

If you are a 3D industry professional fluent with any common industry software (*Maya, Houdini, 3dsMax, Unreal, Omniverse, etc...*) and you're picking up Blender, you might find yourself uncomfortable with Blender's native keymap, which happens to be used for most online training material.

Several people prefer to use the "Industry Compatible" one to keep things more consistent with the other common software. That often implies first learning Blender with the native keymap, and then transposing that knowledge to the "Industry Compatible" one.

Since many people seem to get introduced to Blender through BlenderGuru's popular [Beginner Donut Tutorial](#), which comes with a printable [native Blender keymap](#) for reference, we thought somebody might find helpful this alternative Industry Compatible keymap, made to match (as close as possible) the BlenderGuru's one. So to make the transition smoother!



The Treehouse Ninjas
www.treehouseninjas.com

Basic Navigation

Orbit/Pan/Dolly	Alt + LMR Click
Ortho Views & Camera	V <i>pie menu</i> F1,2,3,4
Focus on Selection	F
Frame All	A
Quick Favorites	<i>not included by default, recommended to add as:</i> Ctrl + Spacebar

You add to Quick Favorites any tool or command you feel missing from the Industry Compatible Keymap.
In terms of speed it's similar to Maya's spacebar pie menus (otherwise, add your custom shortcuts to the keymap being mindful of modes and overrides).

To add the shortcut, in (Preferences) Industry Compatible Keymap, expand category "Window" and, under it, click "Add New". Identifier: wm.call_menu and Name: SCREEN_MT_user_menu

Context Menu	R Click
Modes	[1-2-3] 4-5 <i>pie menu</i>
Toolbar	Ctrl + [
Object Properties	Ctrl +]

In Object Mode

Duplicate	Ctrl + D
Group to Collection	Ctrl + G
Rename	Return
Hide Selected	Ctrl + H
Unhide All	Alt + H
Proportional (smooth) Sel	B
Hide Unselected	Shift + H
Parent	P
Clear Parent	Shift + P
Link to Collection	Ctrl+Shift+G

Common

Add Object	<i>From Menu</i> Add
<i>Note that Search (Tab) lists in alphabetical order first, and then by latest use, so "Add" is on top by default.</i>	
Search	Tab
Sel/Move/Rotate/Scale	Q/W/E/R + T
Snap	X
Move Pivot	<i>nope!</i> Top-right "options" and "affect only" Origins
Change Workspace	Ctrl + Page Up/Down
Toggle X-Ray	Alt + X
Isolated View	Shift + i
Measure Tool	M
Option Menu	Q/W/E/R [Multiple]
Edit Cursor	C
Selection/Cursor To	Shift + X

While Moving

Precise Movement	Shift [Hold]
Incremental Movement	Ctrl [Hold]
Along XYZ (3 axes)	Click [Hold] + M Click
Along Axis	Click + X/Y/Z
Along Plane	Shift + X/Y/Z
Change to Rotate/Scale	R/S/G [without releasing]

Selection

Select	Q [Multiple]
Select All/Deselect All	Ctrl+A / Ctrl+Shift+A
Inc/Decrease Selection	Arrow up/down
Select Parent/Child	[/]
Invert Selection	Ctrl + i
Select Linked	Ctrl + L

In Edit Mode

Edit/Object Mode	1 - 2 - 3 / 4
Select All Connected	Ctrl+L
Select Similar	nope! <i>Select-->Similar</i>
Select Loop/Ring	(Alt) Double Click
Create Loopcut	Alt + C
Proportional Falloff	wheel <small>[during transform]</small>
Change Selection Mode	Q,Q,Q,...
Bevel	Ctrl + B
Knife Tool	K
Extrude	Ctrl + E
Inset	i

Most edit tools/commands come unmapped in the Industry Compatible keymap (Split, Fill, Mirror, Shrink, Rip, Crease, Unwrap UVs, Separate, etc...). Many of these tools could require a custom shortcut, or not, based on personal preference as experienced users tend to eventually execute most tasks by relying on a subset of tools of choice. So adding custom shortcuts to the keymap will probably be necessary, if you want execution speed, and you can mimic the ones from your other favorite DCCs.

