

Blender 3D Shortcuts

Navigate

☞ MMB (pressed)	Rotate view
☞ MMB (scrolled)	Zoom view
☞ SHIFT + MMB	Move view
Numpad 0	active camera view
☞ Numpad 1 (+CTRL)	Front (back) view
☞ Numpad 3 (+CTRL)	Right (left) view
☞ Numpad 7 (+CTRL)	Top (bottom) view
☞ Numpad 5	Switch between orthographic and perspective view
Numpad 2, 4, 6, 8	Rotate view down, left, right, up
Pos1	Center view on all objects

Manipulate Objects, Vertices, Edges and Faces

☞ g	„ Grab “ - translate
☞ s	„ Scale “ - scale
☞ r	„ Rotate “ - rotate
→ + x, y, z	Along global x, y or z axis
→ + xx, yy, zz	Along local x, y or z axis
→ + value	By a specific value
ALT + g, s, r	Reset position, scale or rotation
☞ LMB	Select
a	Select or deselect all
c	„ Circle select “ - paint selection
b	„ Border select “ - select using a rectangle
CTRL + j	Join selected
☞ DEL, x	Delete selection
☞ h	Hide selection
ALT + h	Unhide selection

3D View

☞ SHIFT + a	Create new object
SHIFT + s	Reset 3D Cursor
SHIFT + d	Duplicate selection
☞ F3	Open search bar
☞ CTRL + z	Undo last action
☞ CTRL + SHIFT + z	Redo last action
t	Toggle „ tool panel “
n	Toggle „ properties panel “
CTRL + SPACE	Toggle current view to fullscreen mode
☞ TAB	Toggle between Object- and Editmode

In Edit-Mode (switch using TAB)

⚡	f	Fill faces
⚡	e	Extrude selection
⚡	CTRL + r	Loop cut
	L	Select linked elements (dependent on mouse position)
	CTRL + L	Select linked elements (independent on mouse position)
	CTRL + TAB	Toggle vertex, edge and face selection modes
⚡	ALT + RMB	Select vertex, edge or face loop
	CTRL + LMB	Duplicate selected vertices and extrude
	CTRL + V	„Vertex“ commands
	CTRL + E	„Edge“ commands
	CTRL + F	„Face“ commands
	w	„Special“ commands

Animation

i	Insert keyframe at current frame
ALT + i	Delete current keyframe
SPACE	Play animation

Rendering

F12	Render image from active camera
CTRL + F12	Render animation from active camera

Important!!!

Rule #1: **Save often (CTRL + s)!**

LMB = Left Mouse Button
RMB = Right Mouse Button
MMB = Middle Mouse Button