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.

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

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

TRANSFORM (cont.)

R
Rotate

S
Scale

X / Y / Z
Constrain to axis while transforming

OBJECTS

Tab
Toggle Edit mode

Shift + A
Add menu

X
Delete (with confirmation)

Shift + D
Duplicate

EDIT MODE

1 / 2 / 3
Vertex / edge / face mode

E
Extrude

Ctrl + R
Loop cut (Wheel for count)

Ctrl + B
Bevel edges

ANIMATION AND RENDER

I
Insert keyframe

F12
Render image

FILES AND FIELDS

Ctrl + S
Save file

Ctrl + Z
Undo

F3
Search menus