# Blender 2.75 Cheatsheet

#### General

ESC Stops ongoing operation
TAB Toggles Edit/Object mode
Z Toggles Solid/Wireframe display
Ctrl-Z Undo
Shift-Ctrl-Z Redo

Ctrl-N Open New Default File
Ctrl-O Open 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**

X Invoke X-Axis
Y Invoke Y-Axis
Z Invoke Z-Axis
B Box select
C Circle select

C-LMB Circle Mouse-over select
L Select Linked
Ctrl-I Inverse Selection
G Grab (move)
R Rotate
S Scale

X Delete Ctrl-TAB Sub-Object Selection Menu

Ctrl-TAB Meta-RMB **Loop Select Merge Vertices** Meta-M Ctrl-Meta-RMB Face Loop Select Ctrl-V Vertex Menu Ctrl-E Edge Menu Ctrl-F Face Men Menu **SPACEBAR** Search Menu Ctrl-R **Loop Cut and Slide** Knife Cut Exact K-LMB Shift-K-LMB **Knife Cut Midpoints** Rip Tool Shift-S Snap Menu Clear Scale Meta-S Meta-R **Clear Rotation** Meta-G **Clear Location** 0 **Proportional Editing** 

Make new Face/Edge

Ctrl-TAB Vertex/Edge/Face Select
Meta-F Fill
Shift-Meta-FBeauty Fill

#### **Modeling**

Shift-A

E Extrude
Ctrl-LEFT MOUSE Extrude (here)
Shift-E Extrude Edges

A Toggle select all/select none

Shift-E Shift-D Duplicate Linked Duplicate Meta-D Ctrl-P Parent Meta-P **Clear Parent** Ctrl-J Join Objects Separate Meta-C Convert Ctrl-H Hooks Move to Layer Hide Shift-Ctrl-Meta-C Set Origin

Shift-C Reset 3D Cursor to 0,0,0
Ctrl-SPACEBAR Turn 3D Widget On/Off
Ctrl+A Transform Popup
Alt+S Scale along Normals

## **Navigation**

Ctrl-Meta-Q **Toggle Quad View** Ctrl-UPARROW Toggle Full Screen NUMPAD-1 Front View NUMPAD-3 **Right Side View NUMPAD-7** Top View Ctrl-NUMPAD-1 Back View Left Side View Ctrl-NUMPAD-3 Ctrl-NUMPAD-7 **Bottom View** 

N Toggle 3D Editor Porperties Panel Toggle 3D Editor Tools Panel

NUMPAD-O Camera View

NUMPAD-5 Toggle Perspective/Orthographic

Ctrl-Meta-NUMPAD-O Align Camera to View Cycle Render Slots

## **Sculpting**

F Change Brush Size
Shift-F Change Brush Strength
Ctrl-F Rotate Brush Texture

#### **Others**

H Toggle Free/Aligned Handles
V Vector Handles
Shift-H Auto Handles
Ctrl-CLICK Add Control Point
W Subdivide Curve
Shift+C Snap Popup (3D cursor)
Num-, Reset Mouse Wheel Zoom