

# HKUST USEL

## Blender Shortcut Key List (Complete Version)

### General (most window types)

Toolbar	T
Properties	N
Add Object/Node	Shift + A
Delete	X <i>or</i> Delete
Search for Function	F3
Move	G
Scale	S
Rotate	R
... along axis	_ then X/Y/Z
... along local axis	_ then X,X/Y,Y/Z,Z
Trackball Rotate	R, R
Precise movement	Shift ( <i>hold</i> )
Incremental movement	Ctrl ( <i>hold</i> )
Duplicate	Shift + D
Duplicate Linked	Alt + D
Hide	H
Unhide All	Alt + H
Hide all Except Selected	Shift + H
Annotate	D ( <i>hold</i> ) + LMB ( <i>drag</i> )
Erase Annotation	D ( <i>hold</i> ) + RMB ( <i>drag</i> )
Quick favs menu	Q

### Navigation (3D viewport)

Orbit	MMB
Pan	Shift + MMB
Zoom In/Out	Scroll <i>or</i> Ctrl + MMB
Fly	Shift + ~

### View (3D viewport)

Numpad views:

	/	
	Isolate	
<b>7</b> Top	<b>8</b> Up	<b>9</b> Opposite
<b>4</b> Left	<b>5</b> Persp/Ortho	<b>6</b> Right
<b>1</b> Front	<b>2</b> Down	<b>3</b> Side
<b>0</b> Camera		<b>.</b> Focus

View Pie Menu	~
Fast View Switch	Alt + MMB ( <i>drag</i> )
Show All Objects	Home
Zoom to region	Shift + B

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#### Object Mode (3D viewport)

Mode Pie Menu	Ctrl + TAB
Edit/Object mode toggle	TAB
Mirror	Ctrl + M <i>then X/Y/Z (or MMB (drag))</i>
Set Parent (to last selected)	Ctrl + P
Clear Parent	Alt + P
Toggle Snapping	Shift + TAB
Clear Location	Alt + G
Clear Rotation	Alt + R
Clear Scale	Alt + S
Apply Location / Scale / Rotation	Ctrl + A
Join Selected Objects	Ctrl + J
Copy Attributes to New Objects	Ctrl + L
Add Subdivision level	Ctrl + 0/1/2/3/4/5
Mask view to region / Clear mask	Alt + B
Center 3D cursor	Shift + C
Move active object to collection	M
Move Active Camera to view	Ctrl + Alt + Numpad 0
Set as Active Camera	Ctrl + Numpad 0

#### General Selection (most window types)

Select	LMB
Select All	A
Deselect All	Alt + A <i>or</i> A,A
Marquee Box Select	B <i>or</i> LMB ( <i>drag</i> )
Circle Select	C
Lasso Select	Ctrl + RMB
Invert Selection	Ctrl + i
Select Linked	Shift + L
Select Similar	Shift + G
Select from many	Alt + LMB

#### Shading (3D viewport)

Shading Pie Menu	Z
Toggle X-Ray	Alt + Z

#### Pie Menus

Pivot point pie menu	.
Snap pie menu	Shift + S
Orientation pie menu	,

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#### Selection (Edit Mode)

Select Connected Mesh	Ctrl + L
Select Connected Mesh Under Cursor	L
Select Edge Loop	Alt + LMB
Select Edge Ring	Ctrl + Alt + RMB
Vertex Select Mode	1
Edge Select Mode	2
Face Select Mode	3
Mirror current selection	Ctrl + Shift + M
Grow/Shrink Selection	Ctrl +/-
Edge Crease	Ctrl + E

#### Curve Editing (Edit mode)

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

#### Modelling (Edit Mode)

Extrude	E
Inset	i
Bevel	Ctrl + B
Bevel Vertices	Ctrl + Shift + B
Loop cut	Ctrl + R
Vertex/Edge Slide	G,G
Knife	K
Fill Face	F
Shear	Ctrl + Shift + Alt + S
Bend	Shift + W
Split	Y
Rip	V
Rip Fill	Alt + V
Merge	M
Recalculate Normals	Shift + N
Invert Normals	Ctrl + Shift + N
Proportional Editing On/Off	O
Proportional Falloff Type	Shift + O
Separate to new object	P

#### Texturing (Edit Mode)

Unwrap	U
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Mark Seam	Ctrl + E
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#### UV Editor

Select Island	L ( <i>under cursor</i> ) or Ctrl + L
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Stitch	V
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Weld	Shift + W
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Pin	P
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Unpin	Alt + P
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Select Pinned	Shift + P
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#### Nodes (Materials / Compositor)

Cut Connection	Ctrl + RMB ( <i>drag</i> )
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Connect selected	F
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Properties	N
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Delete selected but maintain connection	Ctrl + X
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Duplicate selected and maintain connection	Ctrl + Shift + D
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Mute Selected	M
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Group Selected	Ctrl + G
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Ungroup Selected	Ctrl + Alt + G
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Enter/Exit Group (Toggle)	TAB
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Frame Selected Nodes	Ctrl + J
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Show/Hide inactive node slots	Ctrl + H
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#### Compositor

Move backdrop	Alt + MMB
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Zoom backdrop	V / Alt + V
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Properties and performance	N
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#### Rendering

Render	F12
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Render Animation	Ctrl + F12
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Playback rendered animation	Ctrl + F11
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Set Render Region	Ctrl + B
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Clear Render Region	Ctrl + Alt + B
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#### Window General (most window types)

Toolbar	T
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Properties bar	N
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Maximise Area (but keep toolbar)	Ctrl + Space
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Fullscreen Area	Ctrl + Alt + Space
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Quad view	Ctrl + Alt + Q
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#### Change Window Type (Under Cursor)

Movie Clip	Shift + F2
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Nodes	Shift + F3
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Python Console	Shift + F4
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3d Viewport	Shift + F5
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### Blender Shortcut Key List (Complete Version)

Graph	Shift + F6
Properties	Shift + F7
Video Sequencer	Shift + F8
Outliner	Shift + F9
UV/Image	Shift + F10
Text	Shift + F11
Dope Sheet	Shift + F12