

# Blender 4.5 basic keyboard and mouse shortcuts

Sheet by SURF HPCV visualization team (visualization@surf.nl) - v1.5

## General

Open file	Ctrl + O
Save file	Ctrl + S
Quit	Ctrl + Q
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z
Cancel operation (selectively)	Escape or Mouse-R
Bring up command search menu	F3

## Windows and panels (3D view, ...)

Show/hide tool shelf	T
Show/hide sidebar	N
Maximize panel (toggle)	Ctrl + Spacebar

## Navigation (3D view, ...)

Rotate view	Mouse-M
Translate view	Shift + Mouse-M
Zoom view (stepwise)	Mouse-Wheel
Zoom view (continuous)	Ctrl + Mouse-M
Zoom region	Shift + B
Zoom all	Home
Focus selected	Numpad . (period)
Focus view	Alt + Mouse-M

## Views (3D view only)

View pie menu	` (backtick)
Quad-view (toggle)	Ctrl + Alt + Q
Perspective/orthographic view (toggle)	Numpad 5 or
Camera view (toggle)	Numpad 0 or
Wireframe view (toggle)	Shift + Z
X-ray view (toggle)	Alt + Z or
Wireframe shading	or Z → 4
Solid shading	or Z → 6
Material Preview shading	or Z → 2
Overlay (toggle)	Shift + Alt + Z

## Fly mode (3D view only)

Activate fly mode	Shift + ` (backtick)
Fly mode navigation	W S A D E Q
Confirm fly mode	Enter or Mouse-L
Cancel fly mode	Escape

## Camera (3D view only)

Set active object as camera	Ctrl + Numpad 0
Align active camera to view	Ctrl + Alt + Numpad 0

On macOS ≈ Ctrl for most operations

The key might not work the same as Alt

## Object actions

Rename active object	F2
Translate ("Grab")	G
Scale	S
Rotate	R
Limit active operation to global axis	X, Y, Z
Limit ... to local axis	X → X, ...
Limit ... to a single plane	Shift + X, ...
Delete object(s)	X (+ confirm) or Delete
Duplicate selected object(s)	Shift + D
Add object (menu)	Shift + A
Parent active to selected objects	Ctrl + P
Clear parent of selected object(s)	Alt + P

## 3D cursor (3D view only)

Set position	Shift + Mouse-R
Reset position to origin	Shift + C (also resets view)

## Simple mesh editing (3D view only)

Toggle edit mode	Tab
Edit mode: vertices   edges   faces	1   2   3 or
Edit mode: select linked	Ctrl + L

## Selections

Select single object/item	Mouse-L
Toggle object selection	Shift + Mouse-L
Select all	A
Deselect all	Alt + A or A A (quick)
Invert selection	Ctrl + I
Border select	Drag Mouse-L (or use B)
Circle select	C + drag (size: Mouse-Wheel)

## Rendering

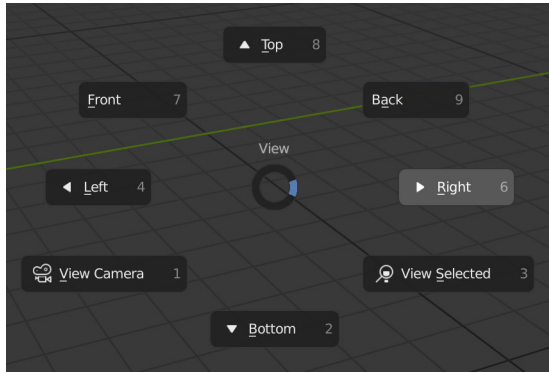
Interactive preview render	or Z → 8
Render frame (high quality)	F12
Show last render	F11
Save rendered image	Shift + S (in image view)
Cancel render / close image view	Escape
Set   clear render region	Ctrl + B   Ctrl + Alt + B

## Animation

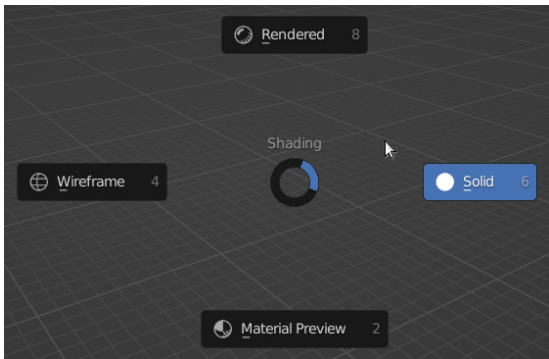
Toggle playback	Space
Set time (Timeline, Graph editor)	Shift + Mouse-R
Backward   forward 1 frame	Left   Right
Jump to first   last frame	Shift + Left   Right
Insert keyframe (menu)	K
Insert keyframe (configured values)	I
Delete keyframe at current frame	Alt + I
Jump to previous   next <i>keyframe</i>	Down   Up

