Blender Default keymap shortcuts

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

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
```