

Blender Cheat Sheet

Common Shortcuts (Key Bindings)

Note: The **Industry-Compatible** keymap is not recommended because it reconfigures commonly needed key bindings, such as the N key to toggle the Sidebar.

To bind an icon to a key, right-click and choose **Assign Shortcut**. Don't forget to unbind those keys from any other shortcuts in **Preferences > Keymap**.

Viewport Navigation

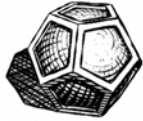
Pan (<i>track left / right, pedestal up / down</i>)	SHIFT + middle mouse
Orbit	middle mouse
Zoom (<i>or Dolly Forward / Backward</i>)	CTRL + middle mouse
.....	or mouse wheel
Dolly Forward	+ (numeric keypad plus)
Dolly Backward	- (numeric keypad minus)
Frame All	HOME
Frame Selected (numeric keypad period)

Viewport Display

Sidebar (<i>right panel</i>)	N
Toolbar Popup (<i>left panel</i>)	T
Toolbar (<i>context menu</i>)	SHIFT + SPACE
Local View (<i>isolate selection</i>)	/ (forward slash)
Toggle Quad View	CTRL + ALT + Q
Viewpoint (<i>Pie Menu</i>)	` (backtick)
Shading (<i>Pie Menu</i>)	Z
Toggle Wireframe	SHIFT + Z
Toggle Overlays	SHIFT + ALT + Z

Commands

Menu Search	F3
Undo	CTRL + Z
Redo	SHIFT + CTRL + Z
Duplicate	SHIFT + D
Duplicate Linked	ALT + D
Adjust Last Operation	F9
Apply	CTRL + A



Transforms

Blender has two different sets of interactive transform tools: keyboard shortcuts and Toolbar icons. Keyboard shortcuts invoke transforms without any gizmo or manipulator. This is unorthodox compared to industry standards. Toolbar icons invoke conventional gizmo-based transform tools.

Move (Grab)	G
Rotate	R
Scale	S
Constrain to Axis	X, Y, Z
Precision Transform	drag + SHIFT
Snapping (<i>toggle Snap</i>)	SHIFT + TAB
Snap (<i>Snap-To Pie Menu</i>)	SHIFT + S
Affect Only Origins (<i>transform object pivot</i>)	CTRL + . (period)

Selection

Select Tool <i>and</i> Selection Mode	W
Select All	A
Select None	ALT + A
Select Inverse	CTRL + I
Add to Selection	SHIFT + drag
Add to Selection <i>and</i> Make Active	SHIFT + click
Remove from Selection	CTRL + drag
Remove Active from Selection	SHIFT + click
Remove Inactive from Selection	SHIFT + double-click

Modeling

Toggle Edit Mode	TAB
Vertex, Edge, Face modes	1, 2, 3 (numerals on alphabetic keypad)
Toggle Selection	SHIFT + click
Expand Selection (<i>select components between</i>)	CTRL + click
Proportional Editing (<i>soft selection</i>)	O
Select Loop	ALT + click
Toggle Loop Selection	SHIFT + ALT + click
Dissolve Selection	CTRL + DELETE
.....	<i>or CTRL + X</i>



Sculpting

Brush Radius **F then drag then click**
 *or [] (square brackets)*
 Brush Invert (Direction Add / Subtract) **CTRL + drag**
 Smooth **SHIFT + drag**

Rigging

Set Parent **CTRL + P**
 Clear Parent **ALT + P**
 Armature Extrude (*create Bone*) **E**

Animation

Play / Pause **SPACE**
 Jump to First Frame **SHIFT + LEFTARROW**
 Jump to Previous Keyframe **DOWNARROW**
 Jump to Next Keyframe **UPARROW**
 Insert Keyframe **I**
 Insert Keyframe Menu **K**
 Toggle Dope Sheet / Graph Editor **CTRL + TAB**

Mac users:

The **ALT** key is labeled **OPTION** on the keyboard.

The **CTRL** key is labeled **CONTROL**. The **COMMAND** key may also work.

By default, function keys are reserved for macOS operating system commands. To use the function keys in Blender, we have two options:

1. Hold the **FUNCTION** key, labeled **FN** on the keyboard, sometimes with an icon of a globe. Then press the desired function key, such as **F1**.
2. Enable the option **Use all F1, F2, etc. keys as standard function keys**. In macOS Ventura or later, this is found in **Apple Menu > System Settings > Keyboard > Keyboard Shortcuts**. In earlier versions of macOS, it's in **System Preferences > Keyboard**.