

Blender Interface

Numeric key-pad shortcuts

Localises the view on the currently selected object (hides other objects)

+Ctrl key modifier

- Ctrl + 1 - Back view
- 2 - Pan down
- 3 - Left view
- 4 - Pan left
- 5 -
- 6 - Pan right
- 7 - Bottom view
- 8 - Pan up
- 9 -
- 0 - Use selected object as camera
- - Contract selection
- + - Expand selection
- / -

Useful keyboard shortcuts

Ctrl + Alt + Q	Split the viewport into 4 quadrant viewports - 3 orthographic and 1 perspective/orthographic/camera view (user defineable). This key combination toggles from one arrangement to the other.
Ctrl + Alt + W	Opens a new Blender window – very useful with multi-monitor setups and virtual desktops.
Shift + Space	Maximises the focussed (the one with the mouse pointer over it) editor panel to fill the available Blender window (toggles from one state to another).
Z	Wireframe view of objects (depending on what you're doing – this can also refer to the Z axis if you're carrying out a transform).
Shift + A	Add an object to the scene.
Ctrl + Space	Hide the 3D manipulator tool (useful when it gets in the way of selections).
B	Border select – allows the definition of a rectangular area for selection.
Shift + B	Border zoom – allows the definition of rectangular area to zoom into.
Tab	Toggles Edit/Object modes.
Ctrl + Tab	(in Edit mode) Calls up a selection menu for Vertices, Edges or Faces (V , E , and F are the corresponding shortcuts used in conjunction with this menu to select the components via the keyboard).
E	(in Edit mode) Extrude selected Face, Vertex, or edge (or groups of). Alt + E offers a menu for extruding groups of faces etc. as individuals or in groups.
Ctrl + [E, F, V]	(in Edit mode) Brings up a menu of operations specific to Edges, Faces or Vertices, depending on which letter comes after Ctrl is pressed.
Ctrl + R	(in Edit mode) Adds a loop of edges around consecutively connected 4-point polygons (quads). Click first to select loop then drag to position.
N	Toggles the Properties view in the 3D editor panel.
T	Toggles the Tool box in the 3D editor panel.
G	'Grab' (move). Translate an object or component. G + X, Y or Z will restrict translation to a particular axis.
R	Rotate. As for G , R + X, Y or Z will restrict rotation to around a particular axis.
S	Scale. As for G , S + X, Y or Z will restrict scaling to along a particular axis.

Record shortcuts as you find them below:

Alt + M

F