

**3D CURSOR ALIGN**

3D Cursor position: **LMB**  
 Align Menu: **Shift+S**  
 Cursor to Center: **Shift+C**

**INTERFACE**

Save File: **Ctrl+S**  
 Save as File: **Ctrl+Shift+S**  
 Undo: **Ctrl+Z**  
 Redo: **Ctrl+Shift+Z**  
 Current area to full screen toggle: **Shift+Space** or **Ctrl+UpArrow**

**SELECTIONS**

Individual Selection: **RMB**  
 Add/Subtract Selection: **Shift+RMB**  
 Select All/Deselect All: **A**  
 Invert Selection: **Ctrl+I**  
 Box Selection: **B\***  
 Lasso Selection: **Ctrl+LMB**  
 Paint Selection: **C\***  
 Proportional Editing: **O**

\*Box and Paint Selection Modes always add to the selection by default when you use LMB. If you want to subtract from the current selection, use MMB instead.

**3D VIEW NAVIGATION**

Pan: **Shift+MMB**  
 Orbit: **Ctrl+Tab**  
 Zoom: **Ctrl+Tab** **Ctrl+MMB** or **Scrollwheel**  
 Pan Horizontally: **Ctrl+ScrollWheel**  
 Pan Vertically: **Shift+ScrollWheel**  
 Front View: **Numpad1** (Add **Ctrl** for opposite)  
 Right View: **Numpad3** (Add **Ctrl** for opposite)  
 Top View: **Numpad7** (Add **Ctrl** for opposite)  
 Perspective/Orthographic: **Numpad5**  
 Camera View: **Numpad0**  
 Align Active Camera with View: **Ctrl+Alt+Numpad0**  
 Walk Mode: **Shift+F** (move mouse to look, and **A**, **S**, **D**, **W** to walk. **LMB** to confirm)  
 Global/Local View: **Numpad/**  
 View All: **Home**  
 View Selection: **Numpad.**

**3D VIEW DISPLAY MODE**

Wireframe/Solid toggle: **Z**  
 Textured/Solid toggle: **Alt+Z**  
 Rendered/Solid toggle: **Shift+Z**

**EDIT MODE**

Select Loop: **Alt+RMB**  
 Select Border Loop: **Alt+Double RMB click**  
 Select Ring: **Ctrl+Alt+RMB**  
 Select Shortest Path: **Ctrl+RMB**  
 Create: **Shift+A**  
 Duplicate: **Shift+D**  
 Extrude: **E** or **Ctrl+LMB**  
 Extrude (with options): **Alt+E**  
 Bevel: **Ctrl+B**  
 Slide Vertex/Edge: **G** (press twice) or **Shift+V**  
 Grow Selection: **Ctrl+Numpad+**  
 Shrink Selection: **Ctrl+Numpad-**  
 Vertex/Edge/Face Selection: **Ctrl+Tab**  
 Merge: **Alt+M**  
 Rip: **V**  
 Face: **F**  
 Connect Vertices: **J**  
 Loop Cut and Slide: **Ctrl+R**  
 Knife: **K**  
 Vertex Menu: **Ctrl+V**  
 Edge Menu: **Ctrl+E**  
 Face Menu: **Ctrl+F**  
 Special Tools Menu: **W**  
 Delete Elements: **X**  
 UV Unwrap: **U**  
 Set Handle Type: **V\***

These shortcuts work mainly with meshes, but some of them (like extrude) also work with other types of objects, such as curves and bones.  
 \*Only works with Curves (both in Edit Mode and in the Graph Editor).

**POSE MODE**

Add Constraints: **Ctrl+Shift+C**  
 Add IK Constraint: **Shift+I**

**OBJECT MODE**

Create Object: **Shift+A**  
 Duplicate: **Shift+D**  
 Linked Duplicate: **Alt+D**  
 Join two objects: **Ctrl+J**  
 Create Object: **Shift+A**  
 Delete: **X**  
 Hide Selection: **H**  
 Unhide All: **Alt+H**  
 Parent: **Ctrl+P**  
 Unparent: **Alt+P**

\*Hide, Unhide, Parent and Unparent work with all types of objects, and also in other modes and editors.

