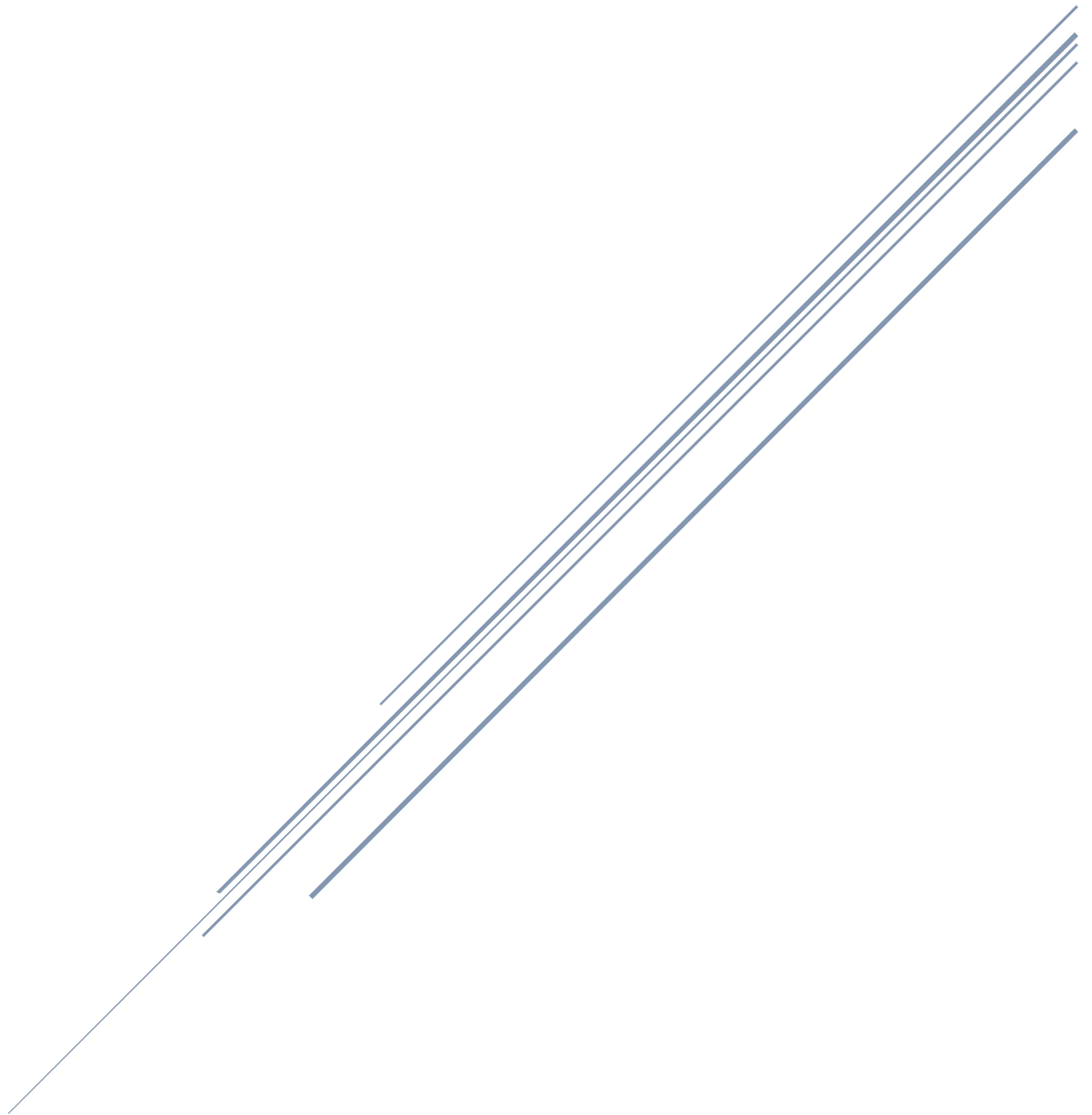


BLENDER 2.8 SHORTCUTS

Yamani Álvarez González



Escuela Superior de Cómputo
Computer Animation

General

Toolbar	T
Properties	N
Add object	Shift + A
Delete	X
Move	G
Scale	S
Rotate	R
Duplicate	Shift + D
Hide	H
Unhide all	Alt + H
Hide all except selected	Shift + H
Circle select	C
Brush size	F
Extrude	E
Edit/object mode	TAB
Vertex select mode	1 (typing keys)
Edge select mode	2 (typing keys)
Face select mode	3 (typing keys)

View

Numpad	
Camera	0
Front	1
Down	2
Side	3
Left	4
Perspective/orthogonal	5
Right	6
Top	7
Up	8
Opposite	9

Animation

Render	F12
Render animation	Ctrl + F12
Play/pause	Space
Next/previous frame	Left/right arrow
Add keyframe	I
Delete keyframe	Alt + I