Common Shortcuts⟲

Conventions⟲

Keyboards⟲

Hotkey letters are shown in this manual like they appear on a keyboard; for example:

`G`
> refers to the lowercase `g`.

> `Shift`, `Ctrl`, `Alt`
>> are specified as modifier keys.

>> `Ctrl-W`, `Shift-Alt-A`, **...**
>>> indicates that these keys should be pressed simultaneously.

>>> `Numpad0` **to** `Numpad9`, `NumpadPlus`
>>>> refer to the keys on the separate numeric keypad.

Other keys are referred to by their names, such as `Esc`, `Tab`, `F1` to `F12`. Of special note are the arrow keys, `Left`, `Right` and so on.

Mouse⟲

This manual refers to mouse buttons as:

`LMB`
> Left Mouse Button

> `RMB`
>> Right Mouse Button

>> `MMB`
>>> Middle Mouse Button

>>> `Wheel`, `WheelUp` **&** `WheelDown`
>>>> Scrolling the wheel.

Blender's default key-map has two main interaction modes left-click-select & right-click-select. See the Select with Mouse Button preference.

While LMB select is default, both are fully supported and there are advantages with RMB selection, see: Learn the benefits of right-click-select.

Hovering⌁

While hovering (when the cursor is held over a button).

Properties⌁

- Ctrl-C – Copy the (single) value of the button.
- Ctrl-V – Paste the (single) value of the button.
- Ctrl-Alt-C – Copy the entire vector or color of the field.
- Ctrl-Alt-V – Paste the entire vector or color of the field.
- RMB – Open the context menu.
- Backspace – Clear the value (sets to zero or clears a text field).
- Minus – Negate number values (multiply by -1.0).
- Ctrl-Wheel – Change the value incremental steps.

  For pop-up option menus buttons, this cycles the value.

- Return – Activates menus or toggles the value.
- Alt – Hold while editing values to apply the change to all selected items (objects, bones, sequence-strips).

  This can be used for number fields and toggles.

Animation⌁

- I – Insert a keyframe.
- Alt-I – Clear the keyframe.
- Shift-Alt-I – Clear all keyframes (removing all F-Curves).
- Ctrl-D – Assign a driver.
- Ctrl-Alt-D – Clear the driver.

- K – Add a Keying Set.
- Alt-K – Clear the Keying Set.

Python Scripting⚓

- Ctrl-C – Over any Operator Buttons copies their Python command into the clipboard.

  This can be used in the Python Console or in the Text editor when writing scripts.

- Shift-Ctrl-C – Over property buttons copies their data path for this property (also available from the context menu).

  Useful when writing drivers or scripts.

- Shift-Ctrl-Alt-C – Over property buttons copies their *full* data path for the data-block and property.

  Note that in most cases it is best to access values based on the context, instead of by name.

Dragging⚓

- Ctrl – While dragging, snap to discrete steps.
- Shift – Gives precision control over the value.
- Shift-Ctrl – Precise snap will move the object with high precision along with the snapping constraint.

Text Editing⚓

- Home – Go to the start of the line.
- End – Go to the end of the line.
- Left , Right – Move the cursor a single character.
- Ctrl-Left , Ctrl-Right – Move the cursor an entire word.
- Backspace , Delete – Delete characters.
- Ctrl-Backspace , Ctrl-Delete – Delete words.
- Shift – Select while holding the key and moving the cursor.
- Ctrl-A – Select all text.
- Ctrl-C – Copy the selected text.

- Ctrl-X – Cut the selected text.
- Ctrl-V – Paste text at the cursor position.

Confirm & Cancel⤴

- Esc , RMB – Cancel.
- Return , LMB – Confirm.

Default Keymap⤴

While this isn't a comprehensive list, this page shows common keys used in Blender's default keymap.

Global Keys⤴

Ctrl-O	Open file.
Ctrl-S	Save file.
Ctrl-N	New file.
Ctrl-Z	Undo.
Shift-Ctrl-Z	Redo.
Ctrl-Q	Quit.
F1	Help *(context sensitive)*.
F2	Rename active item.
F3	Menu Search.
F4	File context menu.
F5 - F8	*Reserved for user actions.*
F9	Adjust last operation.
F10	*Reserved for user actions.*

F11	Show render window.
F12	Render the current frame.
Q	Quick access (favorites).
Ctrl-Spacebar	Toggle Maximize Area.
Ctrl-Alt-Spacebar	Toggle Fullscreen Area
Ctrl-PageUp / Ctrl-PageDown	Next/previous Workspace.

Spacebar	User configurable.
	Play
	    Toggle animation playback.
	  Tools
	    Tool switching with hotkeys (Shift-Spacebar for play).
	  Search
	    Search for actions (Shift-Spacebar for play).

Shift-Ctrl-Spacebar	Playback animation (reverse).

Common Editing Keys⬧

X	Deletes the selected item, requires a confirmation dialog.
Delete	Deletes the selected item, does not require a confirmation dialog.

Common Editor Keys⬧

These keys are shared across editors such as the 3D Viewport, UV and Graph editor.

A	Select all.
Alt-A	Select none.
Ctrl-I	Invert selection.
H	Hide selection.

Alt-H	Reveal hidden items.
T	Toggle Toolbar.
N	Toggle Sidebar.

3D Viewport Keys⤴

Tab	Edit-mode toggle.
Ctrl-Tab	Mode switching pie menu (toggles Pose Mode for armatures).
1 - 3	Edit mesh vertex/edge/face toggle (Shift extends, Ctrl expands & contracts).
AccentGrave	3D Viewport navigation pie menu.
Ctrl-AccentGrave	Toggle gizmos.
Shift-AccentGrave	Walk/Fly Navigation.

