

## General (most window types)

Toolbar	T
Properties	N
Add Object/Node	Shift + A
Delete	X or Delete
Search	F3
Move	G
Scale	S
Rotate	R
Rotate along axis	R then X/Y/Z
Rotate along local axis	R 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 or 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
Focus to region	Shift + B

## 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	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
Marquee Box Select	B
Circle Select	C
Lasso Select	Ctrl + RMB
Invert Selection	Ctrl + i
Select Linked	Shift + L
Select Similar	Shift + G
Select specific object	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	,

## Selection (Edit Mode)

Select Connected Mesh	Ctrl + L
Select Connected Mesh Under Cursor	L
Select Edge/Face 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
Select More/Less	Ctrl +/-
Edge Crease	Shift + 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

## Modeling (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
Flip Normals	Ctrl + Shift + N
Proportional Editing On/Off	O
Proportional Falloff Type	Shift + O
Separate selectoin to new object	P

## Texturing (Edit Mode)

Unwrap	U
Mark Seam	Ctrl + E

## UV Editor

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

## Image Editor (View)

Properties, Scopes, Slots and Metadata	N
View at 100%	1 (Numpad)
View to Fit	Shift + Home
Next Render Slot	J
Previous Render Slot	Alt + J
Select Render Slot	1-8
Save Image	Alt + S
Save Image As	Shift + S

## Image Editor (Paint)

Create New Blank Image	Alt + N
Open Image	Alt + O
Brush Properties	N
Brush Size	F
Brush Strength	Shift + F

Sample Color	S
Flip Color	X

## Nodes (Materials / Compositor)

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

## Compositor

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

## Sculpting

Brush Selection	Shift + Space
Brush Size	F
Brush Strength	Shift + F
Brush Angle	Ctrl + F
Angle Control	R
Stroke Control	E
Mask (box)	B
Mask (brush)	M
Clear Mask	Alt + M
Invert Mask	Ctrl + i
Hide (box)	H

## Rendering

Render	F12
Render Animation	Ctrl + F12
Playback rendered animation	Ctrl + F11
Set Render Region	Ctrl + B
Clear Render Region	Ctrl + Alt + B

## Animation General

Play/Pause Playback	Space
Reverse Play	Ctrl + Shift + Space
Scroll through frames	Alt + Scroll

Next/Previous Frame	Left/Right arrow
First/Last Frame	Shift + Left/Right arrow
Jump to Keyframe	Up/Down arrow
Add Keyframe on current frame	i
Delete Keyframe on current frame	Alt + i

## Animation (Timeline / Dopesheet / Graph Editor)

Toggle Dopesheet	Ctrl + TAB
Toggle Frames/Seconds	Ctrl + T
Zoom to fit active keyframes	Home <i>or</i> . (Numpad)
Set Keyframe Interpolation	T
Set Keyframe Handle Type	V
Set Keyframe Extrapolation	Shift + E
Mirror Keyframes	Ctrl + M
Set Preview Range	P <i>then</i> LMB ( <i>drag</i> )
Auto set preview range	Ctrl + Alt + P
Clear Preview	Alt + P
Marker	M
Rename Marker	Ctrl + M

## Animation (Timeline / Dopesheet / Graph Editor) (cont.)

Bind Selected Camera to Selected Marker      Ctrl + B

Select keyframes before/after current frame      [ / ]

Select all keyframes on current frame      Ctrl + K

## Graph Editor

Add Keyframe at Cursor      Ctrl + RMB

Properties and Modifiers      N

Lock Selected Channel      TAB

## Rigging (Armatures)

Add new bone      E

Duplicate bone      Shift + D

Bone Settings      Shift + W

Roll      Ctrl + R

Clear Roll      Alt + R

Recalculate Roll      Shift + N

Align bone      Ctrl + Alt + A

Switch bone direction      Alt + F

Dissolve Bone      Ctrl + X

Dissolve bones      Ctrl + X

Split      Y

Separate      P

Scroll Hierarchy      ] and [

## Posing Mode

Add Keyframe      i

Clear Location      Alt + G

Clear Rotation      Alt + R

Clear Scale      Alt + S

Apply Pose      Ctrl + A

Propagate Pose      Alt + P

Push Pose from Breakdown      Ctrl + E

Relax Pose to Breakdown      Alt + E

Pose Breakdowner      Shift + E

Copy Pose      Ctrl + C

Paste Pose      Ctrl + V

Add IK      Shift + i

Add Pose to Library      Shift + L

Paste Pose Flipped      Ctrl + Shift + V

Add Constraint      Ctrl + Shift + C

## Window General (most window types)

Toolbar	T
Properties bar	N
Maximise Area (but keep toolbar)	Ctrl + Space
Fullscreen Area	Ctrl + Alt + Space
Quad view	Ctrl + Alt + Q

## Change Window Type (Under Cursor)

Movie Clip	Shift + F2
Nodes	Shift + F3
Python Console	Shift + F4
3d Viewport	Shift + F5
Graph	Shift + F6
Properties	Shift + F7
Video Sequencer	Shift + F8
Outliner	Shift + F9
UV/Image	Shift + F10
Text	Shift + F11
Dope Sheet	Shift + F12