Blender 2.78
Cheatsheet

english

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-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)
F-3	History

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
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 Men Menu
SPACEBAR	Search Menu
Ctrl-R	Loop Cut and Slide
K-LMB	Knife Cut Exact
Shift-K-LMB	Knife Cut Midpoints
V	Rip Tool
Shift-S	Snap Menu
Alt-S	Clear Scale
Alt-R	Clear Rotation
Alt-G	Clear Location
O	Proportional Editing
F	Make new Face/Edge
Ctrl-TAB	Vertex/Edge/Face Select
Alt-F	Fill
Shift-Alt-FBeauty	Fill
Shift+W	Bending Objects
Alt+C	Convert: Loop<->Curve
Ctrl+A	Apply Scale/Rotation/Locatioon
Ctrl+B	Bevel-Edge
Ctrl+P	Parent Vertex
Ctrl+Alt+Z	Undo History
Shift+S	Snap 3D Cursor
Ctrl+Alt+P	Make Proxy
Ctrl+Alt+S	Smooth
G+G+Alt(hold)	Extend Edge Slide
Ctrl+Shift+R	Edge Loop Offset
Ctrl+Alt+Space	Custom Transform Orientation
Alt+D	Instanciate

Modeling

Shift-A	A Toggle select all/select none
E	Extrude
Ctrl-LEFT	MOUSE Extrude (here)
Shift-E	Extrude Edges
Shift-D	Duplicate
Alt-D	Linked Duplicate
Ctrl-P	Make
Alt-P	Clear Parent
Ctrl-J	Join Objects
P	Separate
Alt-C	Convert
Ctrl-H	Hooks
M	Move to Layer
H	Hide
Shift-Ctrl-Alt-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-Alt-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
Ctrl-NUMPAD-3	Left Side View
Ctrl-NUMPAD-7	Bottom View
N	Toggle 3D Editor Porperties Panel
T	Toggle 3D Editor Tools Panel
NUMPAD-0	Camera View
NUMPAD-5	Toggle Perspective/Orthographic
Ctrl-Alt-NUMPAD-0	Align Camera to View
J	Cycle Render Slots

Sculpting

F	Change Brush Size
Shift-F	Change Brush Strength
Ctrl-F	Rotate Brush Texture
Ctrl+Shift+A	Apply Dupliverts

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

Some AddOns

Layer Management, Texture Atlas, Node Render, Precise Align, Origin Move, Pie Menu