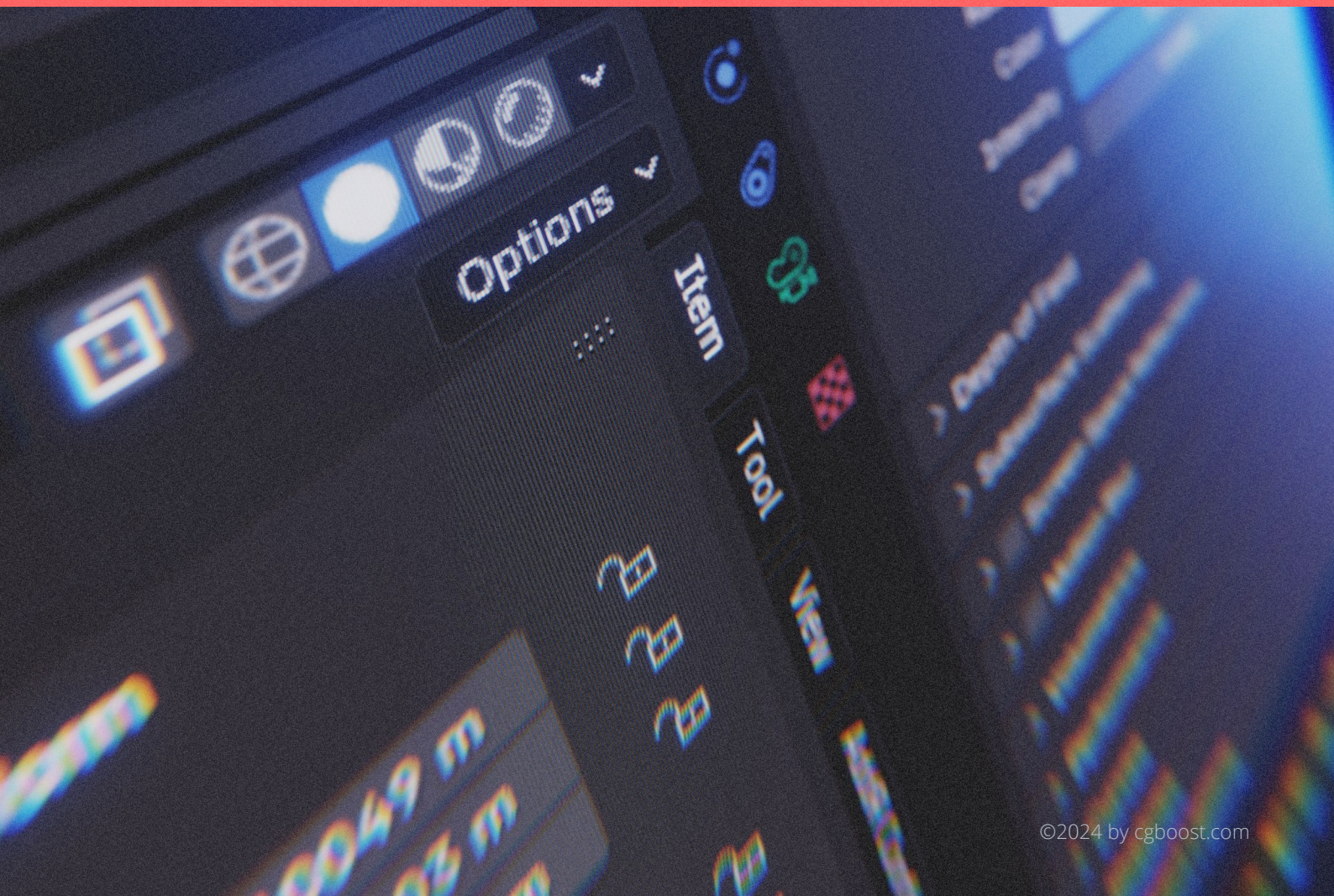
CONTENT

clickable menu

GENERAL

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3

View

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Rotate	**MMB + Drag**	Zoom	**Mousewheel**
Pan	**Shift + MMB + Drag**	Select	**LMB (RMB optional)**

General

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Animation Playback	**Space***	Rename Object	**F2**
Search[1]	**F3**	Repeat Last Action	**Shift + R**
Delete	**X**	Jump to Object on Hover[2]	**Alt + Q**
Join Objects	**Ctrl + J**	Next/Previous Workspace	**Ctrl + Page Up/Down**
Undo	**Ctrl + Z**	Open Preferences	**Ctrl + ,**
Redo	**Shift + Ctrl + Z**		

Navigation

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Views Pie Menu	**` + Drag**	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**

* 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*.

