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