

## Basics

Select	Right Click
Pan	Middle Click
Zoom	Mouse Wheel
Add object	<b>A</b>
Delete	<b>X</b>
Search for function	<b>SPACE</b>
Toolbar	<b>T</b>
Properties	<b>N</b>
Save file	<b>S</b>
Render	<b>F12</b>
Render animation	<b>F12</b>
Stop render	<b>ESC</b>
Save render	<b>F3</b>
Show last render	<b>F11</b>
Undo	<b>Z</b>
Redo	<b>Z</b>
<b>General</b>	
Duplicate	<b>D</b>
Move to layer	<b>M</b>
Mirror	<b>M</b>
Hide	<b>H</b>
Unhide	<b>H</b>
Move to origin point	<b>C</b>
Parent to	<b>P</b>
Clear parent	<b>P</b>
Track to	<b>T</b>
Clear track	<b>T</b>
Reset 3D cursor	<b>C</b>
Turn widget on/off	<b>SPACE</b>
Add to group	<b>G</b>

## Movements

Move	<b>G</b>
Rotate	<b>R</b>
Scale	<b>S</b>
Precise movements	↑
Increment movements	<b>CTRL</b>
Lock to axis	<b>X</b> <b>Y</b> Middle Click

## Navigation

Top view	<b>NUMPAD7</b>
Front view	<b>NUMPAD1</b>
Side view	<b>NUMPAD3</b>
3	<b>NUMPAD1</b> <b>NUMPAD3</b> <b>NUMPAD7</b>
Camera view	<b>NUMPAD0</b>
Zoom to object	<b>NUMPAD.</b>
Fly mode	<b>F</b>

## Selection

Select object	Right Click
Select multiple	Right Click
Select/deselect all	<b>A</b>
Select object behind	Right Click
Select linked	<b>L</b>
Select all linked	<b>L</b>
Box select	<b>B</b>
Circle select	<b>C</b>
Lasso tool	CLICK
Inverse selection	<b>I</b>

## Animation

Play/stop animation	<b>A</b>
Play animation in reverse	<b>A</b>
Next frame	→
Previous frame	←
Forward 10 frames	↑
Back 10 frames	↓
Jump to start point	←
Jump to end point	→
Scroll through frames	Mouse Wheel
Insert keyframe	<b>I</b>
Remove keyframe	<b>I</b>
Jump to next keyframe	<b>PAGE UP</b>
Jump to previous keyframe	<b>PAGE DOWN</b>

## Armatures

Add bone	<b>E</b>
Add bone	^ Click
Rotate	^ <b>R</b>
Recalculate roll	^ <b>N</b>
Align bones	^ ↵ <b>A</b>
Move to bone layers	<b>M</b>
View bone layers	↑ <b>M</b>
Set bone flag	↑ <b>W</b>
Switch bone direction	↵ <b>F</b>
Scroll hierarchy	]
Scroll hierarchy	[
Select hierarchy	↑ ]
Select hierarchy	↑ [
Select connected	<b>L</b>



## Timeline

Set start frame	<b>S</b>
Set end frame	<b>E</b>
Show all frames	<b>HOME</b>
Add marker	<b>M</b>
Move marker	Right Click Drag
Toggle frame/seconds	<b>T</b>

## Pose Mode

Apply pose	<b>^</b> <b>A</b>
Clear pose rotation	<b>⌘</b> <b>R</b>
Clear pose location	<b>⌘</b> <b>L</b>
Clear pose scale	<b>⌘</b> <b>S</b>
Copy pose	<b>^</b> <b>C</b>
Paste pose	<b>^</b> <b>V</b>
Add ik	<b>↑</b> <b>I</b>
Remove ik	<b>^</b> <b>⌘</b> <b>I</b>
Add to bone group	<b>^</b> <b>G</b>
Relax pose	<b>⌘</b> <b>E</b>

## Video Sequence Editor

Switch to editor	<b>F8</b>
Next strip	<b>PAGE UP</b>
Previous strip	<b>PAGE DOWN</b>
Split strips	<b>K</b>
Lock strip	<b>L</b>
Unlock strip	<b>L</b>
Copy strip	<b>C</b>
Paste strip	<b>V</b>
Separate images	<b>Y</b>
Snap strip to scrubber	<b>S</b>

## Node Editor

Add node	<b>↑</b> <b>A</b>
Cut links	<b>^</b> click
Hide/unhide node	<b>H</b>
Make group	<b>^</b> <b>G</b>
Ungroup	<b>⌘</b> <b>G</b>
Edit group	<b>→</b>

Move background	<b>⌘</b> Middle Click
Zoom in background	<b>V</b>
Zoom out background	<b>⌘</b> <b>V</b>
Properties	<b>N</b>

## Editing Curves

Close path	<b>C</b>
Add handle	Click
Subdivide	<b>W</b>
Tilt	<b>T</b>
Clear tilt	<b>T</b>
Change handle to bezier	<b>H</b>
Change handle to vector	<b>V</b>
Revert to default handle	<b>H</b>

## Modeling

Make face	<b>F</b>
Subdivide	<b>W</b>
Extrude	<b>E</b>
Rip	<b>V</b>
Separate	<b>P</b>
Create loopcut	<b>^</b> <b>R</b>
Proportional editing	<b>O</b>
Select edge loop	<b>⌘</b> Right Click
Make seam/sharp	<b>^</b> <b>E</b>
Merge vertices	<b>⌘</b> <b>M</b>
Mirror	<b>^</b> <b>M</b>
Shrink/fatten	<b>⌘</b> <b>S</b>
Knife	<b>K</b> Click
Fill	<b>⌘</b> <b>F</b>
Beauty fill	<b>↑</b> <b>⌘</b> <b>F</b>
Add subdivision level	<b>^</b> <b>1-4</b>

## Sculpting

Change brush size	<b>F</b>
Change brush strength	<b>↑</b> <b>F</b>
Rotate brush structure	<b>^</b> <b>F</b>



## Changing Modes

Edit/object mode	→
Vertex paint mode	V
Weight paint mode	^ →
Cycle workspace	^ <b>ARROW LEFT</b>
Cycle workspace	^ <b>ARROW RIGHT</b>
Logic editor	↑ <b>F2</b>
Node editor	↑ <b>F3</b>
Console	↑ <b>F4</b>
3D viewport	↑ <b>F5</b>
F-curve editor	↑ <b>F6</b>
Buttons	↑ <b>F7</b>
Video sequence editor	↑ <b>F8</b>
Outliner	↑ <b>F9</b>
Uv/image editor	↑ <b>F10</b>
Text editor	↑ <b>F11</b>

## Advanced

Append file	↑ <b>F1</b>
Fullscreen mode	⌘ <b>F11</b>
Maximize subwindow	^ ↑
Change active camera	^ <b>0</b>
Use render buffer	<b>J</b>
Only render selected	<b>W</b>
Only render portion	↑ <b>B</b>
Save over default scene	^ <b>U</b>
Make screencast	^ <b>F4</b>

## Fly Mode

Start fly mode	<b>F</b>
Accelerate	Mouse Wheel Up
Decelerate	Mouse Wheel Down
Pan	Middle Click
Fly forward	<b>W</b>
Fly backwards	<b>S</b>
Fly left	<b>A</b>
Fly right	<b>D</b>
Fly up	<b>R</b>
Fly down	<b>F</b>

### Pie Menu for Blender

Work faster with a customized radial menu for Blender. Add whatever shortcut you want!

[Download at www.pie-menu.com](http://www.pie-menu.com)