[1] Now works in every open area.

[2] Works in every Object-specific Mode (Edit Mode, Sculpt Mode etc.). To quickly change the object you're working on.

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3

Transform

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Move (Grab)	**G**	Transform with locked Axis	**G/R/S + MMB**
Move along global axis	**G + X/Y/Z**	Duplicate	**Shift + D**
Move along local axis	**G + XX/YY/ZZ**	Duplicate Linked	**Alt + D**
Scale	**S**	Apply Transform	**Ctrl + A**
Scale along global axis	**S + X/Y/Z**	Reset Position	**Alt + G**
Scale along local axis	**S + XX/YY/ZZ**	Reset Rotation	**Alt + R**
Rotate	**R**	Reset Scale	**Alt + S**
Rotate along global axis	**R + X/Y/Z**	Snapping Toggle	**Shift + Tab**
Rotate along local axis	**R + XX/YY/ZZ**	Proportional Editing Toggle	**O**
Free Rotate	**R + R**	Set Snap Base*	**B**

Selection

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Select	**LMB¹**	Select Grouped	**Shift + G**
Select All	**A**	Invert Selection	**Ctrl + I**
Deselect All	**Alt + A (doubletap A)**	Select Linked	**Shift + L**
Border Select	**B or Drag LMB**	Pick from Overlapping	**Alt + LMB**
Circle Select	**C**		

Modes

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Edit/Object Mode	**Tab**	All Modes (Pie Menu)	**Ctrl + Tab**

Menus

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Tool Shelf Toggle	**T**	Quick Favorites	**Q**
Sidebar Toggle	**N**	Add Menu³	**Shift + A**
Object Context Menu	**RMB²**	Pivot Pie Menu	**.**
Orientation Pie Menu	**,**	Snapping Pie Menu	**Shift + S**

* Works with snapping on, during a transform operation (Moving/Rotating/Scaling)

[1] You can choose either *Left Click* (default) or *Right Click Select* in the Preferences under *Input.*

[2] If you have chosen *Right Click Select* (in the Preferences under *Input*), the Object Context Menu is accessible via the W key.

[3] Now also works in the Modifier Tab.

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
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**
Comp./Text./Geo Node Editor	**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**		

File			
Save	**Ctrl + S**	New File	**Ctrl + N**
Save As	**Ctrl + Shift + S**	File Context Menu	**F4**
Save Incremental	**Ctrl + Alt + S**	Quit Blender	**Ctrl + Q**

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 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Selection			
Vertex Selection	**1**	Select Edge/Face Loop	**Alt + LMB***
Edge Selection	**2**	Select Edge Ring	**Ctrl + Alt + LMB***
Face Selection	**3**	Slide Edge Selection	**G + G**
Select Linked	**Ctrl + L**	Select Mirror	**Ctrl + Shift + M**
Select Linked under Cursor	**L**	Path Selection	**Ctrl + LMB***
Grow/Shrink Selection	**Ctrl + +/-**		

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
View			
Align TopView to active face	**Shift + Numpad 7**	Align BackView to active face	**Shift + Ctrl + Numpad 1**
Align BottomView to act. face	**Shift + Ctrl + Numpad 7**	Align RightView to active face	**Shift + Numpad 3**
Align FrontView to active face	**Shift + Numpad 1**	Align LeftView to active face	**Shift + Ctrl + Numpad 3**

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Tools			
Extrude	**E**	To Sphere	**Shift + Alt + S**
Bevel	**Ctrl + B**	Split	**Y**
Loopcut	**Ctrl + R**	Rip	**V**
Knife Cut	**K**	Triangulate	**Ctrl + T**
Inset	**I**	Merge Selected	**M**
Separate	**P**	Recalculate Normals	**Shift + N**
Unwrap	**U**	Split Menu	**Alt + M**
Fill Face	**F**	Connect Vertex Path	**J**
Shrink/Fatten	**Alt + S**	Extrude Menu	**Alt + E**
Rip Fill	**Alt + V**	Vertex/Edge/Face Menu	**Ctrl + E**
Shear	**Shift + Ctrl + Alt + S**		

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Proportional Editing			
Proportional Edit	**O**	Prop. Edit Falloff Pie Menu	**Shift + O**
Proportional Edit Connected	**Alt + O[1]**	Prop. Edit Radius Size	**Page Up/Down or Scroll**

* Right Mouse Button, if the *Select with* is set to *Right Mouse Button* in the Preferences under *Input*.