**TRANSFORMS**

Move: **G** or **RMB hold and drag\***  
 Rotate: **R\***  
 Scale: **S\***  
 Precise Transform: Hold **Shift** while transforming  
 Snap: Hold **Ctrl** to enable snapping while transforming  
 Pivot Point (3D Cursor): **.**  
 Pivot Point (Bounding Box Center): **,**  
 Pivot Point (Median Point): **Ctrl+,**  
 Show/Hide Manipulators: **Ctrl+Space**  
 Orientation: **Alt+Space**

\*Use X, Y, or Z after G, R, or S to transform that specific axis (press twice for the local axis). Hold Shift right before pressing X, Y, or Z to lock that axis and transform in the other two axes.

**NODE EDITOR**

Add node: **Shift+A**  
 Duplicate node: **Shift+D**  
 Connect nodes (auto): **F**  
 Delete node: **X**  
 Delete node keeping connections: **Ctrl+X**  
 Connect node to Viewer: **Ctrl+Shift+LMB\***  
 Mute/Unmute node: **M**  
 Cut connections: **Ctrl+LMB** drag  
 Add Reroute node in connection: **Shift+LMB** drag  
 Move and disconnect node: **Alt+Move node**  
 Add frame to selected nodes: **Ctrl+J**  
 Group: **Ctrl+G**  
 Ungroup: **Alt+G**  
 Group Edit toggle: **Tab**  
 Pan Backdrop: **Alt+MMB\***  
 Zoom In Backdrop: **Alt+V\***  
 Zoom Out Backdrop: **V\***

\*Only for Compositing Nodes.

**ANIMATION\***

Next Frame: **RightArrow**  
 Previous Frame: **LeftArrow**  
 Scrub through time: **Alt+ScrollWheel**  
 Jump to next keyframe: **UpArrow**  
 Jump to previous keyframe: **DownArrow**  
 Jump to first frame: **Shift+LeftArrow**  
 Jump to last frame: **Shift+RightArrow**  
 Insert keyframe: **I**  
 Delete a keyframe in current frame: **Alt+I**  
 Pose Breakdown: **Shift+E**  
 Relax Pose: **Alt+E**  
 Push Pose: **Ctrl+E**  
 Copy Pose: **Ctrl+C**  
 Paste Pose: **Ctrl+V**  
 Paste Mirrored Pose: **Ctrl+Shift+V**

\*Most of these options work for animation of Objects and Armatures in Pose Mode.

**UV/IMAGE EDITOR**

Weld: **W**  
 Pin: **P\***  
 Unpin: **Alt+P**  
 Stitch: **V**  
 Average Islands Scale: **Ctrl+A**  
 Pack Islands: **Ctrl+P**  
 Reload Image: **Alt+R**

\*To use with Live Unwrap mode enabled.

**INTERACTION MODES**

Object Mode/Edit Mode switch: **Tab**  
 Object Mode/Vertex Paint Mode: **Ctrl+Tab**  
 Object Mode/Pose Mode: **Ctrl+Tab\***

\*Only with Armatures.

**BRUSHES\***

Brush Radius: **F**  
 Brush Strength: **Shift+F**

\*Texture Mode, Vertex Paint Mode, and Sculpt Mode.

These keyboard shortcuts are up to date for Blender 2.71 but may change in future versions. Some of the shortcuts can be used in more modes and with more objects than the ones listed here. This list is meant to be a quick reference to some of the most-used options divided in a logical way.

This document is part of the downloadable files for the book Learning Blender: A Hands-On Guide to Creating Animated Characters (9780133886177) by Oliver Villar ([blendtuts.com](http://blendtuts.com)), copyright © 2015, Pearson Education, Inc.