

KatsBits Short-cut keys & Charts for Blender

game content inclined

Basic Shortcut Keys & Charts for Blender 3rd Ed.

A KatsBits™ tutorial

By Ken Beyer

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Short-cut Keys & Charts for Blender

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Short-cut Keys & Charts for Blender

game content inclined

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|----------------------------------|-------------------------|-------------------------------|-------------------------------|---|-------------------------------------|-------------------------------|------------------|-----------------|----------------------|----------------------|----------------|--------------------|-------|--------|-------|--|------------------------|--------------------|-------|--------------|
| Esc | F1 Browse + Shift | F2 Logic Ed | F3 Node Ed | F4 Console | F5 3D View | F6 Graph Ed | F7 Properties | F8 Sequencer | F9 Outliner | F10 UV/Image | F11 Text Ed | F12 Dope Sht | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | |
| 1 Layer 1 + Shift + Alt | 2 Layer 2 | 3 Layer 3 | 4 Layer 4 | 5 Layer 5 | 6 Layer 6 | 7 Layer 7 | 8 Layer 8 | 9 Layer 9 | 0 Layer 10 | - | = | Backspace | Ins | Home | Up | Num Lock | / | * | - | Zoom Out |
| Tab Mode + Ctrl | Q Specials + Tab | W Extrude | E Extrude | R Rotate Loop Cut + Ctrl | T Tools Triangulate + Ctrl | Y Axis Split | U User | I Keyframe | O Prop'l Edit | P Separate | (|) | Enter | Del | End | Down | 7 Top | 8 View Up | 9 | + Zoom In |
| Caps Locks | A Select | S Scale + Ctrl | D Dup' + Shift + Alt | F Face + Shift + Ctrl + Alt | G Move + Ctrl | H Hide + Shift + Alt | J Join | K Knife | L Local | ; | ' | Layers | # | | | 4 View Lft | 5 Perspective | 6 View Rgt | | |
| Shift +function | \ | Z Axis Shading + Alt | X Axis Delete | C Copy Vol Select + Alt | V Paste Vertex Pint | B Loop Sel + Alt | N Properties | M Layers | * Median Pivot | · Origin Pivot | / | Shift +function | | | | 1 Front | 2 View Dwn | 3 Side | Enter | |
| Ctrl +function | Win | Alt +function | Space Operator Menu List | | | | | | Alt Gr | Win | Menu | Ctrl +function | | | | < Prev. Frame | V Prev. 10 Frame | > Next Frame | | |

| | | | | | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | Blender 3D Basic shortcut keys | | | | |
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Shortcut (hotkey) Chart

The following hotkey chart shows the basic shortcuts available for Blender. A blank version is also provided for 'custom' key mappings and mappings that differ based on system language.

Blender shortcut chart (300dpi)

- [\[PDF | PNG | EPS | TIF\]](#)

Blender hotkey 'blank' chart (300dpi)

- [\[PDF | PNG | EPS\]](#)

Blender Basic Short-cut Keys & Charts

| | | | | | | | | | | | | | | | | | | | | | |
|-------------|-----|-----|-------|----|----|----|----|----|--------|-----|------|-------|-----------|--------|-------|--|------|----------|---|---|---|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up | Num Lock | / | * | - |
| Tab Mode | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down | 7 | 8 | 9 | + |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | 4 | 5 | 6 | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | | 1 | 2 | 3 | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | 0 | . | |

General Navigation/Mouse Control

MIDDLE mouse button (MMB)

MMB+hold+drag

- Rotates the 3D View
- Strafes left/right, up/down other windows/editors

MMB scroll Up/Down

- Zoom 3D View and other Editors in/out
- Scrolls misc. Control & Property panels up/down

Shift+MMB

- Strafe/Translate viewport or editor left/right and up/down

Ctrl+MMB

- Zoom 3D View and other Editors in/out

LEFT mouse button (LMB)

LMB Click

- Confirm or set an action or operation

LMB+hold+drag

- Initiates & drags X, Y, & Z Widget handles in 3D View

Ctrl+LMB

- Freestyle 'loop' Select
- Edit Outliner datablock names/ID's

RIGHT mouse button (RMB)

