

167 Shortcuts for Blender 3D (Windows)

Window	
Ctrl+Left Arrow	Go to Previous Screen
Ctrl+Right Arrow	Go to Next Screen
Ctrl+Up Arrow	Maximize Window
Ctrl+Down Arrow	Retrun to Previous Window Size
Shift+F4	Data View
Shift+F5	3D Window
Shift+F6	IPO Window
Shift+F7	Buttons Window
Shift+F8	Sequence Window
Shift+F9	Outliner Window
Shift+F10	Image Window
Shift+F11	Text Window
Shift+F12	Action Window

Universal	
Ctrl+Click	Lasso select
Esc	Cancel Blender Functions
Spacebar	Open Toolbox
Tab	Start/Quit Editmode
Shift+F1	Append parts of other files
Shift+F2	Export Scene as a DXF file
F1	Load Blender File
F2	Write Blender File
F3	Writes A Picture
F4	Display Logic Context
F5	Display Shading Context
F6	Display Shading Context and Texture Sub-Context
F7	Display Object Context
F8	Display Shading Context and World Sub-Context
F9	Display Editing Context
F10	Display Scene Context
F11	Hide/Show Render Window
F12	Start Rendering from Active Camera
Ctrl+F3	Save A Screenshot of Active Window
Ctrl+Shift+F3	Save A Screenshot of Whole Blender Screen
Left Arrow	Go to Previous Frame
Right Arrow	Go to Next Frame
Up Arrow	Go forward 10 Frame
Down Arrow	Go Backward 10 Frame
Shift+Left Arrow	Go to First Frame
Shift+Right Arrow	Go to Last Frame
Alt+A	Change Current Blender Window to Animation Playback Mode
Alt+Shift+A	Current Window and 3D Window go to Animation Playback Mode
I	Insert Key Menu
J	Toggle the Render Buffers
Ctrl+O	Open the Last Saved File
Q	Quit Blender
Alt+Ctrl+T	Timer Menu
Ctrl+U	Save User Defaults
Ctrl+W	Write File
Alt+W	Write Videoscape File
Ctrl+X	Erase All
Ctrl+Z	Undo
Ctrl+Y	Redo

Object Mode	
Home	All Objects are Displayed in Center
PgUp	Select Next Object Key
PgDn	Select Previous Object Key
Shift+PgUp	Add to Selection the Next Object Key
Shift+PgDn	Add to Selection the Previous Object Key
Tab	Start/Stop EditMode
A	Select All
Ctrl+A	Apply Size and Rotation
Shift+A	Add Menu
B	Select Border
Shift+B	Render Border
C	Centre View
Alt+C	Convert Menu
Ctrl+C	Copy Menu
Shift+C	Centre Zero View
D	Draw Mode Menu
Shift+D	Add Duplicate
Alt+D	Add Linked Duplicate
Ctrl+D	Draw Image as Wire
Alt+E	Start/Stop EditMode
F	Toggle Face Select Mode On/Off
Ctrl+F	Sort Faces
G	Grab Mode
Alt+G	Clears Translation
Shift+G	Group Selection
I	Insert Object key
Ctrl+J	Join Object
K	Show Keys
Shift+K	Enable Transformation of Entire Animation System
L	Make Selected Object Local
Ctrl+L	Link Selected
Shift+L	Select Linked
Ctrl+M	Mirror Menu
N	Number Panel
Alt+O	Clear Origin
Shift+O	Toggle SubSurf On/Off
Ctrl+P	Make Selected Object the Child of Active Object
R	Rotate Mode
Alt+R	Clear Rotation
S	Size Mode
Alt+S	Clear Size
Shift+S	Snap menu
T	Texture Space Mode
Ctrl+T	Make Selected Object Track Active Object
Alt+T	Clear Old Style Track
U	Make Object Singl User
Ctrl+L	A PopUp with User Choices
V	Switches in/out of Vertex Mode
Alt+V	Object Image Aspect
W	Open Object Booleans Menu
X	Delete Selected Object
Z	Toggle Solid Mode On/Off
Shift+Z	Toggle Shaded Mode On/Off
Alt+Z	Toggle Textured Mode On/Off

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General Editing	
Tab	Start/Stop Edit Mode
Ctrl+Tab	Switches between Vertex Select,Edge Select and Face Select Modes
A	Select/Unselect all
B	Select Circle
Ctrl+H	Bring up Options Menu for It
N	Number Panel
O	Switch in/out of Proportional Editing
Shift+O	Toggle between Smooth and Sharp Proportional Editing
P	Separate
Ctrl+P	Make Vertex Parent
Ctrl+S	Shear
U	Undo
W	Special Popup Menu
Shift+W	Warp

Mesh Editing	
Ctrl+Alt+Right Click	Edge Select
C	Toggle Curve Cyclic Mode On/Off
E	Extrude selected
F	Make Edge/Face
Shift+F	Fill Selected
Alt+F	Beauty Fill
Ctrl+F	Flip Faces
K	Knife Tool Menu
L	Select Linked
M	Mirror
U	Undo
Shift+U	Redo
W	Special Menu
X	Erase Selected
Y	Split

Curve Editing	
C	Set Cyclic Curve On/Off
E	Extrude Curve
F	Add segment
H	Toggle Handle Align/Free
L	Select Linked
M	Mirror
T	Tilte Mode
V	Vector Handle
X	Erase Selected

Metaball Editing	
M	Mirror
Shift+R	Select Row

VertexPaint	
Shift+K	All vertex colors are erased
U	Undo
W	Shared Vertexcol

Font	
Right Arrow	Move Text Cursor 1 Position Forward
Shift+Right Arrow	Move Text Cursor to End of Line
Left Arrow	Move Text Cursor 1 Position Backward
Shift+Left Arrow	Move Text Cursor to start of lline
Down Arrow	Move text cursor 1 line forward
Shift+Down Arrow	Move Text Cursor to End of Line
Up Arrow	Move Cursor to 1 Line Back
Alt+U	Reload Original Data
Alt+V	Paste Text

UV Editor	
E	LSCM Unwrapping
P	Pin Selected Vertices
Alt+P	UnPin selected Vertices

Edge Select	
Alt+Click	Select Edge Loop

Face Select	
Alt+Click	Select Face Loop
Tab	Switches to EditMode
L	Select Linked Uvs
R	Rotate UV Coordinates
U	Calls UV Calculation