Blender Default keymap shortcuts

Press a key G, R, S, E … → **Constrain** X, Y, Z or type a number → **Confirm** LMB / Enter, or Esc to cancel → **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

Numpad1 Front view

Numpad0 Camera view

VIEWPORT NAVIGATION (cont.)

NumpadPeriod
Frame selected

Backtick
Navigation pie menu

SELECTING

LMB
Select (left-click select)

Shift + LMB
Extend selection / make active

A Select all

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

TRANSFORM (cont.)

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

OBJECTS (cont.)

N Toggle sidebar

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

K Knife tool

ANIMATION AND RENDER

I Insert keyframe

Space
Play / pause animation

F12 Render image

Z Shading pie menu

FILES AND FIELDS

Ctrl + S Save file

Ctrl + O Open file

FILES AND FIELDS (cont.)

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
```