

SHORTCUTS FOR BLENDER

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Blender is greatly optimized through the use of shortcuts. Use these tables to help you learn and use them as you work through the project.

KEY

- RC, LC, MC = mouse: right, left, or middle click
- RH, LH, MH = mouse: right, left, or middle hold
- cmd, alt, ctl, sft, fn = command, alternate, control, shift, function
- POV = point of view

OBJECT MODE

<i>Function</i>	<i>Shortcut</i>	<i>Alternate Shortcut</i>	<i>Tablet</i>
<i>Save</i>	cmd+S		
<i>Save As</i>	cmd+sft+S		
<i>Select Object</i>	RC	alt + LC	ctl + lasso stylus
<i>Select All/None</i>	A (toggle)		
<i>Zoom</i>	scroll	alt + ctl + LH + drag	alt + ctl + drag stylus
<i>Gimbal</i>	MH + drag	alt +LH + drag	alt+ drag stylus
<i>drag view</i>	sft + MH + drag	alt + sft +LH +drag	alt + sft + drag stylus
<i>Camera POV</i>	0 on numeric pad		
<i>top POV</i>	7		
<i>bottom POV</i>	ctl + 7		
<i>front POV</i>	1		
<i>back POV</i>	ctl + 1		
<i>right POV</i>	3		
<i>left POV</i>	ctl + 3		
<i>Rotate view</i>	2, 4, 6, and 8		
<i>Ortho/Perspective</i>	5 (toggle)		
<i>Shaded/Mesh</i>	Z (toggle)		
<i>Translate or Grab</i>	G	G then X ; G then Y ; G then Z (constrains transform to axis)	
<i>Rotate</i>	R	R then X ; R then Y ; R then Z (constrains transform to axis)	
<i>Scale</i>	S	S then X ; S then Y ; S then Z (constrains transform to axis)	
<i>center 3D cursor</i>	sft + C		
<i>Duplicate</i>	Sft+D		
<i>Loose current work and restore default</i>	ctl + N (Mac and PC) This will not resave what is on the screen!	(Mac) cmd + N	

EDIT MODE

<i>Function</i>	<i>Shortcut</i>	<i>Alternate Shortcut</i>	<i>Tablet</i>
<i>Save</i>	cmd+S		
<i>Save As</i>	cmd+sft+S		
<i>Select/Deselect</i>	RC (toggle)	ctl+ LC or ctl +LH + drag to select a group	ctl + lasso stylus or B + stylus box
<i>Add to selection</i>	Shift + RC	alt + sft + drag	alt + sft + stylus
<i>Select All/None</i>	A (toggle)		
<i>Selection box</i>	B, white lines appear, then RC and drag to make selection box		B + stylus box
<i>Lasso Select</i>	Control + LH and drag		ctl + lasso stylus
<i>Translate or Grab</i>	G	G then X ; G then Y ; G then Z (constrains transform to axis)	
<i>Rotate</i>	R	R then X ; R then Y ; R then Z (constrains transform to axis)	
<i>Scale</i>	S	S then X ; S then Y ; S then Z (constrains transform to axis)	
<i>Duplicate</i>	sft+D		
<i>Delete</i>	X or Delete key		
<i>Merge Vertices</i>	alt + M		
<i>Extrude along Normals</i>	E		
<i>Extrude, free</i>	ctl + LC	E, then Z	
<i>Hide selected</i>	H		
<i>Unhide selected</i>	alt + H		
<i>Loop cut</i>	ctl + R		
<i>Rip mesh at Vertex</i>	V		
<i>Smooth selected area</i>	W, for the specials menu, then Smooth		
<i>Edge Specials menu</i>	select area, ctl + E		
<i>center 3D cursor</i>	sft + C		