



# Blender Keyboard Shortcuts (Windows 10)

## Computer Animation

---

**PRESENTS:**

Manzanilla Campero Alan Sebastián

3CV8

Escuela Superior de Cómputo, IPN

April 25, 2020

---

## Contents

---

1	Shortcuts	1
1.1	Basic Shortcuts	1
1.2	Window Shortcuts	2
1.3	Change Windows	2
1.4	General Selections	2
1.5	Navigation	3
1.6	Object Mode	3
1.7	Selection in Edit Mode	3
1.8	Curve Editing	4
1.9	Modeling	4
1.10	Texturing	4
1.11	UV Editor	5
1.12	Image Editor	5
1.13	Image Editor (Paint)	5
1.14	Nodes	6
1.15	Compositor	6
1.16	Sculpting	6
1.17	Rendering	7
1.18	Animation (General)	7
1.19	Animation (Dopesheet)	7

# CHAPTER 1

---

## Shortcuts

---

### 1.1 Basic Shortcuts

Shortcut	Action
Shift + A	Add object/node
X OR Delete	Delete
F3	Search for function
G	Move
S	Scale
R	Rotate
R + X/Y/Z	Rotate along global axis
R + XX/YY/ZZ	Rotate along local axis
Double press R	Free rotate with trackball
Shift (hold)	Precise movement
Ctrl (hold)	Incremental movement
Shift + D	Duplicate
Alt + D	Duplicate linked
H	Hide
Alt + H	Unhide all
Shift + H	Hide all except selected
D (hold) + LMB (drag)	Annotate
D (hold) + RMB (drag)	Erase annotation
Q	Quick favorites

## 1.2 Window Shortcuts

Shortcut	Action
T	Toolbar
N	Properties bar
Ctrl + Space	Maximize area (but keep toolbar)
Ctrl + Alt + Space	Fullscreen area
Ctrl + Alt + Q	Quad view
Alt + Z	Toggle X-Ray view
NumPad 7	Top view
NumPad 1	Front view
NumPad 3	Right view
Ctrl + NumPad 3	Left view
NumPad ,	Center selected
Shift + ^	Walk navigation

## 1.3 Change Windows

Shortcut	Action
Shift + F2	Movie Clip
Shift + F3	Nodes
Shift + F4	Python Console
Shift + F5	3D Viewport
Shift + F6	Graph
Shift + F7	Properties
Shift + F8	Video Sequencer
Shift + F9	Outliner
Shift + F10	UV/Image
Shift + F11	Text
Shift + F12	Dope Sheet

## 1.4 General Selections

Shortcut	Action
LMB	Select
A	Select all
Alt + A OR Double press A	Deselect all
B OR LMB (drag)	Marquee box select
C	Lasso select
Ctrl + RMB	Properties
Ctrl + i	Select linked
Shift + L	Outliner
Shift + G	Select similar
Alt + LMB	Select from many

## 1.5 Navigation

Shortcut	Action
MMB	Orbit
Shift + MMB	Pan
Scroll OR Ctrl + MMB	Zoom in/out
Shift + ~	Fly

## 1.6 Object Mode

Shortcut	Action
Ctrl + Tab	Open pie menu
Tab	Edit OR Object mode toggle
Ctrl + M then X/Y/Z (OR <sup>1</sup> MMB(drag))	Mirror
Ctrl + P	Set parent (last selected)
Alt + P	Clear parent
Shift + Tab	Toggle snapping
Alt + G	Reset position
Alt + R	Reset rotation
Alt + S	Reset scale
Ctrl + A	Apply location / scale / rotation
Ctrl + J	Join selected objects
Ctrl + L	Copy attributes to new objects
Ctrl + 0/1/2/3/4/5	Add subdivision level
Alt + B	Mask view to region OR Clear mask
Shift + C	Center 3D cursor
M	Move active object to collection
Ctrl + Alt + NumPad 0	Move active camera to view
Ctrl + NumPad 0	Set as active camera

## 1.7 Selection in Edit Mode

Shortcut	Action
Ctrl + L	Select connected mesh
L	Select connected mesh under cursor
Alt + LMB	Select edge loop
Ctrl + Alt + RMB	Select edge ring
1	Vertex select mode
2	Edge select mode
3	Face select mode
Ctrl + Shift + M	Mirror current selection
Ctrl + +/-	Grow/Shrink image
Ctrl + E	Edge crease

## 1.8 Curve Editing

Shortcut	Action
E OR Ctrl + RMB	Add new handle
V	Change handle type
Ctrl + X	Delete but maintain connection
Alt + C	Close curve
Ctrl + T	Tilt
Alt + T	Clear tilt

