Blender Default keymap shortcuts

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.

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

VIEWPORT NAVIGATION

MMB Orbit view

Shift + MMB Pan view

Ctrl + MMB / Wheel
Zoom view

Numpad7 Top view

Numpad1 Front view

Numpad0 Camera view

NumpadPeriod Frame selected

Home Frame all

Numpad/ Local view (isolate)

Backtick Navigation pie menu

SELECTING

LMB Select (left-click select)

Shift + LMB
Extend selection / make active

A Select all

SELECTING (cont.)

Alt + A Select none

B Box select

Alt + LMB
Select edge loop (Edit mode)

H Hide selected

TRANSFORM

G Grab / move

R Rotate

S Scale

X / Y / Z
Constrain to axis while transforming

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

0-9
Type an exact value while transforming

Ctrl Hold to snap in increments

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

Ctrl + A
Apply transforms menu

O Toggle proportional editing

OBJECTS

Tab Toggle Edit mode

Shift + A Add menu

X Delete (with confirmation)

Delete
Delete without confirmation

Shift + D Duplicate

Ctrl + J Join objects

Ctrl + P Set parent

N Toggle sidebar

EDIT MODE

1 / 2 / 3
Vertex / edge / face mode

E Extrude

EDIT MODE (cont.)

Ctrl + R
Loop cut (Wheel for count)

I Inset faces

Ctrl + B Bevel edges

K Knife tool

F Fill / make face or edge

Alt + M Merge menu

ANIMATION AND RENDER

I Insert keyframe

Alt + I Delete keyframe

Space Play / pause animation

F12 Render image

Z Shading pie menu

FILES AND FIELDS

Ctrl + S Save file

Ctrl + O Open file

Shift + Ctrl + Z Redo

Ctrl + Z Undo

F3 Search menus

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
```