RMB Click

- Select Object, item or element

Shift+RMB

- Multi-select or multi-deselect Objects, items or elements

Blender Basic Short-cut Keys & Charts

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------|-----|-----|-------|----|----|----|----|----|--------|-----|------|-------|-----------|--------|-------|--|------|------|----------|---|-------|---|--|--|--|--|--|--|--|--|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | | | | | | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | | | Ins | Home | Up | Num Lock | / | * | - | | | | | | | | |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | | | Del | End | Down | 7 | 8 | 9 | + | | | | | | | | |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | | 4 | 5 | 6 | | | | | | | | | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | | 1 | 2 | 3 | | | | | | | | | | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | 0 | . | Enter | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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Object/Element Manipulation Shortcut Keys

G = free Translate/Manipulate (X, Y and Z to lock axis)

S = free Scale/Resize (X, Y and Z to lock axis)

R = free Rotate (X, Y and Z to lock axis)

- **+Ctrl** = Snaps to increment (^)
- **+Ctrl+Shift** = Snaps to smaller increment (^)
- **+Shift** = Slows movement (^)
- **+Shift+Ctrl** = Snaps to smaller increments (^)

Design note: (^) indicates an action initiated after manipulator, i.e., press "G" then "Ctrl" etc., held down throughout activity/action.

| | | | | | | | | | | | | | | | | | |
|------------|-----|-----|-------|----|----|----|----|----|--------|-----|------|------|-----------|--------|-------|--|------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down |
| Caps Locks | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | | Shift | | | | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | |

| | | |
|---|---|---|
| | ^ | |
| < | v | > |

| | | | |
|----------|---|---|-------|
| Num Lock | / | * | - |
| 7 | 8 | 9 | + |
| 4 | 5 | 6 | |
| 1 | 2 | 3 | |
| 0 | . | | Enter |

3D View Orientation Shortcut Keys

Home = re-centre 3D View (averaged on visible objects)

NumPad 0 = Camera Perspective

NumPad 1 = Front ortho (looking back)

Ctrl+NumPad 1 = Back ortho (looking forwards)

Shift+NumPad 1 = axis orientation to Z/X/Y (up/down, left/right, front/back)

NumPad 4/6, 2/8 = Roll scene left/right, up/down (relative to view left/right) [*]

NumPad 3 = Right ortho (looking left)

Ctrl+NumPad 3 = Left ortho (looking right)

Shift+NumPad 3 = axis orientation to Z/Y/X (up/down, front/back, left-right)

NumPad 5 = toggle Perspective/Orthographic

NumPad 7 = Top ortho (looking down)

Ctrl+NumPad 7 = Bottom ortho (looking up)

Shift+NumPad 7 = axis orientation to Y/X/Z (front/back, left/right, up/down)

NumPad / = Local/Global orientation

NumPad + = Zoom in

NumPad - = Zoom out

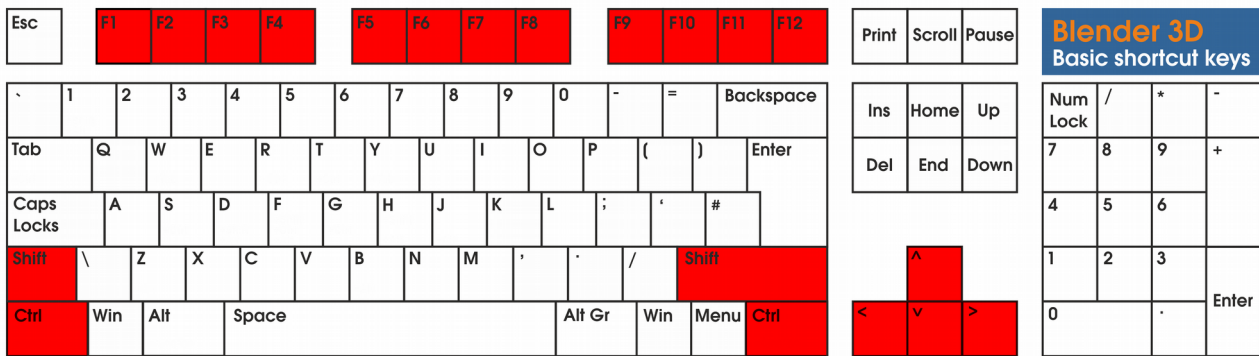
NumPad . = Focus on selection

Ctrl+NumPad 4/6, 2/8 = Strafe/Pan scene Left/Right, Up/Down [*]

Shift+NumPad 4/6 = Roll scene clockwise/anti-clockwise [*]

***Design Note:** items marked "[*]" above indicate schemas useful in instances where mouse or touch-pad control options are not available (but access to full keyboard layout is).*

