



blender
cheat
sheet

EDIT MODE | HOTKEYS

Esc
Cancel
Render

F1 Browse
F2 Save As
F3 Save Render
F4 Logic Panel

F5 Materials Panel
F6 Textures Panel
F7 Object Panel(s)
F8 World Settings

F9 Editing Panel
F10 Render Settings
F11 Show last Render
F12 Render

Print
Scroll
Pause

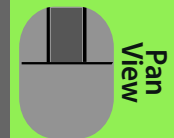
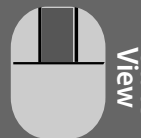
Blender 2.4x
Basic shortcut keys

| | | | | | | | | | | | | | |
|--|-----------------------------------|-----------------------|--|---|---|--|-----------------------------------|----------------------------|----------------------------|---------------|-------|------|-----------|
| ` | 1 Layer 1 (front) (back) | 2 Layer 2 | 3 Layer 3 (right) (left) | 4 Layer 4 | 5 Layer 5 (perspective /ortho) | 6 Layer 6 | 7 Layer 7 (top) (bottom) | 8 Layer 8 | 9 Layer 9 | 0 Layer 10 | - | = | Backspace |
| Tab Object/Edit SELECT MODE: Vert/Edge/Face | Q | W Specials Menu | E Extrude Edge Spec. Crease | R Rotate Loop Cut | T Triangulate | Y Axis Split | U UnWrap UV | I Keyframe | O Prop'l Edit | P Separate | (|) | Enter |
| Caps Locks | A Select All / Deselect All | S Scale | D Draw Mode Duplicate | F Fill (edge/face) Camera Fly Face Specials | G Move | H Hide UnHide | J Tri > Quad | K | L Select Linked | ; | ' | # | |
| Shift | Z Axis Shading (wire/solid) | X Axis Delete | C Center on 3D Cursor | V Rip | B Box/Brush SELECTION | N Properties Normals Out Normals Inside | M Mirror Transform Merge | ' Pivot on Selection | · Pivot on 3D Cursor | / | Shift | | |
| Ctrl | Win | Alt | Space Add... Manipulator Change(translate, rotate, scale, combo) Orientation Change(global, local, normal) | | | | | | Alt Option | Win | Menu | Ctrl | |

| | | |
|---------------------|------------------------|--------------------|
| Ins | Home View All | Up |
| Del | End | Down |
| | ^ Next 10 Frame | |
| < Prev. Frame | v Prev. 10 Frame | > Next Frame |

| | | | |
|---------------|-----------------------------|---------------|---------------|
| Num Lock | / | * | - Zoom Out |
| 7 Top | 8 View Up | 9 | + Zoom In |
| 4 View Lft | 5 Perspective | 6 View Rgt | |
| 1 Front | 2 View Dwn | 3 Side | |
| 0 Camera | · Center on Selection | Enter | |

MOUSE NAVIGATION



CTRL+ALT+0
Snap Camera
to VIEW



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OBJECT MODE | HOTKEYS

Esc
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Basic shortcut keys

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|----------------------------|-----------------------------------|------------------------|--|---|--|--|-----------------------------------|----------------------------|----------------------------|---------------|-------|------|-----------|
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| Tab Object/Edit MODE | Q | W Boolean Menu | E | R Rotate Clear Rotat. | T Cam.Track | Y Axis | U Single User | I Keyframe | O Game Mode | P | (|) | Enter |
| Caps Locks | A Select All / Deselect All | S Scale Clear Scale | D Draw Mode Duplicate | F Fill (edge/face) Camera Fly Face Specials | G Move Clear Locat. | H Hide UnHide | J Join Tri > Quad | K | L Make Local | ; | ' | # | |
| Shift | Z Axis Shading (wire/solid) | X Axis Delete | C Center on 3D Cursor | V Vertex Paint | B Box/Brush SELECTION Zoom Border | N Properties Normals Out Normals Inside | M Mirror Transform Merge | ' Pivot on Selection | · Pivot on 3D Cursor | / | Shift | | |
| Ctrl | Win | Alt Option | Space Add... Manipulator Change(translate, rotate, scale, combo) Orientation Change(global, local, normal) | | | | | | Alt Option | Win | Menu | Ctrl | |

| | | |
|---------------------|------------------------|--------------------|
| Ins | Home View All | Up |
| Del | End | Down |
| | ^ Next 10 Frame | |
| < Prev. Frame | v Prev. 10 Frame | > Next Frame |

| | | | |
|---------------|-----------------------------|---------------|---------------|
| Num Lock | / | * | - Zoom Out |
| 7 Top | 8 View Up | 9 | + Zoom In |
| 4 View Lft | 5 Perspective | 6 View Rgt | |
| 1 Front | 2 View Dwn | 3 Side | |
| 0 Camera | · Center on Selection | Enter | |