

Blender Keyboard Shortcuts - Page 2

In Edit Mode

Edit/Object Mode	TAB
Extrude	E
Inset	i
Fill	F
Select Edge Loop	Alt + Click
Select Ring	Ctrl+Alt+Click
Create Loopcut	Ctrl + R
Edge Slide	G, G
Select All Connected	Ctrl + L
Make Seam/Sharp	Ctrl + E
Edge Crease	Shift + E
Unwrap UVs	U
Change Selection Mode	Ctrl + TAB
Bevel	Ctrl + B
Knife Tool	K
Separate to a New Object	P
Rip	V
Rip Fill	Alt + V
Split	Y
Mirror	Ctrl + M
Shrink/Fatten	Alt + S
Proportional Falloff	O
Recalculate Normals	Ctrl + Shift + N

Sculpting

Add/Subtract Sculpting	Ctrl [Hold]
Smooth	Shift [Hold]
Brush Size	F
Brush Strength	Shift + F
Hide Area	H
Unhide Selection	Shift + H
Unhide All	Alt + H
Mask Paint Mode	M
Subtract Mask Paint	Ctrl + Click
Fill/Clear Mask	Ctrl + i
Lasso Mask	Ctrl + Shift + Click
Stroke Method	E

Rendering

Render	F12
Show Last Render	F11
Save Render	F3
Change Render Slot	1-8
Only Render Portion	Shift + B
Reset Render Portion	Ctrl + Alt + B
Change Active Camera	Ctrl + 0

Node Editor

Jump to Node Editor	Shift + F3
Connect Nodes	F
Cut Links	Ctrl + Click [Drag]
Reroute Link	Shift + Click [Drag]
Delete but keep connected	Ctrl + X
Duplicate and keep connected	Ctrl + Shift + D
Mute Selected Node	M
Make Group	Ctrl + G
Ungroup	Alt + G
Edit Selected Group	TAB
Move Background	Alt + Middle Mouse
Zoom in Background	V
Zoom out Background	Alt + V

Editing Curves

Add new Handle	Ctrl + Click
Change Handle Type	V
Delete but keep connection	Ctrl + X
Close Path	Alt + C
Tilt	Ctrl + T
Clear Tilt	Alt + T
Convert Curve to Mesh	Alt + C

Blender Keyboard Shortcuts - Page 3

Animation

Play/Stop Animation	Alt + A
Insert Keyframe	i
Remove Keyframe	Alt + i
Go to Next/Previous Frame	← / →
Go Forward/Back 10 Frames	Shift + ↑ / ↓
Go to Next/Previous Keyframe	↑ / ↓
Go to First/Last Frame	Shift + ← / →

Armatures

Add New Bone	Shift + A
Extrude Bone	E
Roll	Ctrl + R
Recalculate Roll	Ctrl + N
Align Bones	Ctrl + Alt + A
Move to Bones Layer	M
Set Bone Flag	Shift + W
Switch Bone Direction	Alt + F
Scroll Hierarchy] / [

Timeline

Scroll through frames	Alt + Scroll
Set Start Frame	S
Set End Frame	E
Zoom to show all frames	Home
Zoom to Frame	Numpad 0
Add Marker	M
Move Marker	Right Click Drag
Set Preview Range	P
Clear Preview Range	Alt + P

Posing Mode

Clear Pose Rotation	Alt + R
Clear Pose Location	Alt + G
Clear Pose Scale	Alt + S
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add IK	Shift + I
Add Pose to Library	Shift + L
Remove IK	Ctrl + Alt + i
Add to Bone Group	Ctrl + G
Relax Pose	Alt + E
Breakdowner	Shift + E
Rotate on Bone's Center	R, R
Select Grouped	Shift + G
Paste X-Flipped	Ctrl + Shift + V

Fun to Know

Repeat Last Action	Shift + R
Play Animation in Reverse	Shift + Alt + A
Maximize SubWindow	Shift + Space
Fly Mode	Shift + F
Quad Mode	Ctrl + Alt + Q
Scroll Value	Ctrl + Scroll
Scroll Dropdown Values	Ctrl + Scroll
Grease Pencil	D + Click
Erase Pencil	D + Right Click
Copy change across objects	Alt while clicking
Select behind object	Alt + Click
Add Subdivision Level	Ctrl + 0/1/2/3/4/5