***None Numpad:** where Numpad keys are unavailable (laptop), in "**User Preferences**" activate "**Emulate Numpad**" under "**Input**" options, forcing Blender to use the main numerical keys, 1 - 0, as alternatives. Enabling 'emulate' disables the normal 'layer selection' feature attributed to the same keys.*



General Editor Type Shortcut Keys

Blender 2.50 up, to & including latest

- Shift+F1** = Link/Append
- Shift+F2** = Logic Editor
- Shift+F3** = Node Editor
- Shift+F4** = Console
- Shift+F5** = 3D View
- Shift+F6** = Graph Editor
- Shift+F7** = Properties
- Shift+F8** = Video Sequence Editor
- Shift+F9** = Outliner
- Shift+F10** = UV/Image Editor
- Shift+F11** = Text Editor
- Shift+F12** = Dope Sheet

Blender 2.49 or below

- Shift+F1** = Load Library (Append - File Browser)
- Shift+F2** = Export (File Browser)
- Shift+F3** = Node Editor
- Shift+F4** = Data Select
- Shift+F5** = 3D View
- Shift+F6** = IPO Curve Editor
- Shift+F7** = Buttons
- Shift+F8** = Video Sequence Editor
- Shift+F9** = Outliner
- Shift+F10** = UV/Image Editor

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Shift+F11 = Text Editor

Shift+F12 = Action Editor

Layout Schemes

Ctrl+Left-arrow = toggle Layout Schemes ("Default", "3D View Full", "UV Editing" etc.)

Ctrl+Right-arrow = (per above)

Ctrl+Up-arrow = toggle Maximise/Minimise active view

Ctrl+Down-arrow = toggle Maximise/Minimise active view

Alt+F10 = toggle editor Full Screen

View Schemes

Home = View All

NumPad . = View Selected

H = Hide Selected

Shift+H = Set Restrict View (hide all View proxy)

Ctrl+H = Set Restrict Render (hide all Render proxy)

Alt+H = Unhide All

Misc. UI Functions

F1 = Open (2.49 or below)

F2 = Save As... (2.49 or below)

Ctrl+N = New

Ctrl+O = Open

Shift+Ctrl+O = Open Recent

Ctrl+Q = Quit Blender

Ctrl+S = Save

Ctrl+Alt+S = Save a Copy

Ctrl+W = Save (2.49 or below)

Ctrl+X = New (2.49 or below)

Shift+Ctrl+S = Save As...

Ctrl+Alt+U = User Preferences

X = Delete (type/element)

Misc. Panel Overlays

N = Properties (generic editor/area properties available)

to the editors and areas below) (^)

- 3D View
- Graph Editor
- Dope Sheet
- NLA Editor
- UV/Image Editor
- Video Sequence Editor
- Movie Clip Editor
- Node Editor
- Logic Editor

T = Tool Shelf (generic editor/area tool shelf available to the editors or areas below) (^)

- 3D View
- UV/Image Editor
- Movie Clip Editor
- Node Editor
- File Browser

Design note: (^) denotes a function either not available to all editors, view or areas, and/or the data presented differs relative to the editor/view within which the panels appears.

Blender Basic Short-cut Keys & Charts

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|------------|-----|-----|-------|----|----|----|----|----|--------|-----|------|-------|-----------|--------|-------|--|------|----------|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up | Num Lock | / | * | - |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down | 7 | 8 | 9 | + |
| Caps Locks | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | 4 | 5 | 6 | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | | 1 | 2 | 3 | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | | | Enter |

Object Mode (3D View) Shortcut Keys

1 » 0 = Layers (top row)

Alt+1 » 0 = Layers (bottom row)

Ctrl+1 » 5 = Subdivision levels 1x thru 5x

Shift+1 » 0 = multi-select Layers (top row)

Shift+Alt+1 » 0 = multi-select Layers (bottom row)

' = Select All/Deselect All Layers

. = Pivot Point - Cursor

, = Pivot Point - Median (default)

A = Select All/Deselect All

Ctrl+A = Apply

B = Border (Box) Select

Alt+B = Clip Select (toggles off when used again)

Shift+B = Zoom to Selected

C = Paint (Circle) Select

- **C+LMB** = Additive election
- **C+MMB** = Subtractive deselection
- **RMB/Esc** = Cancel Action

D = switch Draw mode (2.49 or below)

Alt+D = Duplicate (linked)

Shift+D = Duplicate (unlinked)

F = toggle UV Edit mode (2.46 or below)

