Elysium Seminar: Intro to Blender: Basic Commands

General help
- Mouse over almost anything to get a description of it.
- Hit spacebar in the view pane to search for actions.
- Ctrl + Z to undo, Ctrl + Shift + Z to redo.

Viewing and navigating the scene

Action	Command	Alternate Command
Orbit around selection	Mouse 3 drag	Numpad 2, 4, 6, 8
Zoom toward cursor	Mouse 3 scroll	Numpad +, -
Pan	Shift + mouse 3 drag	
Front, right, and top views	Numpad 1, 3, 7	
Perspective/orthogonal view toggle	Numpad 5	
Camera view toggle	Numpad 0	
Reset view to see all objects	Shift + C	
Quad view with top, right front, 3D	Ctrl + alt + Q	
Hide panels for a full 3D view	Ctrl + Up	
Wireframe mode toggle	Z [+alt for textured view]	

Manipulating objects

Action	Command	Alternate Command
Select/ an object	Right click [+shift for multiple]	
Deselect an object	Shift + right click	
Select / deselect all	A	
Grab (Translate)	G	
Rotate	R	RR for free rotate
Scale	S	
Commit action (grab, rotate, scale, etc...)	Left click	
Cancel action (grab, rotate, scale, etc...)	Right click	
Perform action only along one axis	X, Y, or Z during action	Mouse 3 drag
Position 3D cursor	Right click	
Create object (at 3D cursor)	Shift + A	
Delete object	X + Left click to confirm	Delete key
Duplicate object	Shift + D	
Duplicate last action	Shift + R	

Other

Action	Command	Alternate Command
Play physics animation	P	
Render	F12	
Object edit mode	Tab	
Switch between vertex/edge/face edit mode	Ctrl + tab (in edit mode)	
Extrude vertex/edge/face	E (in edit mode)	