

BLENDER HOT KEYS CHEAT SHEET (5/08)

UNIVERSAL		NAVIGATION	
ESC	Stops ongoing procedure	Home	All layers displayed
SPACE	Opens toolbox	CKEY	Centers view on 3D cursor
TAB	Toggles edit/object mode	ZKEY	Toggles wire/solid view
CTRL-Z	Undo	NUM.	View selected
CTRL-Y	Redo	NUM1	Front view
ALT-U	Undo menu	NUM7	Top view
CTRL-W	Save file	NUM3	Side view
F1	Open file	NUM0	Camera view
F2	Save file	CTRL-NUM1	Back view
F3	Save rendered image	CTRL-NUM7	Bottom view
F4	Logic buttons	CTRL-NUM3	Other side view
F5	Shading buttons	CTRL-NUM4	Pan display right
F6	Texture buttons	CTRL-NUM6	Pan display left
F7	Object buttons	CTRL-NUM2	Pan display up
8	World buttons	CTRL-NUM8	Pan display down
F9	Editing buttons	NUM8	Orbit up
F10	Scene buttons	NUM2	Orbit down
F11	Show/hide rendering	NUM4	Orbit counter-clockwise
F12	Starts rendering	NUM6	Orbit clockwise
		MMB-SCROLL	Zoom in/out
		MMB-DRAG	Orbit view
MODELLING			
IKEY	Insert keyframe	NUM-	Zoom out
ALT-C	Convert menu	NUM+	on in
SHIFT-D	Duplicate	ALT-A	Play animation
NKEY	Object properties panel	LEFT ARROW	Decrease frame number
CTRL-J	Join objects	RIGHT ARROW	Increase frame number
ALT-J	Join faces		
PKEY	Separate	SELECTING –TRANSFORMS	
MKEY	Layer menu	AKEY	Selects/deselects all
CTTRL-P	Parent	BKEY	Border/box select
ALT-P	Clears parents	BKEY-BKEY	Circle select
WKEY	Specials menu	GKEY	Grab mode
XKEY	Delete	GKEY-X or Y or Z	Grab constrain to X-Y-Z
CTRL-H	Hooks verticies	ALT-G	Object set to 0 location
OKEY	Proportional editing	RKEY	Rotate mode
EKEY	Extrude menu	RKEY-X or Y or Z	Rotate constrain to X-Y-Z
CTRL-N	Align face normals	ALT-R	Object set to 0 rotation
FKEY	Make face/edge	SKEY	Scale mode
KKEY	Knife tool	SKEY-X or Y or Z	Scale constrain to X-Y-Z
CTRL-LMB	Create new vertex	ALT-S	Object set to 0 scale
SHIFT-R	Face loop selection	HKEY	Toggle align/free handles
CTRL-E	Edge specials menu	VKEY	Vector handles
		CTRL-SPACE	Toggles 3D widget
		SHIFT-TAB	Use snap/grid