

Shortcuts for Blender 3D

1. Window

Ctrl + Left Arrow	Go to Previous Screen
Ctrl + Right Arrow	Go to Next Screen
Ctrl + Up Arrow	Maximize Window
Ctrl + Down Arrow	Return to Previous Window Size
Shift + F4	Data View
Shift + F5	3D Window
Shift + F6	IPO Window
Shift + F7	Buttons Window
Shift + F8	Sequence Window
Shift + F9	Outliner Window
Shift + F10	Image Window
Shift + F11	Text Window
Shift + F12	Action Window

2. Universal

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Ctrl + Click	Lasso select
Esc	Cancel Blender Functions
Spacebar	Open Toolbox
Tab	Start/Quit Editmode
Shift + F1	Append parts of other files
Shift + F2	Export Scene as a DXF file
F1	Load Blender File
F2	Write Blender File
F3	Writes A Picture
F4	Display Logic Context
F5	Display Shading Context
F6	Display Shading Context and Texture Sub-Context
F7	Display Object Context
F8	Display Shading Context and World Sub-Context

F9	Display Editing Context
F10	Display Scene Context
F11	Hide/Show Render Window
F12	Start Rendering from Active Camera
Ctrl + F3	Save A Screenshot of Active Window
Ctrl + Shift + F3	Save A Screenshot of Whole Blender Screen
Left Arrow	Go to Previous Frame
Right Arrow	Go to Next Frame
Up Arrow	Go forward 10 Frame
Down Arrow	Go Backward 10 Frame
Shift + Left Arrow	Go to First Frame
Shift + Right Arrow	Go to Last Frame
Alt + A	Change Current Blender Window to Animation Playback Mode
Alt + Shift + A	Current Window and 3D Window go to Animation Playback Mode
I	Insert Key Menu
J	Toggle the Render Buffers
Ctrl + O	Open the Last Saved File
Q	Quit Blender
Alt + Ctrl + T	Timer Menu
Ctrl + U	Save User Defaults
Ctrl + W	Write File
Alt + W	Write Videoscape File
Ctrl + X	Erase All
Ctrl + Z	Undo
Ctrl + Y	Redo

3. Object Mode shortcutguru.in

Home	All Objects are Displayed in Center
PgUp	Select Next Object Key
PgDn	Select Previous Object Key
Shift + PgUp	Add to Selection the Next Object Key
Shift + PgDn	Add to Selection the Previous Object Key
Tab	Start/Stop EditMode

A	Select All
Ctrl + A	Apply Size and Rotation
Shift + A	Add Menu
B	Select Border
Shift + B	Render Border
C	Centre View
Alt + C	Convert Menu
Ctrl + C	Copy Menu
Shift + C	Centre Zero View
D	Draw Mode Menu
Shift + D	Add Duplicate
Alt + D	Add Linked Duplicate
Ctrl + D	Draw Image as Wire
Alt + E	Start/Stop EditMode
F	Toggle Face Select Mode On/Off
Ctrl + F	Sort Faces
G	Grab Mode
Alt + G	Clears Translation
Shift + G	Group Selection
I	Insert Object key
Ctrl + J	Join Object
K	Show Keys
Shift + K	Enable Transformation of Entire Animation System
L	Make Selected Object Local
Ctrl + L	Link Selected
Shift + L	Select Linked
Ctrl + M	Mirror Menu
N	Number Panel
Alt + O	Clear Origin
Shift + O	Toggle SubSurf On/Off
Ctrl + P	Make Selected Object the Child of Active Object
R	Rotate Mode

Alt + R	Clear Rotation
S	Size Mode
Alt + S	Clear Size
Shift + S	Snap menu
T	Texture Space Mode
Ctrl + T	Make Selected Object Track Active Object
Alt + T	Clear Old Style Track
U	Make Object Single User
Ctrl + L	A PopUp with User Choices
V	Switches in/out of Vertex Mode
Alt + V	Object Image Aspect
W	Open Object Booleans Menu
X	Delete Selected Object
Z	Toggle Solid Mode On/Off
Shift + Z	Toggle Shaded Mode On/Off
Alt + Z	Toggle Textured Mode On/Off

4. General Editing

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Tab	Start/Stop Edit Mode
Ctrl + Tab	Switches between Vertex Select, Edge Select and Face Select Modes
A	Select/Unselect all
B	Select Circle
Ctrl + H	Bring up Options Menu for It
N	Number Panel
O	Switch in/out of Proportional Editing
Shift + O	Toggle between Smooth and Sharp Proportional Editing
P	Separate
Ctrl + P	Make Vertex Parent
Ctrl + S	Shear
U	Undo
W	Special Popup Menu
Shift + W	Warp

5. Mesh Editing

Ctrl + Alt + Right Click	Edge Select
C	Toggle Curve Cyclic Mode On/Off
E	Extrude selected
F	Make Edge/Face
Shift + F	Fill Selected
Alt + F	Beauty Fill
Ctrl + F	Flip Faces
K	Knife Tool Menu
L	Select Linked
M	Mirror
U	Undo
Shift + U	Redo
W	Special Menu
X	Erase Selected
Y	Split

6. Curve Editing

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C	Set Cyclic Curve On/Off
E	Extrude Curve
F	Add segment
H	Toggle Handle Align/Free
L	Select Linked
M	Mirror
T	Tilte Mode
V	Vector Handle
X	Erase Selected

7. Metaball Editing

M	Mirror
Shift + R	Select Row

8. VertexPaint

Shift + K	All vertex colors are erased
U	Undo
W	Shared Vertexcol

9. Font

Right Arrow	Move Text Cursor 1 Position Forward
Shift + Right Arrow	Move Text Cursor to End of Line
Left Arrow	Move Text Cursor 1 Position Backward
Shift + Left Arrow	Move Text Cursor to start of line
Down Arrow	Move text cursor 1 line forward
Shift + Down Arrow	Move Text Cursor to End of Line
Up Arrow	Move Cursor to 1 Line Back
Alt + U	Reload Original Data
Alt + V	Paste Text

10. UV Editor

E	LSCM Unwrapping
P	Pin Selected Vertices
Alt + P	UnPin selected Vertices

11. Edge Select

Alt + Click	Select Edge Loop
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12. Face Select

Alt + Click	Select Face Loop
Tab	Switches to EditMode
L	Select Linked Uvs
R	Rotate UV Coordinates
U	Calls UV Calculation

13. 3D Cursor

Shift + S	Open 3d Cursor / Origin Menu
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14. Linking

CTRL + L	First select the object to be changed, then the object to copy from, Then press shortcut and select link type (e.g. link material to apply same material)
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