[1] Works only when Proportional editing is on.

Vertex Groups			
Assign to Vertex Group	**Ctrl + G**	Remove from Vertex Group	**Ctrl + Alt + G**

Hide/Unhide			
Hide	**H**	Hide Unselected	**Shift + H**
Unhide	**Alt + H**		

SCULPTING

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Control			
Brush Size	F	Switch Sculpt Object	Hover + Alt + Q
Brush Strength	Shift + F	Set Transform Pivot Gizmo	Shift + RMB
Brush Angle	Ctrl + F		

Masking			
Mask	M	Expand Mask by Curvature	Shift + Alt + A*
Clear Mask	Alt + M	Invert Mask	Ctrl + I
Expand Mask by Topology	Shift + A	Box Mask	B

Brushes			
Draw	V	Smooth	S or Shift + Drag
Grab	G	Clay Strips	C
Inflate	I	Crease Polish	Shift + C
Snake Hook	K	Scrape	Shift + T
Pinch	P	Brush Assets Search	Shift + Space

Topology			
Remesh	Ctrl + R	Dyntopo Flood Fill[1]	Ctrl + R[1]
Incr./Decr. Multires Levels	Alt + 1/2	Remesh Preview	R

Face Sets			
Face Sets Pie Menu	Alt + W	Hide Active Face Set	H
Grow/Shrink Face Set	Ctrl + W / Ctrl + Alt + W	Hide Inactive Face Sets	Shift + H
Show all Face Sets	Alt + H		

* only accessible if the spacebar function is set to *Play* in the Preferences.

[1] only available with Dyntopo Detailing set to Constant Detail or Manual Detail.

MATERIALS & POSTPRODUCTION

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Shader Editor, Geo Nodes, Compositing			
Group	**Ctrl + G**	Delete with Reconnect	**Ctrl + X**
Ungroup	**Ctrl + Alt + G**	Insert Reroute	**Shift + RMB + Drag**
Edit Group Toggle	**Tab**	Hide Unused Sockets	**Ctrl + H**
Join in New Frame	**Ctrl + J**	Minimize Node	**H**
Cut Links	**Ctrl + RMB + Drag**	Mute Node	**M**
Mute Links	**Ctrl + Alt + RMB + Drag**	Skip Auto Node Attachment	**Alt**

Compositing			
Background Image Move	**Alt + MMB**	Background Image Zoom in	**Alt + V**
Background Image Zoom out	**V**		

Image Editor			
New Image	**Alt + N**	Save Image	**Alt + S**
Open Image	**Alt + O**	Save Image As	**Shift + Alt + S**

UV Editor			
Mark Seam	**Ctrl + E**	Stitch	**Alt + V**
Select Split	**Y**	Pin	**P**
Grow/Shrink Selection	**Ctrl + +/-**	Unpin	**Alt + P**

Painting			
Brush Assets Search	**Shift + Space**	Stroke Method	**Alt + E**
Sample Color	**Shift X**	Brush Colors Flip	**X**
Brush Size	**F**	Select Faces for Face Mask	**Alt + LMB**
Brush Strength	**Shift + F**	Expand Face Mask Selection	**Alt + Shift + LMB**

Texture Painting			
Brush Assets Search	**Shift + Space,**		

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FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Vertex Painting			
Brush Assets Search	**Shift + Space,**	Expand Face Mask Selection	**Alt + Shift + LMB**
Invert Brush	**Ctrl + Drag**	Set Vertex Colors	**Ctrl + X**
Select Faces for Face Mask	**Alt + LMB**		

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Weight Painting			
Invert Brush	**Ctrl + Drag**	Set Weight	**Ctrl + X**
Gradient	**Shift + A**	Select Linked under Cursor	**L**
Radial Gradient	**Shift + Alt + A**	Select Bones	**Ctrl + Shift + LMB**
Sample Weight	**Shift + X**		

