



# CGBOOST

## BLENDER **HOTKEY SHEET** v8

for Blender 2.93

clickable menu

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# GENERAL

## FUNCTION IN 2.93

## HOTKEY IN 2.93

## FUNCTION IN 2.93

## HOTKEY IN 2.93

### View

Rotate	<b>MMB + Drag</b>	Zoom	<b>Mousewheel</b>
Pan	<b>Shift + MMB + Drag</b>	Select	<b>LMB (RMB optional)</b>

### General

Animation Playback	<b>Space*</b>	Mirror on X/Y/Z axis	<b>Ctrl + M + X/Y/Z</b>
Search	<b>F3</b>	Undo	<b>Ctrl + Z</b>
Delete	<b>X</b>	Redo	<b>Shift + Ctrl + Z</b>
Join Objects	<b>Ctrl + J</b>	Rename Object	<b>F2</b>

### Navigation

Views Pie Menu	<b>^</b>	Top View	<b>Numpad 7</b>
Center Selected	<b>Numpad ,</b>	Front View	<b>Numpad 1</b>
Toggle Maximize Area	<b>Ctrl + Space</b>	Right View	<b>Numpad 3</b>
Toggle Full Screen Area	<b>Ctrl + Alt + Space</b>	Bottom View	<b>Ctrl + Numpad 7</b>
Toggle X-Ray View	<b>Alt + Z</b>	Back View	<b>Ctrl + Numpad 1</b>
Toggle Wireframe View	<b>Shift + Z</b>	Left View	<b>Ctrl + Numpad 3</b>
Shading Pie Menu	<b>Z</b>	Walk Navigation	<b>Shift + ^</b>
Relative View Axis Switching	<b>Alt + Drag MMB</b>	Show Overlays	<b>Alt + Shift + Z</b>

### Transform

Move (Grab)	<b>G</b>	Free Rotate	<b>R + R</b>
Move along global axis	<b>G + X/Y/Z</b>	Duplicate	<b>Shift + D</b>
Move along local axis	<b>G + XX/YY/ZZ</b>	Duplicate Linked	<b>Alt + D</b>
Scale	<b>S</b>	Apply Transform	<b>Ctrl + A</b>
Scale along global axis	<b>S + X/Y/Z</b>	Reset Position	<b>Alt + G</b>
Scale along local axis	<b>S + XX/YY/ZZ</b>	Reset Rotation	<b>Alt + R</b>
Rotate	<b>R</b>	Reset Scale	<b>Alt + S</b>
Rotate along global axis	<b>R + X/Y/Z</b>	Snapping Toggle	<b>Shift + Tab</b>
Rotate along local axis	<b>R + XX/YY/ZZ</b>		

\* You can manually define the function of the spacebar in the Preferences under *Input*: It can represent *Animation Playback*, the *Tool Menu* or the *Search* function. By default it is set to *Animation Playback*.

Selection			
Select	<b>LMB<sup>1</sup></b>	Circle Select	<b>C</b>
Select All	<b>A</b>	Select Grouped	<b>Shift + G</b>
Deselect All	<b>Alt + A (quick doubletap A)</b>	Invert Selection	<b>Ctrl + I</b>
Border Select	<b>B or Drag LMB</b>	Select Linked	<b>Shift + L</b>

Modes			
Edit/Object Mode	<b>Tab</b>	All Modes (Pie Menu)	<b>Ctrl + Tab</b>

Menus			
Tool Shelf Toggle	<b>T</b>	Quick Favorites	<b>Q</b>
Sidebar Toggle	<b>N</b>	Add Menu	<b>Shift + A</b>
Object Context Menu	<b>RMB<sup>2</sup></b>	Pivot Pie Menu	<b>.</b>
Orientation Pie Menu	<b>,</b>	Snapping Pie Menu	<b>Shift + S</b>

Editors			
3D Viewport	<b>Shift + F5</b>	Graph Editor/Drivers	<b>Shift + F6</b>
Image/UV Editor	<b>Shift + F10</b>	Text Editor	<b>Shift + F11</b>
Shader Editor	<b>Shift + F3</b>	Python Console	<b>Shift + F4</b>
Compositing/Texture Node Ed.	<b>Shift + F3</b>	Outliner	<b>Shift + F9</b>
Video Sequencer	<b>Shift + F8</b>	Properties	<b>Shift + F7</b>
Movie Clip Editor	<b>Shift + F2</b>	File Browser	<b>Shift + F1</b>
Dope Sheet/Timeline	<b>Shift + F12</b>		

Hide/Unhide			
Hide	<b>H</b>	Hide Unselected	<b>Shift + H</b>
Unhide All	<b>Alt + H</b>	Local View	<b>/</b>

Relationships			
Set Parent	<b>Ctrl + P</b>	Make Links	<b>Ctrl + L</b>
Clear Parent	<b>Alt + P</b>		

Camera			
Camera View	<b>Numpad 0</b>	Set Active Object as Camera	<b>Ctrl + Numpad 0</b>
Align Camera to View	<b>Ctrl + Alt + Numpad 0</b>		

<sup>1</sup> You can choose either *Left Click Select* (default) or *Right Click Select* in the Preferences under *Input*.

