Cheatography

Blender Cheat Sheet Keyboard Shortcuts

by Sammyjenkins via cheatography.com/209024/cs/44935/

NAVIGATION

Q	Box Selection Tool
W	Move (translate) Tool
E	Rotation Tool
R	Scale Tool
Alt LMB	Rotate View
Alt MMB	Pan View
Alt RMB	Zoom View

Self explanatory. Just simple industry standard nav.

Conform Object

Ctrl + RMB	Conform Object

Mesh mode

Select the mesh you want to conform first, then select the mesh you want it to conform to.
https://www.blendermarket.com/products/-conform-object

Smart Loops Toolkit

Ctrl + RMB	Smart Loops

When in edit mode
https://www.blendermarket.com/products/-smart-loops-toolkit

Quick Brige

Ctrl + RMB	Quick Bridge

When in edit mode
https://kushiro.gumroad.com/l/qignp

Round Inset

Ctrl + RMB	Round Inset

When in edit mode
https://www.blendermarket.com/products/-round-inset

MENUS (pies, etc)

RMB	Marking Menu
Space Bar	Quad Menu
Shift RMB	Special Tools Menu
Alt T	Workspace Tab Switcher Menu
` (Tilda)	Quick Favorites

Hotkeys to bring up pie menus

ADDITIONAL

Shift Ctrl RMB	Set 3D Cursor
Ctrl D	Show/Hide 3D Cursor
D	Show/Hide Origin
D then V	Snap Origin to Vertices

Quicksnap

Ctrl + Shift + V	Context Menu
1	Vert Snapping
2	Edge Snapping
3	Face Snapping

https://www.blendermarket.com/products/-quicksnap

Playblast

Mode Shelf (Next to Object)

https://www.blendermarket.com/products/-playblast

RizomUV Bridge

Found in the N-Panel

No specific hotkeys -- Seek tutorials
https://www.youtube.com/watch?v=96FR-sULyNR8&t=1s
https://blendermarket.com/products/rizo-muv-bridge

MODELING

Ctrl E	Extrude (Along Normals)
G	Create Edge/Face
Alt E	Isolate Select (Local View)
F	Frame Selected
Alt F	Frame Selected (Single Region instead of All Regions, use in Quadview)
Shift >	Select More
Shift <	Select Less

Just a few Modeling hotkeys

3-Points Align

Shift Q

When in mesh mode

- Follow steps on screen
https://www.youtube.com/watch?v=WohY-WCApftI
https://www.artstation.com/marketplace/-p/wwvRz/3-points-align-blender-addon

World Align

See N-Panel
When in edit mode
-Select some of the mesh front faces, store in Side 1
-Select some of the mesh side face, store in Side 2
-Click Align
https://www.youtube.com/watch?v=fYuQ-aj2aUMA
https://www.artstation.com/marketplace/-p/8o9V/world-align-blender-add-on

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