MATERIALS & POSTPRODUCTION | Page 10

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ANIMATION

General

Function	Hotkey	Function	Hotkey
Insert Keyframe	**I**	Delete Keyframies	**Alt + I**
Insert Keyframe Menu	**K**	List of Bones under Cursor	**Alt + LMB(RMB)**

Timeline, Dopesheet and Graph Editor

Function	Hotkey	Function	Hotkey
Play/Stop Animation*	**Space***	Select Linked	**L**
Play/Stop Animation Reverse	**Ctrl + Shift + Space**	Jump to Keyframes	**Ctrl + G**
Set Preview Range	**P + Drag LMB**	Set Keyframe Handle Type	**V**
Clear Preview Range	**Alt + P**	Set Keyframe Interpolation	**T**
Next/Previous Frame	**Left/Right**	Set F-Curve Extrapolation	**Shift + E**
Jump to first/last frame	**Shift + Left/Right**	Add Time Marker	**M**
Toggle Frames/Seconds	**Ctrl + T**	Rename Marker	**F2**
Mirror Keyframes	**Ctrl + M**	Find Channels	**Ctrl + F**
Sample Keyframes	**Shift + Alt + O**	View Selected	**Numpad ,**
Select More/Less	**Ctrl + +/-**		

Graph Editor

Function	Hotkey	Function	Hotkey
Add F-Curve Modifier	**Shift + Ctrl + M**	Smooth Curve (Legacy)	**Alt + O**
Hide Channels	**H**	Set Keyframe Easing Type	**Ctrl + E**
Unhide Channels	**Alt + H**	Smooth Curve	**Alt + S**
Blend Curve	**Alt + D**	Frame Selected Channels	**Numpad .**
Toggle Channel Setting	**Shift + W**		

Drivers

Function	Hotkey	Function	Hotkey
Add Driver	**Ctrl + D**	Remove Driver	**Ctrl + Alt + D**

Nonlinear Animation

Function	Hotkey	Function	Hotkey
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**		

* only accessible if the spacebar function is set to *Play* in the Preferences.

Video Sequencer			
Cut Strips	**K**	View Frame	**Numpad 0**
Mute Strips	**H**	View Selected	**Numpad ,**
Unmute Strips	**Alt + H**	Snap Strips to Frame	**Shift + S**
Toggle Meta-Strip	**Tab**	Slip Strip Contents	**S**
Make Meta-Strip	**Ctrl + G**	Remove Gaps	**Backspace**
UnMeta-Strip	**Ctrl + Alt + G**	Insert Gaps	**Shift + =**

GREASE PENCIL

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Draw Mode			
Brush Assets Search	**Shift + Space**	Interpolate	**Ctrl + Shift + E**
Brush Size	**F**	Change Active Layer	**Y**
Brush Strength	**Shift + F**	Sample Color	**Shift + X**
Adjust stroke extension	**Mousewheel**		

FUNCTION	HOTKEY	FUNCTION	HOTKEY
Sculpt Mode			
Select Box	**B**	Stroke Selection	**2**
Select Circle	**C**	Stroke Section Selection	**3**
Select All	**A**	Brush Asset Search	**Shift + Space***
Select None	**Alt + A**	Brush Size	**F**
Invert Selection	**Ctrl + I**	Brush Strength	**Shift + F**
Point Selection	**1**	Auto-Masking Pie Menu	**Shift + Alt + A**

FUNCTION	HOTKEY	FUNCTION	HOTKEY
Edit Mode			
Point Selection	**1**	Scale	**S**
Stroke Selection	**2**	Extrude	**E**
Stroke Section Selection	**3**	Radius	**Alt + S**
Move	**G**	Bend	**Shift + W**
Rotate	**R**	Shear	**Shift + Ctrl + Alt + S**

* only accessible if the spacebar function is set to *Play* in the Preferences.

ORGANISATION

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
Outliner			
New Collection	**C**	Link to Collection	**Shift + M**
Delete Collection	**X**	Parent Objects	**Shift + Drag/Drop**
Move to Collection	**M**		

FUNCTION IN 4.3	HOTKEY IN 4.3	FUNCTION IN 4.3	HOTKEY IN 4.3
File Browser			
Next Folder	**Alt + Right**	Create New Directory	**I**
Previous Folder	**Alt + Left**	Add Bookmark	**Ctrl + B**
Parent File	**Alt + Up**		