<sup>2</sup> If you have chosen *Right Click Select* (in the User Preferences under *Input*), the Object Context Menu is accessible via the *W* key.

File			
Save	<b>Ctrl + S</b>	File Context Menu	<b>F4</b>
Save As	<b>Ctrl + Shift + S</b>	Quit Blender	<b>Ctrl + Q</b>
New File	<b>Ctrl + N</b>		

Rendering			
Render Image	<b>F12</b>	Set Render Region	<b>Ctrl + B</b>
Render Animation	<b>Ctrl + F12</b>	Reset Render Region	<b>Ctrl + Alt + B</b>
Play Rendered Animation	<b>Ctrl + F11</b>		

# EDIT MODE

## FUNCTION IN 2.93

## HOTKEY IN 2.93

## FUNCTION IN 2.93

## HOTKEY IN 2.93

### Selection

Vertex Selection	<b>1</b>	Grow/Shrink Selection	<b>Ctrl + +/-</b>
Edge Selection	<b>2</b>	Select Edge Loop	<b>Alt + LMB*</b>
Face Selection	<b>3</b>	Select Edge Ring	<b>Ctrl + Alt + LMB*</b>
Select Linked	<b>Ctrl + L</b>	Slide Edge Selection	<b>G + G</b>
Select Linked under Cursor	<b>L</b>	Select Mirror	<b>Ctrl + Shift + M</b>

### Tools

Extrude	<b>E</b>	Rip Fill	<b>Alt + V</b>
Bevel	<b>Ctrl + B</b>	Shear	<b>Shift + Ctrl + Alt + S</b>
Loopcut	<b>Ctrl + R</b>	To Sphere	<b>Shift + Alt + S</b>
Knife Cut	<b>K</b>	Split	<b>Y</b>
Inset	<b>I</b>	Rip	<b>V</b>
Separate	<b>P</b>	Triangulate	<b>Ctrl + T</b>
Unwrap	<b>U</b>	Merge Selected	<b>M</b>
Fill Face	<b>F</b>	Recalculate Normals	<b>Shift + N</b>
Shrink/Fatten	<b>Alt + S</b>	Split Menu	<b>Alt + M</b>

### Proportional Editing

Proportional Edit	<b>O</b>	Proportional Edit Connected	<b>Alt + O</b>
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### Vertex Groups

Assign to Vertex Group	<b>Ctrl + G</b>	Remove from Vertex Group	<b>Ctrl + Alt + G</b>
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### Hide/Unhide

Hide	<b>H</b>	Unhide	<b>Alt + H</b>
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\* Right Mouse Button, if the *Select with* is set to *Right Mouse Button* in the Preferences under *Input*.

# SCULPTING

## FUNCTION IN 2.93

## HOTKEY IN 2.93

## FUNCTION IN 2.93

## HOTKEY IN 2.93

### Control

Stroke Method Menu	<b>E</b>	Brush Angle	<b>Ctrl + F</b>
Brush Size	<b>F</b>	Switch Sculpt Object	<b>Hover + D</b>
Brush Strength	<b>Shift + F</b>		

### Masking

Mask	<b>M</b>	Invert Mask	<b>Ctrl + I</b>
Clear Mask	<b>Alt + M</b>	Box Mask	<b>Ctrl + 1</b>
Expand Mask by Topology	<b>Shift + A</b>	Lasso Mask	<b>Shift + Ctrl + LMB</b>
Expand Mask by Curvature	<b>Shift + Alt + A</b>		

