

Blender Hotkeys 2.23

Works in	3D Window	Object Mode
	IPO Window	Edit Mode
	Sequence Window	Object and Edit Mode
	Image Select Window	Pose Mode
	Text Edit Window	Object Orient Window
Works if	Object selected	Data selected
	Mesh vertices selected	Curve handles selected
	Ipo keys selected	Ipo handles selected
	Sequence strip selected	Render window exists
	Text Mode	Armature selected
	Button window exists. Global for F4-F10	
Pop's up	a menu	a toolbox
Use	left mouse button	right mouse button
	middle mouse button	mouse movement

TAB

TAB	Object Edit mode	TAB	Toggle Meta strip
TAB	Object Meta (unposed) mode	TAB	Object Pose mode
Ctrl TAB	Tab in text mode	TAB	T

Function Keys

F1	Load a file	Shift F1	Append Link a file
F2	Save a file	Shift F2	Save file as DXF
F3	Save a render	Shift F3	F3
F4	Lamp buttons	Shift F4	Data select window
F5	Material buttons	Shift F5	3D view window
F6	Texture buttons	Shift F6	Ipo Window
F7	Animation buttons	Shift F7	Button window
F8	Realtime buttons	Shift F8	Sequence window
F9	Edit buttons	Shift F9	Object orient window
F10	Display buttons	Shift F10	Image select window
F11	Render window	Shift F11	Text edit window
F12	Render an image	Shift F12	WAV form window
Ctrl F2	Save file as VRML1	Ctrl F3	Save file as Targa

Numpad Keys (WinX users may need to press NumLock)

. Del	Local view w/o moving cursor
/	Local view & cursor previous view
*	Rotate view to object orientation
+	Zoom in zoom out view see Mouse Ctrl
+	Zoom in zoom out view see Mouse Ctrl
+	Increase PVE (Grab/Rot/Scale) see also O
-	Increase PVE (Grab/Rot/Scale) see also O
0	Camera view
Ctrl 0	Make view
Alt 0	Restore last camera to view
1 3 7	Front Right Top view
Ctrl 1 3 7	Back Left Bottom view
2 4 6 8	Rotate view
Ctrl 2 4 6 8	Translate view see Mouse Shift
5	Perspective orthographic view
Home Shift 7	Zoom view to fit all objects
9	Redraw

Numbers and ~ - =

~	Display all layers
Shift ~	Display all layers previous layers
Ctrl ~	Lock unlock layers & camera to scene
0-9	Swap layers 1-10
Shift 0-9	Add remove layers 1-10 to layer setting
Alt 0-9	Swap layers 11-20
Shift Alt 0-9	Add remove layers 11-20 to layer setting
-	Swap layer 11
Shift -	Add remove layer 11 to layer setting
=	Swap layer 12
Shift =	Add remove layer 12 to layer setting

Comma and Period

, (Comma)	Rotation/scaling around bounding box
. (Period)	Rotation/scaling around cursor

Arrow Keys

	10 frames forward backward
	1 frame forward backward
	Jump to last frame (same for either arrow)
	Jump to first frame (same for either arrow)
	Active window full small screen(s)
	Screen configuration forward backward

Example

	Adjust arrow direction		GRAB / ROTATE / SCALE behavior
	Adjust arrow direction (Grab coarse adjust)		Adjust arrow direction (Grab coarse adjust)
	Adjust (Grab fine adjust)		Adjust (Grab fine adjust)
	Adjust (Grab coarse grid snap center)		Adjust (Grab coarse grid snap center)
	Adjust (Grab fine grid snap center)		Adjust (Grab fine grid snap center)

Mouse

	Place cursor / gesture / vertex paint
	Add vertex
	Trackball
	Translate view
	Translate view see Numpad Ctrl 2468
	Zoom view see Numpad +/-
	Zoom view see Numpad +/-
	Select
	Add to selection
	Select object by closest object center
	Add to selection by closest object center
	Select object & affect active object
	Add to selection & affect active object
	Number Value Setting Button behaviour
	Click left-side to -1 click right side to +1
	Click & drag left subtracts drag right adds
	Type in value for num value button
	GRAB / ROTATE / SCALE behavior
	Adjust move direction (Grab coarse adjust)
	Adjust (Grab fine adjust)
	Adjust (Grab coarse grid snap center)
	Adjust (Grab fine grid snap center)
	Confirm Grab/Rotate/Scale action
	Confirm Grab action
	Move then click constrains to move axis
	Move then click constrains to move axis
	Cancel Grab/Rotate/Scale action
	Cancel Grab action

