Cheatography

Blender 3.0 from Blender Guru tutorials Keyboard Shortcuts

by vwqekquy via cheatography.com/173122/cs/36374/

General (Most window types)	
Toolbar	T
Properties	N
Add Object/Node	Shift + A
Delete	X or Delete
Search for Function	F3
Move	G
Scale	S
Rotate	R
... along axis	_ then X/Y/Z
… along local axis	_ then X,X/Y,-Y/Z,Z
Trackball Rotate	R, R
Precise movement	Shift (hold)
Incremental movement	Ctrl (hold)
Duplicate	Shift + D
Duplicate Linked	Alt + D
Hide	H
unhine	Alt + H
Hide all Except Selected	Shift + H
Annotate	D (hold) + LMB (drag)
Erase Annotation	D (hold) + RMB (drag)
Quick favs menu	Q

Change Window Type (Under Cursor)	
Movie Clip	Shift + F2
Nodes	Shift + F3
Python Console	Shift + F4
3d Viewport	Shift + F5
Graph	Shift + F6
Properties	Shift + F7
Video Sequencer	Shift + F8
Outliner	Shift + F9
UV/Image	Shift + F10
Text	Shift + F11
Dope Sheet	Shift + F12

Window General (most window types)	
Toolbar	T
Properties bar	N
Maximise Area (but keep toolbar)	Ctrl + Space
Fullscreen Area	Ctrl + Alt + Space
Quad view	Ctrl + Alt + Q

Graph Editor	
Add Keyframe at Cursor	Ctrl + RMB
Properties and Modifiers	N
Lock Selected Channel	TAB

Sculpting	
Brush Selection	Shift + Space
Brush Size	F
Brush Strength	Shift + F
Brush Angle	Ctrl + F
Angle Control	R
Stroke Control	E

Sculpting (cont)	
Mask (box)	B
Mask (brush)	M
Clear Mask	Alt + M
Invert Mask	Ctrl + i
Hide (box)	H

Image Editor (Paint)	
Create New Blank Image	Alt + N
Open Image	Alt + O
Brush Properties	N
Brush Size	F
Brush Strength	Shift + F
Sample Color	S
Flip Color	X

Selection (Edit Mode)	
Select Connected Mesh	Ctrl + L
Select Connected Mesh Under Cursor	L
Select Edge Loop	Alt + LMB
Select Edge Ring	Ctrl + Alt + RMB
Vertex Select Mode	1
Edge Select Mode	2
Face Select Mode	3
Mirror current selection	Ctrl + Shift + M
Grow/Shrink Selection	Ctrl +/-
Edge Crease	Ctrl + E

Navigation (3D viewport)	
Orbit	MMB
Pan	Shift + MMB
Zoom In/Out	Scroll or Ctrl + MMB
Fly	Shift + ~

View (3D viewport) on numpad	
Isolate	/
Focus	.
Camera	0
Front	1
Down	2
Side	3
Left	4
Persp/Ortho	5
Right	6
Top	7
Up	8
Opposite	9
View Pie Menu	~
Fast View Switch	Alt + MMB (drag)
Show All Objects	Home
Zoom to region	Shift + B

Curve Editing (Edit mode)	
Add new handle	E or Ctrl + RMB
Change handle type	V
Delete but maintain connection	Ctrl + X
Close curve	Alt + C
Tilt	Ctrl + T
Clear Tilt	Alt + T

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Texturing (Edit Mode)	
Unwrap	U
Mark Seam	Ctrl + E

Nodes (Materials / Compositor)	
Cut Connection	Ctrl + RMB (drag)
Connect selected	F
Properties	N
Delete selected but maintain connection	Ctrl + X
Duplicate selected and maintain connection	Ctrl + Shift + D
Mute Selected	M
Group Selected	Ctrl + G
Ungroup Selected	Ctrl + Alt + G
Enter/Exit Group (Toggle)	TAB
Frame Selected Nodes	Ctrl + J
Show/Hide inactive node slots	Ctrl + H

Rigging (Armatures)	
Add new bone	E
Duplicate bone	Shift + D
Bone Settings	Shift + W
Roll	Ctrl + R
Clear Roll	Alt + R
Recalculate Roll	Shift + N
Align bone	Ctrl + Alt + A
Switch bone direction	Alt + F

Rigging (Armatures) (cont)	
Dissolve Bone	Ctrl + X
Dissolve bones	Ctrl + X
Split	Y
Separate	P
Scroll Hierarchy	] and [