## 1.9 Modeling

Shortcut	Action
E	Extrude
i	Inset
Ctrl + B	Bevel
Ctrl + Shift + B	Bevel vertices
Ctrl + R	Loopcut
G,G	Vertex/Edge Slide
K	Knife
F	Fill face
Ctrl + Shift + Alt + S	Shear
Shift + W	Bend
Y	Split
V	Rip
Alt + V	Rip fill
Alt + M	Merge
Shift + N	Recalculate normals
Ctrl + Shift + N	Invert normals
O	Proportional editing on/off
Shift + O	Proportional falloff type
P	Separate to new object

## 1.10 Texturing

Shortcut	Action
U	Unwrap
Ctrl + E	Mark seam

## 1.11 UV Editor

Shortcut	Action
L (under cursor) OR Ctrl + L	Select island
V	Stitch
Shift + W	Weld
P	Pin
Alt + P	Unpin
Shift + P	Select pinned

## 1.12 Image Editor

Shortcut	Action
N	Properties, Scopes, Slots and Metadata
1 (NumPad)	View at 100 percent
Shift + Home	View to fit
J	Next render slot
Alt + J	Previous render slot
1-8	Select render slot
Alt + S	Save image
Shift + S	Save image as

## 1.13 Image Editor (Paint)

Shortcut	Action
Alt + N	Create new blank image
Alt + O	Open image
N	Brush properties
F	Brush size
Shift + F	Brush strength
S	Sample color
X	Flip brush colors

## 1.14 Nodes

Shortcut	Action
Ctrl + RMB (drag)	Cut connection
F	Connect selected
N	Properties
Ctrl + X	Delete selected but maintain connection
Ctrl + Shift + D	Duplicate selected and maintain connection
M	Mute selected
Ctrl + G	Group selected
Ctrl + Alt + G	Ungroup selected
Tab	Enter/Exit group (Toggle)
Ctrl + J	Frame selected nodes
Ctrl + H	Show/Hide inactive nodes

## 1.15 Compositor

Shortcut	Action
Alt + MMB	Move backdrop
V / Alt + V	Zoom backdrop
N	Properties and performance

## 1.16 Sculpting

Shortcut	Action
Shift + Space	Brush image
F	Brush size
Shift + F	Brush strength
Ctrl + F	Brush angle
R	Angle control
E	Stroke control
B	Mask (box)
M	Mask (brush)
Alt + M	Clear mask
Ctrl + i	Invert mask
H	Hide (box)



## 1.17 Rendering

Shortcut	Action
F12	Render
Ctrl + F12	Render animation
Ctrl + F11	Playback rendered animation
Ctrl + B	Set render region
Ctrl + Alt + B	Reset render region

## 1.18 Animation (General)

Shortcut	Action
Space	Play/Pause playback
Ctrl + Shift + Space	Reverse play
Alt + Scroll	Scroll through frames
Left/Right Arrow	Next/Previous frame
Shift + Left/Right Arrow	First/Last frame
Up/Down Arrow	Jump to keyframe
I	Add keyframe
Alt + i	Delete keyframe

## 1.19 Animation (Dopesheet)

Shortcut	Action
Ctrl + Tab	Toggle Dopesheet
Ctrl + T	Toggle frames/seconds
Home OR NumPad .	Zoom to fit active keyframes
T	Set keyframe interpolation
V	Set keyframe handle type
Shift + E	Set keyframe extrapolation
Ctrl + M	Mirror keyframes
P then LMB (drag)	Set preview range
Ctrl + Alt + P	Auto set preview range
Alt + P	Clear preview
M	Marker
Ctrl + M	Rename marker
Ctrl + B	Bind selected camera to selected marker
[ / ]	Select keyframes before/after current frame
Ctrl + K	Select all keyframes on current frame

## 1.20 Graph Editor

Shortcut	Action
Ctrl + RMB	Add keyframe at cursor
N	Properties and modifiers
Tab	Lock selected channel

## 1.21 Rigging (Armatures)

Shortcut	Action
E	Add new bone
Shift + D	Duplicate bone
Shift + W	Bone settings
Ctrl + R	Roll
Alt + R	Clear roll
Shift + N	Recalculate roll
Ctrl + Alt + A	Align bone
Alt + F	Switch bone direction
Alt + M	Merge bones
Ctrl + X	Dissolve bones
Y	Split
P	Separate
] and [	Scroll hierarchy

## 1.22 Posing Mode

Shortcut	Action
i	Add keyframe
Alt + G	Clear location
Alt + R	Clear rotation
Alt + S	Clear scale
Ctrl + A	Apply pose
Alt + P	Propagate pose
Ctrl + E	Push pose from breakdown
Alt + E	Relax pose to breakdown
Shift + E	Pose Breakdownner tool
Ctrl + C	Copy pose