

## Blender Hotkeys Cheatsheet

General	
ESC	Stops ongoing operation
TAB	Toggles Edit/Object mode
ZKEY	Toggles Solid/Wireframe display
CTRL-Z	Undo
SHIFT-CTRL-Z	Redo
CTRL-N	Open New Default File
CTRL-O	Open File
CTRL-S	Save
SHIFT-CTRL-S	Save As
F-12	Render Camera View
CTRL-U	Save as Default
RIGHT-CLICK	Select
F-12	Render (PC Only)
Editing	
XKEY	Invoke X-Axis
YKEY	Invoke Y-Axis
ZKEY	Invoke Z-Axis
AKEY	Toggle select all/select none
BKEY	Box select
CKEY	Circle select
CKEY-LMB	Circle Mouse-over select
LKEY	Select Linked
CTRL-I	Inverse Selection
GKEY	Grab (move)
RKEY	Rotate
SKEY	Scale
XKEY	Delete
CTRL-TAB	Sub-Object Selection Menu
ALT-RMB	Loop Select
ALT-M	Merge Vertices
CTRL-ALT-RMB	Face Loop Select
CTRL-V	Vertex Menu
CTRL-E	Edge Menu
CTRL-F	Face Menu
SPACEBAR	Search Menu
CTRL-R	Loop Cut and Slide
KKEY-LMB	Knife Cut Exact
SHIFT-KKEY-LMB	Knife Cut Midpoints
VKEY	Rip Tool
SHIFT-S	Snap Menu
ALT-S	Clear Scale
ALT-R	Clear Rotation
ALT-G	Clear Location
OKEY	Proportional Editing
FKEY	Make new Face/Edge
CTRL-TAB	Vertex/Edge/Face Select
ALT-F	Fill
SHIFT-ALT-F	Beauty Fill

Navigation	
CTRL-ALT-Q	Toggle Quad View
CTRL-UP ARROW	Toggle Full Screen
NUMPAD-1	Front View
NUMPAD-3	Right Side View
NUMPAD-7	Top View
CTRL-NUMPAD-1	Back View
CTRL-NUMPAD-3	Left Side View
CTRL-NUMPAD-7	Bottom View
NKEY	Toggle 3D Editor Porperties Panel
TKEY	Toggle 3D Editor Tools Panel
NUMPAD-0	Camera View
NUMPAD-5	Toggle Perspective/Orthographic
CTRL-ALT-NUMPAD-0	Align Camera to View
JKEY	Cycle Render Slots

Modeling	
SHIFT-A	Add object
EKEY	Extrude
CTRL-LEFT MOUSE	Extrude (here)
SHIFT-E	Extrude Edges
SHIFT-D	Duplicate
ALT-D	Linked Duplicate
CTRL-P	Parent
ALT-P	Clear Parent
CTRL-J	Join Objects
PKEY	Separate
ALT-C	Convert
CTRL-H	Hooks
MKEY	Move to Layer
HKEY	Hide
SHIFT-CTRL-ALT-C	Set Origin
SHIFT-C	Reset 3D Cursor to 0,0,0
CTRL-SPACEBAR	Turn 3D Widget On/Off

Curves	
HKEY	Toggle Free/Aligned Handles
VKEY	Vector Handles
SHIFT-HKEY	Auto Handles
CTRL-CLICK	Add Control Point
WKEY	Subdivide Curve

Sculpting	
FKEY	Change Brush Size
SHIFT-F	Change Brush Strength
CTRL-F	Rotate Brush Texture