Platform Specific Keys⤴

macOS⤴

The Cmd key can be used instead of Ctrl on macOS for all but a few exceptions which conflict with the operating system.

List of additional macOS specific keys:

Cmd-Comma	Preferences.

Keymap Preferences⤴

Select with Mouse Button

> Controls which mouse button, either right or left, is used to select items in Blender. If *Left* is selected the RMB will be a context sensitive menu, if *Right* is selected the LMB will place the 3D Cursor.

Spacebar Action

Controls the action of Spacebar . These and other shortcuts can be modified in the keymap preferences.

Play

Starts playing through the Timeline, this option is good for animation or video editing work.

Tools

Opens the Toolbar underneath the cursor to quickly change the active tool. This option is good if you are doing a lot of modeling or rigging work.

Search

Opens up the Menu Search. This option is good for someone who is new to Blender and is unfamiliar with the menus and shortcuts.

Activate Gizmo Event

The activation event for gizmos that support drag motion. This option is only available when Left click *Select with Mouse Button* is chosen.

Press

Allows immediate activation, preventing click events being passed to the tool.

Drag

Allows click events to pass through to the tool, adding a small delay.

Right Mouse Select Action

The default action for the right mouse button. This option is only available when Right click *Select with Mouse Button* is chosen.

Select & Tweak

Right mouse always tweaks the selected item.

Selection Tool

Right mouse uses the selection tool.

Tool Keys

The method of keys to activate tools such as move, rotate, and scale.

Immediate

Activate actions immediately.

Active Tool

Activate the tool for editors that support tools.

Alt Click Tool Prompt

Tapping `Alt` shows a prompt in the status bar prompting a second keystroke to activate the tool. Note this option is not available when using Emulate 3 Button Mouse.

Alt Tool Access

Hold `Alt` to use the Active Tool when the gizmo would normally be required. This option is only available when Left click *Select with Mouse Button* is chosen. Note this option is not available when using Emulate 3 Button Mouse.

Alt Cursor Access

Hold `Alt-LMB` to place the Cursor (instead of `LMB`), allows tools to activate on press instead of drag. This option is only available when Right click *Select with Mouse Button* is chosen. Note this option is not available when using Emulate 3 Button Mouse.

Select All Toggles

Causes selection shortcut `A` to deselect all when any selection exists.

3D Viewport

Grave Accent / Tilde Action

Navigate

Navigation pie menu, useful on systems without a numeric keypad.

Gizmos

Transform gizmos pie menu, useful for quickly switching between transform gizmos.

Middle Mouse Action

The action when `MMB` dragging in the viewport, this also applies to trackpads.

Orbit

Rotates the view around a pivot point, `Shift-MMB` is used for panning the view.

Pan

Shifts the view towards the mouse, `Shift-MMB` is used for orbiting the view.

Alt Middle Mouse Drag Action

Relative

Set the view axis where each mouse direction maps to an axis relative to the current orientation.

Absolute

Set the view axis where each mouse direction always maps to the same axis.

Tab for Pie Menu

Causes `Tab` to open a pie menu (swaps `Tab` and `Ctrl-Tab`).

Pie Menu on Drag

This allows keys to have a secondary drag action.

`Tab`

tap

Toggles Edit Mode.

drag

Object Mode pie menu.

`Z`

tap

Toggles wireframe view.

drag

Display mode pie menu.

`AccentGrave`

tap

First person Fly/walk Navigation.

drag

View axis pie menu.

Extra Shading Pie Menu Items

Show additional items in the shading menu (`Z` key).

File Browser ⟳

Open Folders on Single Click

Navigate into folders by clicking on them once instead of twice.

Industry Compatible Keymap ⟳

While this is not a comprehensive list, this page shows common keys used in the industry compatible keymap.

General ⟳

1 - 9	Mode/Element switching
RMB	Context menu
Tab	Menu Search.
Shift-Tab	Quick access (favorites)
Return	Rename
Ctrl-Return	Render
Ctrl-[	Toggle Toolbar
Ctrl-]	Toggle Sidebar

Common Editing Keys ⟳

Backspace	Deletes the selected item, requires a confirmation dialog.
Delete	Deletes the selected item, does not require a confirmation dialog.
Ctrl-D	Duplicate
P	Set Parent

B	Proportional Editing / Soft Selection

Viewport↺

Alt-LMB	Orbit View
Alt-MMB	Pan View
Alt-RMB	Zoom View
F1 - F4	Front/Side/Top/Camera Viewpoints
F	Frame Selected
A	Frame All

Selection↺

LMB	Select
Ctrl-A	Select All
Shift-Ctrl-A	Deselect All
Ctrl-I	Select Inverse
Up	Select More
Down	Select Less
Double LMB	Select Loop
Double Alt-LMB	Select Ring
]	Select Linked

Tools↺

W , E , R	Transform Tools
Q	Box Select

D	Annotate
C	Cursor Tool

Edit Mode Tools⤴

Ctrl-E	Extrude
Ctrl-B	Bevel
I	Inset
K	Knife
Alt-C	Loop Cut

Animation⤴

Spacebar	Play/Pause
S	Set Location + Rotation + Scale keyframe
Shift-S	Insert Keyframe menu
Shift-W	Set Location Key
Shift-E	Set Rotation Key
Shift-R	Set Scale Key

Platform Specific Keys⤴

macOS⤴

The Cmd key can be used instead of Ctrl on macOS for all but a few exceptions which conflict with the operating system.