### Brushes

Grab	<b>G</b>	Scrape	<b>Shift + Space, 6*</b>
Inflate	<b>I</b>	Multiplane Scrape	<b>Shift + Space, 7*</b>
Snake Hook	<b>K</b>	Elastic Deform	<b>Shift + Space, 8*</b>
Layer	<b>L</b>	Thumb	<b>Shift + Space, 9*</b>
Pinch	<b>P</b>	Pose	<b>Shift + Space, 0*</b>
Smooth	<b>Shift + S or Shift + Drag</b>	Nudge	<b>Shift + Space, Shift 1*</b>
Draw	<b>X</b>	Rotate Brush	<b>Shift + Space, Shift 2*</b>
Clay	<b>C</b>	Slide Relax	<b>Shift + Space, Shift 3*</b>
Crease	<b>Shift + C</b>	Boundary	<b>Shift + Space, Shift 4*</b>
Flatten	<b>Shift + T</b>	Cloth	<b>Shift + Space, Shift 5*</b>
Rotate	<b>R</b>	Simplify	<b>Shift + Space, Shift 6*</b>
Move	<b>Shift + Space, Alt 2*</b>	Multires Displ. Eraser	<b>Shift + Space, Shift 8*</b>
Transform	<b>Shift + Space, T*</b>	Multires Displ. Smear	<b>Shift + Space, Shift 9*</b>
Scale	<b>Shift + Space, Alt 3*</b>	Box Hide	<b>Shift + Space, Shift H*</b>
Draw Sharp	<b>Shift + Space, 1*</b>	Box Face Set	<b>Shift + Space, Ctrl 4</b>
Clay Strips	<b>Shift + Space, 2*</b>	Box Trim	<b>Shift + Space, Ctrl 6*</b>
Clay Thumb	<b>Shift + Space, 3*</b>	Line Project	<b>Shift + Space, Ctrl 8*</b>
Blob	<b>Shift + Space, 4*</b>	Mesh Filter	<b>Shift + Space, Ctrl 9*</b>
Fill	<b>Shift + Space, 5*</b>	Cloth Filter	<b>Shift + Space, Ctrl 0*</b>

\* only accessible if the spacebar function is set to „Play“ in the preferences.

Topology			
Toggle Dyntopo	<b>Ctrl + D</b>	Remesh Preview	<b>Shift + R</b>
Remesh	<b>Ctrl + R</b>	QuadriFlow Remesh	<b>Ctrl + Alt + R</b>

Face Sets			
Draw Face Sets	<b>Shift + Space, Shift 0*</b>	Show all Face Sets	<b>Alt + H</b>
Box Face Set	<b>Shift + Space, Ctrl 4*</b>	Edit Face Set	<b>Shift + Space, Alt 1*</b>
Face Sets Pie Menu	<b>W</b>	Show all Face Sets	<b>Alt + H</b>
Grow/Shrink Face Set	<b>Ctrl + W / Ctrl + Alt + W</b>	Hide Face Set	<b>H</b>

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# MATERIALS & POSTPRODUCTION

FUNCTION IN 2.93

HOTKEY IN 2.93

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## Shader Editor, Geo Nodes, Compositing

Group	<b>Ctrl + G</b>	Cut Links	<b>Ctrl + RMB + Drag</b>
Ungroup	<b>Ctrl + Alt + G</b>	Mute Links	<b>Ctrl + Alt + RMB + Drag</b>
Edit Group Toggle	<b>Tab</b>	Delete with Reconnect	<b>Ctrl + X</b>
Join in New Frame	<b>Ctrl + J</b>		

## Compositing

Background Image Move	<b>Alt + MMB</b>	Background Image Zoom in	<b>Alt + V</b>
Background Image Zoom out	<b>V</b>		

## Image Editor

New Image	<b>Alt + N</b>	Save Image	<b>Alt + S</b>
Open Image	<b>Alt + O</b>	Save Image As	<b>Shift + Alt + S</b>

## UV Editor

Mark Seam	<b>Ctrl + E</b>	Stitch	<b>Alt + V</b>
Select Split	<b>Y</b>	Pin	<b>P</b>
Grow/Shrink Selection	<b>Ctrl + +/-</b>	Unpin	<b>Alt + P</b>

## Painting

Sample Color	<b>S</b>	Brush Strength	<b>Shift + F</b>
Brush Size	<b>F</b>	Brush Colors Flip	<b>X</b>

## Texture Painting

Draw	<b>Shift + Space, 1*</b>	Clone	<b>Shift + Space, 4*</b>
Soften	<b>Shift + Space, 2*</b>	Fill	<b>Shift + Space, 5*</b>
Smear	<b>Shift + Space, 3*</b>	Mask	<b>Shift + Space, 6*</b>

\* only accessible if the spacebar function is set to „Play“ in the preferences.



Vertex Painting			
Draw	Shift + Space, 1*	Smear	Shift + Space, 4*
Blur	Shift + Space, 2*	Set Vertex Colors	Shift + K
Average	Shift + Space, 3*		

Weight Painting			
Draw	Shift + Space, 1*	Smear	Shift + Space, 4*
Blur	Shift + Space, 2*	Gradient	Shift + Space, 5*
Average	Shift + Space, 3*	Sample Weight	Shift + Space, 6*

\* only accessible if the spacebar function is set to „Play“ in the preferences.

