

General - Navigation

Rotate	MMB + Drag
Pan	Shift + MMB + Drag
Zoom	Mousewheel
Select	LMB (RMB optional)

General - General

Animation Playback	Space*
Search	F3
Delete	X
Join Objects	Ctrl + J
Mirror on X/Y/Z axis	Ctrl + M + X/Y/Z
Undo	Ctrl + Z
Redo	Shift + Ctrl + Z

General - View

Views Pie Menu	^
Center Selected	Numpad ,
Toggle Maximize Area	Ctrl + Space
Toggle Full Screen Area	Ctrl + Alt + Space
Toggle X-Ray View	Alt + Z
Toggle Wireframe View	Shift + Z
Shading Pie Menu	Z
Relative View Axis Switching	Alt + Drag MMB
Top View	Numpad 7
Front View	Numpad 1
Right View	Numpad 3
Bottom View	Shift + Numpad 7
Back View	Shift + Numpad 1
Left View	Shift + Numpad 3
Walk Navigation	Shift + ^

General - Transform

Grab	G
Rotate	R
Scale	S
Move	G
Move along global axis	G + X/Y/Z
Move along local axis	G + XX/YY/ZZ
Scale	S
Scale along global axis	S + X/Y/Z
Scale along local axis	S + XX/YY/ZZ
Rotate	R
Rotate along global axis	R + X/Y/Z
Rotate along local axis	R + XX/YY/ZZ
Free Rotate	R + R
Duplicate	Shift + D
Duplicate Linked	Alt + D
Apply Transform	Ctrl + A
Reset Position	Alt + G
Reset Rotation	Alt + R
Reset Scale	Alt + S
Snapping Toggle	Shift + Tab

General - Selection

Select	LMB*
Select All	A
Deselect All	Alt + A (quick doubletap A)
Border Select	B or Drag LMB
Circle Select	C
Select Grouped	Shift + G
Invert Selection	Ctrl + I
Select Linked	Shift + L



General - Modes

Edit/Object Mode	Tab
All Modes (Pie Menu)	Ctrl + Tab

General - Menus

Tool Shelf Toggle	T
Sidebar Toggle	N
Quick Favorites	Q
Add Menu	Shift + A
Object Context Menu	RMB*
Orientation Pie Menu	,
Pivot Pie Menu	.
Window Context Menu	F4
Snapping Pie Menu	Shift + S

* If you have chosen Right Click Select (in the User Preferences under Input), the Object Context Menu is accessible via the W key.

General - Editors

3D Viewport	Shift + F5
Image/UV Editor	Shift + F10
Shader Editor	Shift + F3
Compositing/Texture Node Editor	Shift + F3
Video Sequencer	Shift + F8
Movie Clip Editor	Shift + F2
Dope Sheet/Timeline	Shift + F12
Graph Editor/Drivers	Shift + F6
Text Editor	Shift + F11
Python Console	Shift + F4
Outliner	Shift + F9
Properties	Shift + F7
File Browser	Shift + F1

General - Hide/Unhide

Hide	H
Unhide All	Alt + H
Hide Unselected	Shift + H
Local View	/

General - Relationships

Set Parent	Ctrl + P
Clear Parent	Alt + P
Make Links	Ctrl + L

General - Camera

Camera View	Numpad 0
Align Camera to View	Ctrl + Alt + Numpad 0
Set Active Object as Camera	Ctrl + Numpad 0

General - File

Save	Ctrl + S
Save As	Ctrl + Shift + S
New File	Ctrl + N
File Context Menu	F2
Quit Blender	Ctrl + Q

General - Rendering

Render Image	F12
Render Animation	Ctrl + F12
Play Rendered Animation	Ctrl + F11
Set Render Region	Ctrl + B
Reset Render Region	Ctrl + Alt + B



Edit Mode - Selection

Vertex Selection	1
Edge Selection	2
Face Selection	3
Select Linked	Ctrl + L
Select Linked under Cursor	L
Grow/Shrink Selection	Ctrl + +/-
Select Edge Loop	Alt + RMB*
Select Edge Ring	Ctrl + Alt + RMB*
Slide Edge Selection	G + G
Select Mirror	Ctrl + Shift + M

* Left Mouse Button, if the Select with is set to Left Mouse Button in the Preferences under Input.

Edit Mode - Tools

Extrude	E
Bevel	Ctrl + B
Loopcut	Ctrl + R
Knife Cut	K
Inset	I
Separate	P
Unwrap	U
Fill Face	F
Shrink/Fatten	Alt + S
Rip Fill	Alt + V
Shear	Shift + Ctrl + Alt + S
To Sphere	Shift + Alt + S
Split	Y
Rip	V
Triangulate	Ctrl + T
Merge Selected	Alt + M
Make Normals Consistent	Shift + N

Edit Mode - Proportional Editing

Proportional Edit	O
Proportional Edit Connected	Alt + O

Edit Mode - Vertex Groups

Assign to Vertex Group	Ctrl + G
Remove from Vertex Group	Ctrl + Alt + G

Edit Mode - Hide/Unhide

Hide	H
Unhide	Alt + H



Sculpting - Control

Stroke Method Menu	E
Angle Control	R
Brush Size	F
Brush Strength	Shift + F
Brush Angle	Ctrl + F

Sculpting - Masking

Mask	M
Clear Mask	Alt + M
Invert Mask	Ctrl + I
Box Mask	B

Sculpting - Brushes

Grab	G
Box Hide	H
Inflate	I
Snake Hook	K
Layer	L
Pinch	P
Smooth	S or Shift + Drag
Draw	X
Clay	C
Crease	Shift + C
Flatten	Shift + T
Clay Strips	Shift + Space, 1
Blob	Shift + Space, 2
Fill	Shift + Space, 3
Scrape	Shift + Space, 4
Thumb	Shift + Space, 5
Nudge	Shift + Space, 6
Rotate	Shift + Space, 7
Simplify	Shift + Space, 9



Shader Editor and Compositing

Group	Ctrl + G
Ungroup	Ctrl + Alt + G
Edit Group Toggle	Tab
Join in New Frame	Ctrl + J
Cut Links	Shift + Space, 7
Delete with Reconnect	Ctrl + X

Compositing

Background Image Move	Alt + MMB
Background Image Zoom out	V
Background Image Zoom in	Alt + V

Image Editor

New Image	Alt + N
Open Image	Alt + O
Save Image	Alt + S
Save Image As	Shift + S

UV Editor

Mark Seam	Ctrl + E
Select Split	Y
Grow/Shrink Selection	Ctrl + +/-
Stitch	V
Pin	P
Unpin	Alt + P

Paint (Image Editor)

Sample Color	S
Brush Size	F
Brush Strength	Shift + F
Brush Colors Flip	X