Rendering	
Render	F12
Render Animation	Ctrl + F12
Playback rendered animation	Ctrl + F11
Set Render Region	Ctrl + B
Clear Render Region	Ctrl + Alt + B

Object Mode (3D viewport)	
Mode Pie Menu	Ctrl + TAB
Edit/Object mode toggle	TAB
Mirror	Ctrl + M then X/Y/Z (or MMB (drag))
Set Parent (to last selected)	Ctrl + P
Clear Parent	Alt + P
Toggle Snapping	Shift + TAB
Clear Location	Alt + G
Clear Rotation	Alt + R
Clear Scale	Alt + S
Apply Location / Scale / Rotation	Ctrl + A

Object Mode (3D viewport) (cont)	
Join Selected Objects	Ctrl + J
Copy Attributes to New Objects	Ctrl + L
Add Subdivision level	Ctrl + 0/1/2/3/4/5
Mask view to region / Clear mask	Alt + B
Center 3D cursor	Shift + C
Move active object to collection	M
Move Active Camera to view	Ctrl + Alt + Numpad 0
Set as Active Camera	Ctrl + Numpad 0

Modelling (Edit Mode)	
Extrude	E
Inset	i
Bevel	Ctrl + B
Bevel Vertices	Ctrl + Shift + B
Loop cut	Ctrl + R
Vertex/Edge Slide	G,G
Knife	K
Fill Face	F
Shear	Ctrl + Shift + Alt + S
Bend	Shift + W
Split	Y
Rip	V
Rip Fill	Alt + V

Modelling (Edit Mode) (cont)	
Merge	M
Recalculate Normals	Shift + N
Invert Normals	Ctrl + Shift + N
Proportional Editing On/Off	O
Proportional Falloff Type	Shift + O
Separate to new object	P

Posing Mode	
Add Keyframe	i
Clear Location	Alt + G
Clear Rotation	Alt + R
Clear Scale	Alt + S
Apply Pose	Ctrl + A
Propagate Pose	Alt + P
Push Pose from Breakdown	Ctrl + E
Relax Pose to Breakdown	Alt + E
Pose Breakdowner	Shift + E
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add IK	Shift + i
Add Pose to Library	Shift + L
Paste Pose Flipped	Ctrl + Shift + V
Add Constraint	Ctrl + Shift + C

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Animation General

Play/Pause Playback	Space
Reverse Play	Ctrl + Shift + Space
Scroll through frames	Alt + Scroll
Next/Previous Frame	Left/Right arrow
First/Last Frame	Shift + Left/Right arrow
Jump to Keyframe	Up/Down arrow
Add Keyframe on current frame	i
Delete Keyframe on current frame	Alt +

General Selection (most window types)

Select	LMB
Select All	A
Deselect All	Alt + A or A,A
Marquee Box Select	B or LMB (drag)
Circle Select	C
Lasso Select	Ctrl + RMB
Invert Selection	Ctrl + i
Select Linked	Shift + L
Select Similar	Shift + G
Select from many	Alt + LMB

Shading (3D viewport)

Shading Pie Menu	Z
Toggle X-Ray	Alt + Z

Pie Menus

Pivot point pie menu	.
Snap pie menu	Shift + S
Orientation pie menu	,

Animation (Timeline / Dopesheet / Graph Editor)

Toggle Dopesheet	Ctrl + TAB
Toggle Frames/Seconds	Ctrl + T
Zoom to fit active keyframes	Home or . (Numpad)
Set Keyframe Interpolation	T
Set Keyframe Handle Type	V
Set Keyframe Extrapolation	Shift + E
Mirror Keyframes	Ctrl + M
Set Preview Range	P then LMB (drag)
Auto set preview range	Ctrl + Alt + P
Clear Preview	Alt + P
Marker	M
Rename Marker	Ctrl + M

Animation (Timeline / Dopesheet / Graph Editor) (cont)

Bind Selected Camera to Selected Marker	Ctrl + B
Select keyframes before/after current frame	[/]
Select all keyframes on current frame	Ctrl + K

Compositor

Move backdrop	Alt + MMB
Zoom backdrop	V / Alt + V
Properties and performance	N

Image Editor (View)

Properties, Scopes, Slots and Metadata	N
View at 100%	1 (Numpad)
View to Fit	Shift + Home
Next Render Slot	J
Previous Render Slot	Alt + J
Select Render Slot	1-8
Save Image	Alt + S
Save Image As	Shift + S

UV Editor

Select Island	L (under cursor) or Ctrl + L
Stitch	V
Weld	Shift + W
Pin	P
Unpin	Alt + P
Select Pinned	Shift + P

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