

Object Mode		Object Mode (cont)	Commons shortcuts (cont)
Alt + C	Convert menu	U Make Single User menu	CTRL + Alt + O Link file
Alt + G	Reset location	W Specials menu	CTRL + Alt + P Make Proxy
Alt + O	Clear Origin on children		
Alt + R	Clear rotation		
Alt + S	Reset Scale		
Alt + Shift + G	Remove selected from active group	,	CTRL + Alt + Q Quad View toggle
Alt + T	Clear Track menu	.	
CTRL + A	Apply menu (such as freeze transforms)	A Select all / Deselect all	CTRL + Alt + Shift + C Set Origin menu
CTRL + Alt + H	Allow selected to render	Alt + . Active Object pivot	CTRL + Alt + U User Preferences window
CTRL + H	Restrict selected from render	Alt + A Play animation toggle	CTRL + F12 Render animation
CTRL + J	Join selected objects	Alt + B Isolate 3D view toggle	
CTRL + L	Make Links menu	Alt + D Linked Duplicate (Instance)	
CTRL + N	Reload Start-up File	Alt + G Ungroup (Node Editor)	
CTRL + Shift + A	Make Dupliverts Real	Alt + H Unhide all	
CTRL + Shift + C	Add Constraint menu	Alt + I Delete keyframe	
CTRL + Shift + G	Add selected to active group	Alt + # View layer 11 - 20	
CTRL + T	Make Track menu	Keyboard	
CTRL + Tab	Object Mode / Weight Paint Mode toggle	Alt + O Smooth Keys (F-Curve Editor)	
L	Make Local menu	Alt + P Clear Parent menu	CTRL + M Mirror object over an axis
M	Move object to a different layer	Alt + Shift + A Play animation in reverse toggle	CTRL + NUM 0 Turn selected object into active camera
P	Start Game Engine	Alt + Spacebar Orientation menu	CTRL + NUM 1 Back view
Shift + G	Select Grouped menu	B Border select (marquee select)	CTRL + NUM 3 Other side view
Shift + L	Select Linked menu	C Circle select (brush select)	CTRL + NUM 7 Bottom view
		CTRL + # Add Subsurf modifier with that # of levels	CTRL + O Open file
		CTRL + , Median Point pivot	CTRL + P Make Parent
		CTRL + . Individual Centers pivot	CTRL + Q Quit Blender
		CTRL + Alt + NUM 0 Move camera to current view	CTRL + S Save File
			CTRL + Shift + P Make Parent without Inverse
			CTRL + Shift + Z Redo
			CTRL + Tab Object Mode / Pose Mode toggle (Armatures)
			CTRL + U Save User Settings



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Commons shortcuts (cont)		Commons shortcuts (cont)	Commons shortcuts (cont)
CTRL + Up/Down	Arrows Maximize current view toggle	NUM 2/NUM 8	Rotate view up/down in iterations
CTRL + W	Save File	NUM 3	Side view
CTRL + Z	Undo	NUM 4/NUM 6	Rotate view left/right in iterations
CTRL + Spacebar	Transform Manipulator toggle	NUM 5	Perspective/Orthographic view toggle
E	End frame assign (Timeline window)	NUM 7	Top view
F1	Open file	O	Clean Keyframes (F-Curve Editor)
F11	Show last closed rendered image	R	Rotate
F12	Render current frame	S	Scale / Start frame assign (Timeline window)
F2	Save As	Shift + Spacebar	Maximize current view toggle
F3	Repeat History menu / Save Rendered Image (UV/Image Editor)	Shift + A	Add menu
G	Move (Grab)	Shift + Alt + T	Scale Texture Space
H	Hide selected / Minimize node toggle (Node window)	Shift + B	Marquee zoom / Set render border (Active Camera)
HOME	Frame all in view	Shift + C	3D Cursor to origin
I	Insert Keyframe menu	Shift + D	Duplicate
J	Save last render (Render window)	Shift + F	Camera Fly mode
Keyboard	# View layer 1 - 10	Shift + F1	Link/Append from Library
Left/Right	Arrow Increase 1 frame	Shift + F10	UV/Image Editor
M	Add Marker (Action Editor) / Add Marker (Timeline)	Shift + F11	Text Editor
N	Properties panel toggle	Shift + F12	Dope Sheet
NUM .	Frame selected in view	Shift + F2	Logic Editor
NUM /	Global/Local view toggle	Shift + F3	Node Editor
NUM 0	Active camera view	Shift + F4	Python Console
NUM 1	Front view	Shift + F5	3D view
		Shift + F6	Graph Editor



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Editing mode		Editing mode (cont)		Pose Mode	
Alt + C	Close / Open a curve	CTRL	Tilt (Curves)	CTRL + Alt + I	Remove IK constraint
Alt + E	Extrude menu	+ T		CTRL + N	Recalculate Roll menu
Alt + F	Fill create faces	CTRL	Mesh Select Mode menu	Shift + I	Add IK menu
Alt + J	Covert selected triangles to Quads	+ Tab			
Alt + M	Merge menu	CTRL	Vertices menu		
Alt + O	Proportional Editing connected toggle	+ V			
Alt + P	Unpin vertices (UV/Image Editor)	E	Extrude region	C	Clay brush
Alt + S	Shrink / Fatten	F	Create Edge (2 vertices selected) / Create Face (3+ vertices selected)	D	Draw brush
Alt + Shift + F	Beauty Fill create faces	L	Select Linked Components	F	Brush size adjust
Alt + T	Reset Tilt (Curves)	LMB	Knife cut	G	Grab brush
CTRL + Alt + Shift + F	Select linked flat faces (Face Mode only)	+ K		I	Inflate brush
CTRL + E	Edges menu	LMB	Knife cut midpoint	L	Layer brush
CTRL + F	Faces menu	+ Shift		P	Pinch/Magnify brush
CTRL + G	Vertex Groups menu	+ K		S	Smooth brush
CTRL + H	Hooks menu	O	Proportional Editing on/off toggle	Shift + F	Brush strength adjust
CTRL + LMB click	Extrude / Create new component or bone	P	Pin vertices (UV/Image Editor) / Separate	Shift + T	Flatten/Contrast brush
CTRL + N	Recalculate normals to outside	Shift + E	Crease / Set Keyframe Extrapolation menu (Graph Editor)		
CTRL + P	Make Vertex Parent	Shift + G	Select Similar menu		
CTRL + R	Loop Cut	G			
CTRL + Shift + F	Edge Flip	Shift + O	Proportional Editing Falloff type toggle		
CTRL + Shift + N	Recalculate normals to inside	Shift + R	Select Row from selected vertex (NURBS surface)		
CTRL + T	Convert selected faces to triangles	Shift + W	Warp		
		W			
		U	UV Mapping menu		
		V	Rip selected vertices / Set Handle Type menu (curves)		
		W	Specials menu (varies per object) / Weld / Align menu (UV/Image Editor)		
		Y	Split Vertex / Edge / Face		



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