# Pie menus

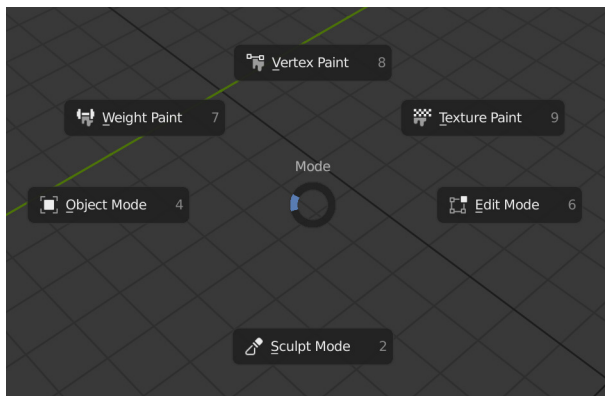
View  
(backtick)



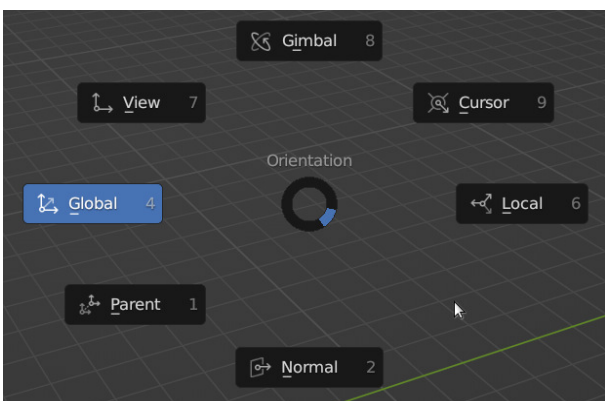
Shading  
(Z)



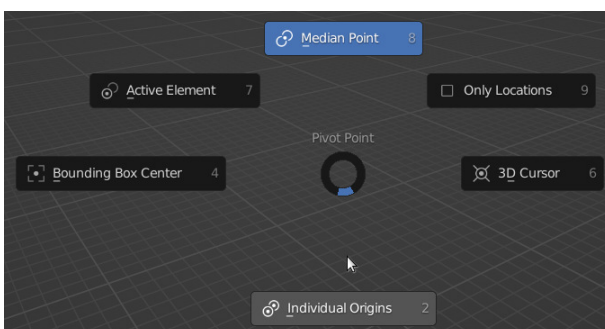
Mode  
(CTRL) + (TAB)



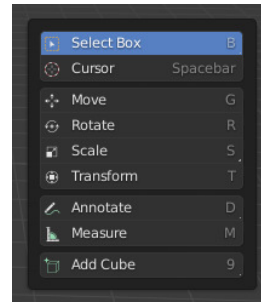
Orientation  
(comma)



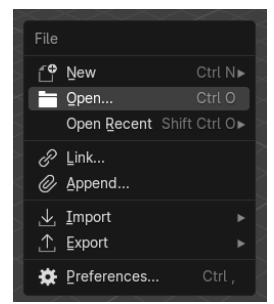
Pivot point  
(period)



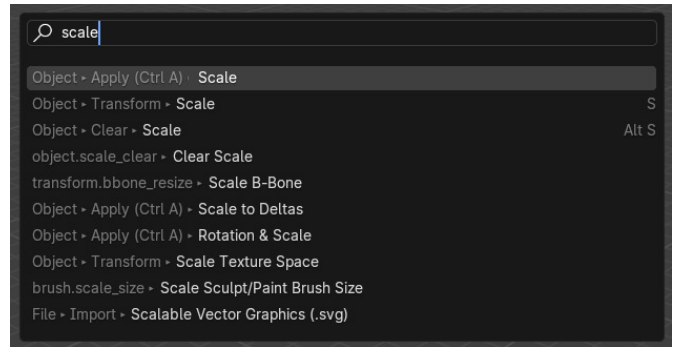
(SHIFT) + (SPACE) Tool



(F4) File context



(F3) Command search



## Properties

Tool and Workspace

Render

Output

View Layer

Scene

World

Collection

Object

Modifiers

Particles

Physics

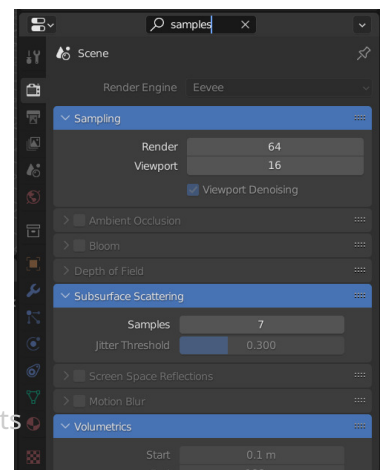
Object Constraints

Object Data

Material

Texture

(CTRL) + F Search



(SHIFT) + (A) Add

