Blender Default keymap shortcuts

START HERE

- **MMB** Orbit view
- **X** Delete
- **Tab** Object / Edit mode
- **Ctrl** + **Z** Undo
- **G** / **R** / **S** Move / rotate / scale
- **F3** Search any menu
- **Shift** + **A** Add object
- **F12** Render image

Press a key G, R, S, E ... → **Constrain** X, Y, Z or type a number → then **Confirm** LMB / Enter, or Esc to cancel → then **Tweak** F9 Adjust Last Operation → after

CONCEPTS

Press F3 and type: any menu entry or operator can be searched and run.

Keys act on the area under the mouse cursor. Hover first, then press.

Shortcuts are for Windows and Linux with the default keymap. On macOS Cmd replaces Ctrl for most keys; Preferences is Cmd+Comma.

No numpad? Enable Preferences > Input > Emulate Numpad, or use the View menu and the navigation gizmo.

VIEWPORT NAVIGATION

MMB Orbit view

Shift + **MMB** Pan view

Ctrl + **MMB** / **Wheel**
Zoom view

Numpad7 Top view
Ctrl+Numpad7 is the bottom view.

Numpad1 Front view
Ctrl+Numpad1 is the back view.

Numpad3 Right view
Ctrl+Numpad3 is the left view.

Numpad0 Camera view

NumpadPeriod
Frame selected

Home Frame all

Numpad5
Toggle perspective / ortho

Numpad/ Local view (isolate)

Backtick Navigation pie menu

Shift + **Backtick**
Fly / walk navigation

SELECTING

LMB Select (left-click select)

Shift + **LMB**
Extend selection / make active

A Select all

Alt + **A** Select none

Ctrl + **I** Invert selection

B Box select

SELECTING (cont.)

C Circle select
Wheel changes the radius; MMB deselects.

Alt + **LMB**
Select edge loop (Edit mode)

L Select linked under cursor

Ctrl + **L** Select all linked

Shift + **G** Select similar

H Hide selected

Shift + **H** Hide unselected

Alt + **H** Reveal hidden

TRANSFORM

G Grab / move

R Rotate

S Scale

X / **Y** / **Z**
Constrain to axis while transforming
Press again for local axis; a third press clears it.

Shift + **X** / **Shift** + **Y** / **Shift** + **Z**
Lock axis, move on the other two

0-9
Type an exact value while transforming
G X 2 Enter moves 2 units along X.

Ctrl
Hold to snap in increments

Shift Hold for fine precision

Alt + **G** / **Alt** + **R** / **Alt** + **S**
Clear location / rotation / scale

Ctrl + **A**
Apply transforms menu
Apply scale before modifiers such as Bevel.

Shift + **S**
Snap / cursor pie menu

Period Pivot point pie menu

O Toggle proportional editing
Wheel changes the falloff radius while transforming.

OBJECTS

Tab Toggle Edit mode

Shift + **A** Add menu

OBJECTS (cont.)

X Delete (with confirmation)

Delete
Delete without confirmation

Shift + **D** Duplicate
Esc cancels the move, not the copy.

Alt + **D** Duplicate linked

Ctrl + **J** Join objects

P Separate (Edit mode)

Ctrl + **P** Set parent

M Move to collection

Ctrl + **Tab** Mode pie menu

N Toggle sidebar

T Toggle toolbar

Ctrl + **1-5**
Subdivision surface level

F2 Rename active item

Shift + **R**
Repeat last operation

F9 Adjust last operation

EDIT MODE

1 / **2** / **3**
Vertex / edge / face mode

E Extrude

Ctrl + **R**
Loop cut (Wheel for count)

I Inset faces

Ctrl + **B** Bevel edges
Wheel adds segments.

K Knife tool

F Fill / make face or edge

Alt + **M** Merge menu

Ctrl + **E** Edge menu

Ctrl + **F** Face menu

Ctrl + **V** Vertex menu

Shift + **N**
Recalculate normals outside

U UV mapping menu

Ctrl + **X** Dissolve selection

ANIMATION AND RENDER

I Insert keyframe

ANIMATION AND RENDER (cont.)

Alt + **I** Delete keyframe

Space Play / pause animation

Left / **Right**
Previous / next frame

Up / **Down**
Jump to next / previous keyframe

Shift + **Left** / **Shift** + **Right**
Jump to start / end frame

F12 Render image

Ctrl + **F12** Render animation

F11 Show render window

Ctrl + **Alt** + **Numpad0**
Align camera to view

Z Shading pie menu

FILES AND FIELDS

Ctrl + **S** Save file

Ctrl + **O** Open file

Ctrl + **N** New file

Shift + **Ctrl** + **Z** Redo

Ctrl + **Z** Undo

F3 Search menus

Ctrl + **Space** Maximize area

Backspace
Reset hovered field to default

RECIPES

Model a quick prop

```
# Shift+A  add a mesh, Tab for
Edit mode
# 3  face mode, E  extrude, S
scale
# Ctrl+R  loop cut, Ctrl+B
bevel
# Tab  back; F3 > Shade Smooth
```

Place with exact numbers

```
# G Z 2 Enter    move up 2 units
# R Z 45 Enter   rotate 45 deg
around Z
# S 0.5 Enter    scale to half
```

Animate a move

```
# Frame 1: press I, pick
Location
# Set frame 60 in the timeline
# G X 5 Enter, then I
# Space  play
```

Render from the terminal

```
blender -b <file>.blend -o //
out_#### -f 1
blender -b <file>.blend -o //
out_#### -a  # animation
```