Ctrl+G = Group

Ctrl+Alt+G = Remove Selected from Active Group

Ctrl+Shift+G = Add Selected to Active Group

Shift+Ctrl+Alt+G = Remove from All Groups

Shift+G = Select Grouped

H = Hide

Alt+H = Unhide All

L = Make Local

M = Move to Layer

Ctrl+M = Mirror/Flip

- **+X** = along X axis (front/back)
- **+Y** = along Y axis (left/right)
- **+Z** = along Z axis (up/down)

N = toggle View Properties

N = Transform Properties (2.49 or below)

O = toggle Proportional Editing

P = Start Game Engine

Ctrl+P = Set Parent To

Alt+P = Clear Parent

T = toggle Tool Shelf

T = Texture Space (2.49 or below)

Tab = toggle Object/Edit mode

Ctrl+Tab = toggle Weight Paint mode

Shift+Tab = toggle Grid-snap

U = Make Single User

V = toggle Vertex Paint mode

W = Specials

X = Delete

Z = toggle Wireframe/Solid viewport shading

Alt+Z = toggle Solid/Texture viewport shading

Ctrl+Z = Undo

Shift+Z = toggle Solid/Shaded Draw type (2.49 or below)

Shift+Ctrl+Z = Redo

***Design note:** when “Emulate Numpad” is enabled (“User Preferences” » “Input”), the main numerical keys, 1 - 0, no longer function as layer selection shortcuts, acting instead as alternatives to the Scene manipulation keys typically attributed to the Numpad (useful for laptops/keyboards absent the*

Blender Basic Short-cut Keys & Charts

extended Numpad section).

| | | | | | | | | | | | | | | | | | | | | | |
|-----------|-----|-----|-------|----|----|----|----|----|--------|-----|------|-------|-----------|--------|-------|--|------|----------|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up | Num Lock | / | * | - |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down | 7 | 8 | 9 | + |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | 4 | 5 | 6 | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | | 1 | 2 | 3 | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | | | Enter |

Edit Mode (3D View) Shortcut Keys

1 » 0 = Layers (top row - selecting layers in Edit mode keeps active mesh in view)

Alt+1 » 0 = Layers (bottom row)

Ctrl+1 » 5 = Subdivision level 1x thru 5x

Shift+1 » 0 = multi-select Layers (top row)

Shift+Alt+1 » 0 = multi-select Layers (bottom row)

' = Select All/Deselect All Layers

. = Pivot Point - Cursor

, = Pivot Point - Median (default)

A = Select All/Deselect All

B = Border (Box) Select

Alt+B = toggle Clip Select (on select/off)

Ctrl+B = Bevel Edge selections

Shift+Ctrl+B = Bevel Vertex selections

Shift+B = Zoom to Selected

C = Circle (Paint) Select

C = Centre on Cursor (2.49 or below)

Ctrl+C = Copy Face Selected (2.49 or below)

D = switch Draw mode (2.49 or below)

Shift+D = Duplicate (unlinked)

E = Extrude

Alt+E = Extrude Region

Esc = Cancel action/operation

Ctrl+E = Edges options/Specials (incl. 2.49)

F = Generate Face

Blender Basic Short-cut Keys & Charts

Ctrl+F = Faces options/Specials (*incl. 2.49*)
Ctrl+Shift+F = Flip Edge (*2.49 or below*)
Ctrl+G = Vertex Groups
Shift+G = Select Similar
H = Hide
Alt+H = Unhide All
I = Inset
J = Diagonal surface split (corner to corner)
Ctrl+I = Invert selection
Alt+J = convert Tris to Quads
K = Knife
Alt+M = Merge
Ctrl+M = Mirror/Flip

- +X = along X axis (front/back)
- +Y = along Y axis (left/right)
- +Z = along Z axis (up/down)

O = toggle Proportional Editing
P = Separate (to Object)
Alt+P = Poke Face
Ctrl+P = Make Vertex Parent
Ctrl+R = Loop Cut
Ctrl+T = Tessellation (triangulation)
Tab = toggle Edit/Object mode
Ctrl+Tab = Mesh Select Mode (Face, Edge, Vertex)
Shift+Tab = toggle Grid-snap on/off
U = UV Mapping
U = UV Calculation (*2.49 or below*)
V = Rip/Detach Vertex
Shift+V = Slide selection (alt. double-tap "G")
Ctrl+V = Vertices options (overlay)
Ctrl+V = Vertex Specials (*2.49*)
W = Specials
X = Delete options
Ctrl+X = Dissolve Selected
Ctrl+X = Delete All/Reset (*2.49 or below*)
Y = Split Face/Edge/Vertex
Z = toggle Wireframe/Solid viewport shading