# ANIMATION

## FUNCTION IN 2.93

## HOTKEY IN 2.93

## FUNCTION IN 2.93

## HOTKEY IN 2.93

### General

Insert Keyframe	<b>I</b>	List of bones under cursor	<b>Alt + LMB (RMB)</b>
Delete Keyframes	<b>Alt + I</b>		

### Timeline, Dopesheet and Graph Editor

Play/Stop Animation	<b>Space</b>	Select More/Less	<b>Ctrl + +/-</b>
Play/Stop Animation Reverse	<b>Ctrl + Shift + Space</b>	Select Linked	<b>L</b>
Set Preview Range	<b>P + Drag LMB</b>	Jump to Keyframes	<b>Ctrl + G</b>
Clear Preview Range	<b>Alt + P</b>	Set Keyframe Handle Type	<b>V</b>
Next/Previous Frame	<b>Left/Right</b>	Set Keyframe Interpolation	<b>T</b>
Jump to first/last frame	<b>Shift + Left/Right</b>	Add Time Marker	<b>M</b>
Toggle Frames/Seconds	<b>Ctrl + T</b>	Rename Marker	<b>Ctrl + M</b>
Mirror Keyframes	<b>Ctrl + M</b>	Find Channels	<b>Ctrl + F</b>
Sample Keyframes	<b>Shift + Alt + O</b>	View Selected	<b>Numpad ,</b>

### Graph Editor

Add F-Curve Modifier	<b>Shift + Ctrl + M</b>	Smooth Keys	<b>Alt + O</b>
Hide Channels	<b>H</b>	Set Keyframe Easing Type	<b>Ctrl + E</b>
Unhide Channels	<b>Alt + H</b>		

### Drivers

Add Driver	<b>Ctrl + D</b>	Remove Driver	<b>Ctrl + Alt + D</b>
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### Nonlinear Animation

Add Action Strip	<b>Shift + A</b>	Split Strips	<b>Y</b>
Add Transition	<b>Shift + T</b>	Toggle Muting	<b>H</b>
Add Sound Clip	<b>Shift + K</b>	Swap Strips	<b>Alt + F</b>
Add Meta-Strips	<b>Ctrl + G</b>	Move Strips Up/Down	<b>Page Up/Down</b>
Remove Meta-Strips	<b>Ctrl + Alt + G</b>		

### Video Sequencer

Cut Strips	<b>K</b>	UnMeta-Strip	<b>Ctrl + Alt + G</b>
Mute Strips	<b>H</b>	View Frame	<b>Numpad 0</b>
Unmute Strips	<b>Alt + H</b>	View Selected	<b>Numpad ,</b>
Toggle Meta-Strip	<b>Tab</b>	Snap Strips to Frame	<b>Shift + S</b>
Make Meta-Strip	<b>Ctrl + G</b>	Slip Strip Contents	<b>S</b>

# GREASE PENCIL

FUNCTION IN 2.93

HOTKEY IN 2.93

FUNCTION IN 2.93

HOTKEY IN 2.93

Draw Mode			
Draw	Shift + Space, O*	Curve	Shift + Space, 9*
Fill	Shift + Space, 1*	Box	Shift + Space, 0*
Erase	Shift + Space, 2*	Circle	Shift + Space, Shift + 1*
Tint	Shift + Space, 3*	Enable Parallel Guides	L
Cutter	Shift + Space, 4*	Enable Circular Guides	C
Eyedropper	Shift + Space, 5*	Box Erase	B
Line	Shift + Space, 6*	Brush Size	F
Polyline	Shift + Space, 7*	Brush Strength	Shift + F
Arc	Shift + Space, 8*	Adjust stroke extension	Mousewheel

Sculpt Mode			
Select Box	B	Push	Shift + Space, 6*
Smooth	Shift + Space, 1*	Twist	Shift + Space, 7*
Thickness	Shift + Space, 2*	Pinch	Shift + Space, 8*
Strength	Shift + Space, 3*	Clone	Shift + Space, 9*
Randomize	Shift + Space, 4*	Brush Size	F
Grab	Shift + Space, 5*	Brush Strength	Shift + F

Edit Mode			
Move	G	Radius	Alt + S
Rotate	R	Bend	Shift + W
Scale	S	Shear	Shift + Ctrl + Alt + S
Extrude	E		

\* only accessible if the spacebar function is set to „Play“ in the preferences.

# ORGANISATION

FUNCTION IN 2.93

HOTKEY IN 2.93

FUNCTION IN 2.93

HOTKEY IN 2.93

## Outliner

New Collection	<b>C</b>	Move to Collection	<b>M</b>
Delete Collection	<b>X</b>	Link to Collection	<b>Shift + M</b>

## File Browser

Next Folder	<b>Alt + Right</b>	Create New Directory	<b>I</b>
Previous Folder	<b>Alt + Left</b>	Add Bookmark	<b>Ctrl + B</b>
Parent File	<b>Alt + Up</b>		