Blender 2.5 Key Bindings

Belect	asics Right Click	Mod Make Face	delling F	Animat Play/Stop Animation	tion Alt + A
an	Middle Click	Subdivide	W	Play Animation in Reverse	Alt + Shift + A
oom	Mouse Wheel	Extrude	E	Next Frame	Right Arrow
dd Object	Shift + A	Rip	V	Previous Frame	Left Arrow
elete	X	Separate	P	Forward 10 Frames	Up Arrow
earch for function	Spacebar	Create Loopcut	Ctrl + R	Back 10 Frames	Down Arrow
oolbar	T	Proportional Editing	0	Jump to Start Point	Shift + Left Arrow
roperties	N	Select Edge Loop	Alt + Right Click	Jump to End Point	Shift + Right Arro
ave File	Ctrl + S	Make Seam/Sharp	Ctrl + E	Scroll through frames	Alt + Mouse Whee
ender	F12	Merge Vertices	Alt + M	Insert Keyframe	1
ender Animation	Ctrl + F12	Mirror	Ctrl + M	Remove Keyframe	Alt + I
top Render	Esc	Shrink/Fatten	Alt + S	Jump to Next Keyframe	Ctrl + Page Up
ave Render	F3	Knife	K + Click	Jump to Previous Keyframe	Ctrl + Page Down
how Last Render	F11	Fill	Alt + F	, , ,	
Indo	Ctrl + Z	Boouthy Eill	Shift + Alt + F		
Jndo Redo	Ctrl + Z	Beauty Fill Add Subdivision Level	Ctrl + 1/2/3/4		
aeuo	Cur y Shine y Z	Add Subdivision Level	CIII 1 1/2/3/4		
	eneral		g Curves Alt + C	Armatu Add Bone	
uplicate love to Layer	Shift + D M	Close Path Add Handle	Ctrl + Click	Rotate	E / Ctrl + Click Ctrl + R
lirror	Ctrl + M	Subdivide	W	Recalculate Roll	Ctrl + N
lide	Ctri + M	Tilt	W Ctrl + T		Ctrl + N Ctrl + Alt + A
	H Alt + H	Clear Tilt	Alt + T	Align Bones	
Inhide Iovo Origin Point				Move to Bone Layers	M Shift + M
love Origin Point arent To	Ctrl + Shift + Alt + C Ctrl + P	Change Handle to Bezier	H V	View Bone Layers Set Bone Flag	Shift + M
Parent 10 Clear Parent	Alt + P	Change Handle to Vector Revert to Default Handle	V Shift + H	Switch Bone Direction	Shift + W Alt + F
rack To	Ctrl + T	Nevert to Delault Hallule	Smit + H	Scroll Hierarchy]/[
lear Track	Alt + T	.	Intina	Select Hierarchy	J/L Shift]/[
eset 3D Cursor	Shift + C	Change Brush Size	Ilpting F	Select Filerarchy Select Connected	Snirt] / [
urn Widget On/Off	Ctrl + Spacebar	Change Brush Strength	Shift + F	Sciect Connected	_
-	•				
dd to Group	Ctrl + G	Rotate Brush Texture	Ctrl + F		
Mov	ements	Changi	ng Modes	Pose M	ode
love	G	Edit/Object Mode	TAB	Apply Pose	Ctrl + A
lotate	R	Vertex Paint Mode	V	Clear Pose Rotation	Alt + R
icale	S	Weight Paint Mode	Ctrl + TAB	Clear Pose Location	Alt + L
recise Movements	[Hold] Shift	Cycle Workspace	Ctrl + Left/Right Arrow	Clear Pose Scale	Alt + S
ncrement Movements	[Hold] Ctrl	Logic Editor	Shift + F2	Copy Pose	Ctrl + C
ock to Axis	Middle Click or X/Y/Z	Node Editor	Shift + F3	Pase Pose	Ctrl + V
		Console	Shift + F4	Add IK	Shift + I
Nav	igation	3d Viewport	Shift + F5	Remove IK	Ctrl + Alt + I
Top View	Numpad 7	F-Curve Editor	Shift + F6	Add to Bone Group	Ctrl + G
ront View	Numpad 1	Buttons	Shift + F7	Relax Pose	Alt + E
Side View	Numpad 3	Video Sequence Editor	Shift + F8		
Opposite View	Ctrl + Numpad 1/3/7	Outliner	Shift + F9		
Camera View	Numpad 0	UV/Image Editor	Shift + F10		