Blender Basic Short-cut Keys & Charts

Alt+Z = toggle Solid/Texture viewport shading

Ctrl+Z = Undo

Blender Basic Short-cut Keys & Charts

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|-----------|-----|-----|-------|----|----|----|----|--------|-----|------|------|-------|-----------|--------|-------|--|------|----------|---|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up | Num Lock | / | * | - | |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down | 7 | 8 | 9 | + | |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | 4 | 5 | 6 | | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | | 1 | 2 | 3 | | |
| Ctrl | Win | Alt | Space | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | | | | | Enter |

Pose Mode (3D View) Shortcut Keys

1 » 0 = Layers (top row - selecting layers in Edit mode keeps active mesh in view)

Alt+1 » 0 = Layers (bottom row)

Ctrl+1 » 5 = Subdivision level 1x thru 5x

Shift+1 » 0 = multi-select Layers (top row)

Shift+Alt+1 » 0 = multi-select Layers (bottom row)

' = Select All/Deselect All Layers

. = Pivot Point - Cursor

, = Pivot Point - Median (default)

A = Select All/Deselect All

Arrow Keys

- **Left** = animation playback (towards 'start')
- **Right** = animation playback (towards 'end')
- **Up** = Jump to next Keyframe (towards 'start')
- **Down** = Jump to next Keyframe (towards 'end')

B = Border (Box) Select

C = Circle (Paint) Select

- **C+LMB** = Additive Select
- **C+MMB** = Subtractive Select
- **RMB** = Cancel Selection

Ctrl+C = Copy Pose

I = Insert (Keyframe)

Ctrl+I = Invert Selection

Alt+I = Delete keyframe

G = Translate (move/grab +X, +Y, +Z)

Alt+G = Clear Location

Shift+G = Select Grouped

H = Hide

Alt+H = Unhide All

Shift+H = Hide Unselected

Ctrl+M = Mirror/Flip

- **+X** = along X axis (front/back)
- **+Y** = along Y axis (left/right)
- **+Z** = along Z axis (up/down)

O = Proportional Editing

Ctrl+P = Set Parent To (options)

R = Rotate (+X, +Y, +Z)

Alt+R = Clear Rotation

S = Scale (+X, +Y, +Z)

Alt+S = Clear Scale

Ctrl+Alt+S = constrained Scale (Armature in Pose/Edit Mode)

Ctrl+Tab = toggle Pose/Edit mode

Ctrl+V = Paste Pose

W = Specials

Blender Basic Short-cut Keys & Charts

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|-----------|-----|-----|-------|----|----|----|----|----|----|--------|-----|-------|-----------|--------|-------|--|----------|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | Up | Num Lock | / | * | - |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | Down | 7 | 8 | 9 | + |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | 4 | 5 | 6 | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | 1 | 2 | 3 | |
| Ctrl | Win | Alt | Space | | | | | | | Alt Gr | Win | Menu | Ctrl | < | v | > | 0 | | | Enter |

UV/Image Editor Shortcut Keys

- . = Pivot Point - Cursor
- , = Pivot Point - Median (default)
- A** = Select All/Deselect All
- B** = Border (Box) Select
- C** = Circle (Paint) Select
- E** = Unwrap
- G** = Translate/Move/Grab
- H** = Hide
- Alt+H** = Unhide
- Ctrl+I** = Invert selection
- Ctrl+M** = Mirror/Flip
 - +X = X Axis (left to right)
 - +Y = Y Axis (top to bottom)
- N** = Properties
- Alt+N** = Create New Image
- O** = toggle Proportional Editing [option]
- Alt+O** = Open Image
- P** = Pin selection
- Q** = toggle UV Sculpt
- Alt+P** = Unpin selection
- R** = Rotate
- S** = Scale
- Shift+S** = Snap to [option]
- T** = ToolShelf
- Tab** = toggle UV and Image Editor

V = Stitch

W = Weld/Align

Y = Split selection

NumPad 1, 2, 4, 8 = zoom view 'full', 'half', 'quarter', 'eighth'
size

F3 = Save As Image

Blender Basic Short-cut Keys & Charts

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|-----------|-----|-----|-------|----|----|----|----|----|--------|-----|------|-------|-----------|--------|-------|--|----------|---|---|-------|--|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | Up | Num Lock | / | * | - | |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | Down | 7 | 8 | 9 | + | |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | 4 | 5 | 6 | | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | 1 | 2 | 3 | | |
| Ctrl | Win | Alt | Space | | | | | | Alt Gr | Win | Menu | Ctrl | | | | | 0 | | | Enter | |
| | | | | | | | | | | | | | | < | v | > | | | | | |