Characters

A	Select deselect all
A	Select deselect all
Shift A	Add menu
Ctrl A	Apply location and rotation
Alt A	Play Animation
Shift Alt A	Apply Lattice Duplicate
Shift Alt A	Play Anim in current and all 3d windows

B

B	Border select deselect
B	Border select deselect
BB	Circle Border select deselect
Shift B	Define render Border

C

C	Center window around 3d cursor
C	Snap current frame to selected key
C	Change images
Shift C	Cursor on origin, window on home
Ctrl C	Copy menu
Alt C	Convert menu (if possible)

You downloaded this file from <http://3d-graphic.hachmeister.org/> - Based on the site <http://pages.prodigy.net/fairhurst/hotkeysforblender.htm> - original list from Joeri Kassebaar (<http://www.excellentwhale.com/>)

D	
D	Duplicate
Shift D	Duplicate
Ctrl D	Display alpha of image as wire
Alt D	Add data-linked Duplicate
E	
E	Extrude (by grabbing-G returns if Rot/Scale)
ER	Extrude by Rotating
ES	Extrude by Scaling
F	
F	Make edge / Face Connect curve
F	Face select display on off
Ctrl F	Flip selected triangle edges
Ctrl F	Sort Faces
Alt F	Beauty reFill
Alt F	Make First base
Shift Alt F	Save and open text Files menu
G	
G	Grabber
G	Grabber
Alt G	Clear Location
Alt G	Clear Location
H	
H	Handle type: align free
H	Hide selected vertices
Shift H	Handle type: auto see also V
Shift H	Hide deselected vertices
Ctrl H	Automatic Handle calculation
I	
I	Insert Keyframe menu
J	
J	Swap render page of render window
Shift J	Join selected triangles to quads
Ctrl J	Join selected objects see also P
Ctrl J	Join selected keys
K	
K	Draw hide object Keys
K	Show Keys show curves
Ctrl K	Add skeleton to an IKA
Shift K	Clear vertexpaint colors
L	
L	Make Local menu see also U
L	Select vertices linked to cursor
L	Select linked objects
Shift L	Select linked menu
Ctrl L	Make Link menu
Ctrl L	Select vertices linked to selected vertex
Alt L	Make Local menu
M	
M	Move to layer(s)
M	Make a Meta strip
N	
N	Number menu (numeric loc/rot/size entry)
Shift N	Recalculate Normals outside
Shift Ctrl N	Recalculate Normals inside
O	
O	Clear Origin
O	Normal Proportional vertex edit (PVE)
Shift O	Sharp Smooth falloff for PVE
Ctrl O	Open file

P	
P	Separate vertices into objects see also J
Ctrl P	Make Parent
Ctrl P	Make vertex Parent
Alt P	Clear Parent menu
Alt P	Play a Script in Text Edit window
Shift Ctrl P	Make Parent without inverse
Q	
Q	Quit Blender menu
R	
R	Rotate
Shift R	Select Row of nurbs
Alt R	Clear Rotation
Alt R	Clear Rotation
S	
S	Scale
Shift S	Snap-to-menu
Ctrl S	Shear
Alt S	Shrink/Flatten function
Alt S	Clear Size
SX	Mirror X
SY	Mirror Y
Shift Alt S	Select text menu
T	
T	Texture space menu (grab & rotate textures)
T	Tilt of 3d curve (see F9 & press 3D button)
Ctrl T	Convert to Triangles
Ctrl T	Make Track-to
Alt T	Clear Track-to
Ctrl Alt T	Benchmark (Blender benchmark in console)
U	
U	Single User menu
U	Reload data buffer (yep, a sort of Undo)
Ctrl U	Save current file as user default file
V	
V	VertexPaint on off
V	Vector handle see also H
Alt V	Object resize to materials-texture aspect
Shift Alt V	View menu for positioning cursor
W	
W	Special edit menu
Shift W	Warp selected vertices around cursor
Ctrl W	Write file
Alt W	Write selected as videoscape format
X	
X	Erase menu
Ctrl X	Delete all, reload default file see also U
Y	
Y	Split selected from rest
Z	
Z	Wire Solid view
Z	Zoom/trans render window see F12 & F11
Shift Z	Wire Shaded view
Ctrl Z	Shaded calculation view
Alt Z	Solid Textured (Potato) view