

Blender Hot Keys Cheat Sheet

UNIVERSAL	
ESC	Stops ongoing procedure
SPACE	Open toolbox
TAB	Toggles Edit/Object Mode
CTRL-Z	Undo
CTRL-Y	Redo
ALT-U	Undo Menu
CTRL-W	Save File
F1	Open File
F2	Save File
F3	Save Render Image
F4	Logic Buttons
F5	Shading Buttons
F6	Texture Buttons
F7	Object Buttons
F8	World Buttons
F9	Editing Buttons
F10	Scene Buttons
F11	Show/Hides Rendering
F12	Starts Rendering

SELECTING - TRANSFORMS	
AKEY	Selects/Deselects all
BKEY	Border/Box select
BKEY-BKEY	Circle Select
GKEY	Grab Mode
GKEY-X or Y or Z	Constrains Movement to axis
ALT-G	Object set to 0 location
RKEY	Rotate Mode
RKEY-X or Y or Z	Constrains rotation to axis
ALT-R	Object set to 0 rotation
SKEY	Scale Mode
SKEY-X or Y or Z	Constrains scale to axis
ALT-S	Object set to 0 scale
FKEY	Make Face/Edge
KKEY	Knife tool
HKEY	Toggle Align/Free handles
VKEY	Vector handles
CTRL-LMB	Create new vertex
SHIFT-R	Face Loop Select

NAVIGATION	
HOME	All layer displayed
CKEY	Centers view on 3D cursor
ZKEY	Toggles Wire/Solid View
NUM.	View selected
NUM1	Front View
NUM7	Top View
NUM3	Side View
NUM0	Camera View
CTRL-NUM1	Back View
CTRL-NUM7	Bottom View
CTRL-NUM3	Other Side View
CTRL-NUM4	Pan Display Right
CTRL-NUM6	Pan Display Left
CTRL-NUM2	Pan Display Up
CTRL-NUM8	Pan Display Down
NUM8	Orbit up
NUM2	Orbit Down
NUM4	Orbit CounterClockwise
NUM6	Orbit Clockwise
MMB- Scroll	Zoom in/out
MMB-DRAG	Orbit View
NUM-	Zoom out
NUM+	Zoom in
ALT-A	Play Animation
Left ARROW	Decrease frame number
Right ARROW	Advance frame number

MODELING	
IKEY	Insert Keyframe
ALT-C	Convert Menu
SHIFT-D	Duplicate
NKEY	Object Properties Panel
CTRL-J	Join objects
PKEY	Separate
ALT-J	Join Faces
MKEY	Layer Menu
CTRL-P	Parent
ALT-P	Clears Parent
WKEY	Boolean Menu
XKEY	Delete
CTRL-H	Hooks vertices
OKEY	Toggles Proportional Editing
EKEY	Extrude Menu