Action Editor Shortcut Keys

Arrow Keys

- **Left** = Frame-by-frame playback (towards 'start')
- **Right** = Frame-by-frame playback (towards 'end')
- **Up** = Jump to next Keyframe (towards 'start')
- **Down** = Jump to next Keyframe (towards 'end')
- **Shift+Left** = Jump to End
- **Shift+Right** = Jump to Start
- **Shift+Up** = Jump ten frames (forward)
- **Shift+Down** = Jump ten frames (backward)

A = Select All/Deselect All

B = Border (Box) Select

Ctrl+C = Copy Keyframe

Shift+D = Duplicate

I = Insert Keyframe

Ctrl+I = Invert Selection

M = Add Marker

Shift+S = Snap

T = Set Keyframe Interpolation

Tab = Lock Tracks

Ctrl+V = Paste Keyframe

X = Delete

NumPad + = Increase Timeline Length (zoom)

NumPad - = Decrease Timeline Length (unzoom)

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|-----------|-----|-----|-------|----|----|----|----|--------|-----|------|------|-------|-----------|--------|-------|--|------|----------|---|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | | Up | Num Lock | / | * | - | |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | | Down | 7 | 8 | 9 | + | |
| Caps Lock | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | | 4 | 5 | 6 | | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | | | 1 | 2 | 3 | | | |
| Ctrl | Win | Alt | Space | | | | | Alt Gr | Win | Menu | Ctrl | | | | | | | | | | | Enter |
| | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | |
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Node Editor Shortcut Keys

- A = (De)Select All
- Shift+A = Add (menu)
- B = Border/Box Select
- C = Circle/Paint Select
- Shift+D = Duplicate
- F = Links selected
- Shift+F = Make and replace links
- Ctrl+F = Find Node
- Alt+G = Ungroup
- Ctrl+G = Group
- Shift+G = Select Group
- Ctrl+I = Invert Selection
- T = Tools Shelf
- Tab = Edit Group
- N = Properties
- G = Translate/Manipulate
- S = Resize/Scale
- R = Rotate

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|------------|-----|-----|-------|----|----|----|----|----|----|--------|-----|-------|-----------|--------|-------|--|----------|---|---|-------|
| Esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | Print | Scroll | Pause | Blender 3D Basic shortcut keys | | | | |
| ` | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | Backspace | Ins | Home | Up | Num Lock | / | * | - |
| Tab | Q | W | E | R | T | Y | U | I | O | P | (|) | Enter | Del | End | Down | 7 | 8 | 9 | + |
| Caps Locks | A | S | D | F | G | H | J | K | L | ; | ' | # | | | | | 4 | 5 | 6 | |
| Shift | \ | Z | X | C | V | B | N | M | , | . | / | Shift | | | ^ | | 1 | 2 | 3 | |
| Ctrl | Win | Alt | Space | | | | | | | Alt Gr | Win | Menu | Ctrl | < | v | > | 0 | | | Enter |

Graph Editor Shortcut Keys

- A** = (De)select All
- B** = Border Select
- Ctrl+B** = Border (incl. node Handles)
- Alt+B** = Border (incl. axis range)
- C** = Circle Select
- Shift+D** = Duplicate Marker
- I** = Insert Keyframes
- Ctrl+E** = Easing Type
- Shift+E** = Extrapolation Mode
- H** = Hide Selected Curves
- Shift+H** = Hide Unselected Curves
- Alt+H** = Reveal Curves
- K** = Columns on Selected Keys
- L** = Select Linked
- M** = Add Marker
- Ctrl+M** = Rename marker
- Alt+O** = Smooth Keys
- Shift+O** = Sample Keyframes
- T** = Interpolation Mode
- Tab** = Toggle Channel Edit Mode
- V** = Handle Type
- Shift+M** = Mirror
- Shift+S** = Snap
- Ctrl+C** = Copy Frames
- Ctrl+V** = Paste Frames

Shift+W = Toggle Channel Setting

X = Delete Marker/Channels

NumPad - = Unzoom Workspace (when cursor over workspace)

NumPad + = Zoom Workspace

NumPad - = Collapse Channels (when cursor over channels)

Numpad + = Expand Channels

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