Sculpting

Add/Subtract Sculpting	Ctrl [Hold]
Smooth	Shift [Hold]
Brush Radius / Angle	S / Ctrl+F
Brush Strength	U
Subdivision Sets	D / Shift+D
Box Mask	Q
Edit Mask	Ctrl+A
Hide / Show Box	Ctrl/Shift + H
Unhide All	Alt + H
Fill Mask	Shift+Ctrl+A
Grow Mask	Shift+A <small>(drag)</small>
Invert Mask	Ctrl+i
Grow/Shrink Face Set	Page Up/Down

Same as above, most edit tools/commands will need custom binding, based on personal preference.

Rendering

Render	Ctrl + Return
Render Animation	Ctrl+Alt+Return
Save Render	Alt + S
Change Zoom	(Ctrl+)F1-4 or wheel
Only Render Portion	nope! <i>View-->Render Region</i>
Reset Render Portion	nope! <i>View-->Clear R.R.</i>
Change Cameras	Ctrl +] <small>(properties panel on the right)</small> Under "View", lock/unlock to view and local camera swap.
Pixel Sampler & Info	Click-Drag on Render

Node Editor

Go to Node Editor	Shading or Compositing Tab
Connect Nodes	L
Cut Links	Ctrl + Right Click
Duplicate Node	Ctrl + D
Delete but keep connected	Ctrl + Backspace
Node Preview	Shift + H
Mute Selected Node	M
Make Group	Ctrl + G
Ungroup	Ctrl + Alt + G
Edit Selected Group	Double Click
Search Node	Ctrl + F
Add to Frame	Ctrl + J
Select Linked To/From	Shift+[/]

Editing Curves

Add new Handle	
Change Handle Type	
Extrude	Ctrl+E
Close Path	Right Click + 'Toggle Cyclic'
Tilt	Y
Clear Tilt	Alt+T
Radius	U

No pre-mapped shortcuts for these commands, as per current version. You'll have to set custom shortcuts for the ones you use frequently, or operate through the right-click curve context menu.

Animation

Play/Stop Animation	Spacebar
Insert Keyframe	S [Shift + W/E/R]
Remove Keyframe	Alt + S
Go to Next/Previous Frame	← / →
Select Before/After curr.Frame	[/]
Go to Next/Previous Keyframe	nope <small>from playback buttons</small>
Go to First/Last Frame	Ctrl + ← / →
Insert Keyframe Menu	Shift + S

Armatures

Add New	Tab [type <i>armature</i>]
Extrude Bone	Ctrl + E
Roll	Y
Pick Shortest Path	Ctrl + Shift + Click
Dissolve Bones	Ctrl + Backspace
Select Hierarchy	Shift +] / [
Scroll Hierarchy] / [

Timeline

Scroll through frames	Drag timeline top-right slot
Zoom in/out frames	Scroll
Set Start / End Frame	Type in timeline top-right slots
Zoom to show all frames	A
Zoom to Frame	Numpad 0
Add Marker	M
Move Marker	Click Drag
Toggle Frames/Seconds	Ctrl + T
Preview Range	Under View Menu in <u>Dope Sheet</u>

Posing Mode

Clear Pose Rotation	Alt + E
Clear Pose Location	Alt + W
Clear Pose Scale	Alt + R
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add/Remove IK	<i>nope!</i> from "Pose" menu
Breakdowner/Relax	<i>nope!</i> from left toolbar
Relax to Breakdown	Click+Drag
Paste Flipped	Ctrl + Shift + V

Fun to Know

Repeat Last Action	G
Annotate	D
Orbit Opposite	F5
Scroll Value	Ctrl + Scroll
Scroll Dropdown Values	Ctrl + Scroll
Grease Pencil	Add --> Grease Pencil
Grease Pencil Tools	<i>Not by default in the industry-compatible map. They're mostly in Draw Mode and can be mapped similarly to the other paint/sculpt tools.</i>
Coordinate Systems	,
Pivot Operations	.
Zoom in/out	numpad + / -
Zoom Region	Z
Blender Preferences	Ctrl + ,