oom to Object	Numpad .	Text Editor	Shift + F11		
Fly Mode	Shift + F				
Sel	ection	Adv	anced	Timeli	ne
elect Object	Right Click	Append File	Shift + F1	Set Start Frame	S
elect Multiple	Shift + Right Click	Fullscreen Mode	Alt + F11	Set End Frame	E
De)Select All	Jillie + Right Chek				
	A A	Maximize SubWindow	Ctrl + Up	Show All Frames	Home
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elect Object Behind elect Linked elect All Linked	A Alt + Right Click L Ctrl + L	Maximize SubWindow Change active Camera Use Render Buffer Only Render Selected	Ctrl + 0 J W	Add Marker Move Marker	M Right Click Drag
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elect Object Behind elect Linked elect All Linked fox Select circle Select asso Tool nverse Selection Fly tart Fly Mode accelerate	A Alt + Right Click L Ctrl + L B C Ctrl + Click Ctrl + I Mode Shift + F Mouse Wheel Up	Maximize SubWindow Change active Camera Use Render Buffer Only Render Selected Only Render Portion Save Over Default Scene Make Screencast Node Add Node Cut Links	Ctrl + 0 J W Shift + B Ctrl + U Ctrl + F4 Editor Shift + A Ctrl + Left Mouse	Add Marker Move Marker Toggle Frames/Seconds Video Sequer Switch to Editor Next Strip	M Right Click Drag Ctrl + T nce Editor Shift + F8 Page Up
elect Object Behind elect Linked elect All Linked fox Select circle Select asso Tool everse Selection Fly tart Fly Mode eccelerate eecelerate	A Alt + Right Click L Ctrl + L B C Ctrl + Click Ctrl + I Mode Shift + F Mouse Wheel Up Mouse Wheel Down	Maximize SubWindow Change active Camera Use Render Buffer Only Render Selected Only Render Portion Save Over Default Scene Make Screencast Node Add Node Cut Links Hide/Unhide Node	Ctrl + 0 J W Shift + B Ctrl + U Ctrl + F4 Editor Shift + A Ctrl + Left Mouse H	Add Marker Move Marker Toggle Frames/Seconds Video Sequel Switch to Editor Next Strip Previous Strip	M Right Click Drag Ctrl + T The ce Editor Shift + F8 Page Up Page Down
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Select Object Behind Select Linked Select Linked Sox Select Circle Select Lasso Tool Inverse Selection Fly Start Fly Mode Accelerate Decelerate Ply Forward Fly Forward Fly Backwards Fly Left Fly Right	A Alt + Right Click L Ctrl + L B C Ctrl + Click Ctrl + I Mode Shift + F Mouse Wheel Up Mouse Wheel Down Middle Click W S A D	Maximize SubWindow Change active Camera Use Render Buffer Only Render Selected Only Render Portion Save Over Default Scene Make Screencast Node Add Node Cut Links Hide/Unhide Node Make Group Ungroup Edit Group Move Background Zoom In Background	Ctrl + 0 J W Shift + B Ctrl + U Ctrl + F4 Editor Shift + A Ctrl + Left Mouse H Ctrl + G Alt + G TAB Alt + Middle Mouse V	Add Marker Move Marker Toggle Frames/Seconds Video Sequer Switch to Editor Next Strip Previous Strip Split Strips Lock Strip Unlock Strip Copy Strip Paste Strip	M Right Click Drag Ctrl + T The ce Editor Shift + F8 Page Up Page Down K Shift + L Shift + L Ctrl + C Ctrl + C
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