Blender Keyboard Shortcuts

111 default shortcuts · grouped by editor mode

MyArchitectAI
AI rendering for Blender

View & Navigation 17

Camera view Switch the viewport to the active camera	`Numpad 0`
Front view Look along the negative Y axis	`Numpad 1`
Right view Look along the positive X axis	`Numpad 3`
Top view Look straight down the Z axis	`Numpad 7`
Opposite view Flip to the back/left/bottom of the current view	`Numpad 9`
Toggle ortho / perspective Switch between orthographic and perspective projection	`Numpad 5`
Orbit left / right Rotate the viewport in 15-degree steps	`Numpad 4 / 6`
Orbit up / down Rotate the viewport vertically	`Numpad 8 / 2`
Frame selected Zoom and center on the selection	`Numpad .`
Frame all Zoom out to fit every visible object	`Home`
Orbit Hold MMB and drag to rotate around the cursor	`Middle mouse drag`
Pan Slide the viewport without rotating	`Shift` + `MMB drag`
Zoom Scrub forward to zoom in	`Ctrl` + `MMB drag`
Zoom step Step zoom by a fixed amount	`Numpad` + `/ -`
View pie menu Open the global view pie for quick angle switching	`` ` (backtick) ``
Local view Isolate the selection and hide everything else	`/ (slash)`
Walk / fly mode Move through the scene with WASD	`Shift` + `` ` (backtick) ``

Selection 11

Select all Press once to select everything	`A`
Deselect all Clear the current selection	`Alt` + `A`
Invert selection Swap selected and unselected	`Ctrl` + `I`
Box select Drag a box to add to the selection	`B`
Circle select Paint a selection with a brush (scroll to resize)	`C`
Select linked under cursor Pick the connected mesh island under the mouse	`L`
Select all linked Extend selection to every connected element	`Ctrl` + `L`
Edge / face loop Select an entire edge loop or face loop (Edit Mode)	Alt + click
Grow / shrink selection Expand or contract the selection one ring at a time	`Ctrl` + `Numpad` + `/ -`
Select similar Select objects sharing a property (material/type/group)	`Shift` + `G`
Vertex / Edge / Face mode Switch element type in Edit Mode	`1 / 2 / 3`

Transform 14

Move (Grab) Move the selection freely	G
Rotate Rotate around the active pivot	R
Scale Scale the selection from the pivot	S
Constrain to axis Press after G/R/S to lock movement to one axis	X / Y / Z
Exclude axis Move/rotate/scale on the other two axes	Shift + X / Y / Z
Numerical input Type during G/R/S for exact values	Type a number
Confirm transform Commit the current move/rotate/scale	Enter or LMB
Cancel transform Abort the current transform	Esc or RMB
Snap while transforming Snap to grid or geometry during G/R/S	Hold Ctrl
Precise transform Slow the transform for fine adjustments	Hold Shift
Trackball rotate Free 3D rotation instead of axis-locked	R + R
Edge slide Slide an edge along its neighbors (Edit Mode)	G + G
Snap pie menu Snap cursor or selection to grid/origin/etc	Shift + S
Pivot point pie Switch between Median / 3D Cursor / Individual Origins	. (period)

Mesh Modeling 19

Toggle Edit Mode Jump between Object Mode and Edit Mode	Tab
Extrude Pull out new geometry from a face or edge	E
Inset face Inset a face inward (press I again for individual)	I
Knife Cut new edges into a face by clicking	K
Loop cut Add an evenly spaced edge loop	Ctrl + R
Bevel Bevel selected edges (scroll for more segments)	Ctrl + B
Fill Create a face or edge between selection	F
Merge menu Merge vertices (at center / cursor / first / last)	M
Merge by distance Weld doubles within a threshold	Alt + M
Separate Split selection into a new object	P
Vertex connect Connect two vertices with a new edge path	J
Subdivide Right-click context menu (no default key)	Right-click → Subdivide
Rip vertices Tear connected vertices apart	V
Proportional editing Toggle soft-falloff editing	O
Falloff menu Switch the proportional falloff curve	Shift + O
Edge / Face / Vertex menu Open contextual menus for the active element	Ctrl + E / F / V
Sidebar (properties) Toggle the right-hand item panel	N
Toolbar Toggle the left-hand tool shelf	T
Repeat with offset Replay the last action incrementally	Shift + R

Object Management 15

Add object — Shift + A
Open the Add menu (mesh / light / camera / etc)

Apply transform — Ctrl + A
Apply location/rotation/scale to mesh data

Set parent — Ctrl + P
Parent selected to active object

Clear parent — Alt + P
Unparent the selection

Move to collection — M
Send objects to a different collection

Duplicate — Shift + D
Copy and offset (independent data)

Linked duplicate — Alt + D
Copy sharing the same mesh data

Join objects — Ctrl + J
Merge selected meshes into one object

Hide selected — H
Hide the selection from the viewport

Unhide all — Alt + H
Reveal everything you hid

Hide unselected — Shift + H
Hide everything except the selection

Rename — F2
Rename the active object/data block

Search operators — F3
Find any command by name

Mirror — Ctrl + M
Mirror across an axis (asks for axis after)

Reset 3D cursor — Shift + C
Send the 3D cursor to world origin and re-center view

Sculpt Mode 8

Brush radius — F
Hold and drag to resize brush

Brush strength — Shift + F
Hold and drag to set brush strength

Invert brush — Hold Ctrl
Temporarily invert (e.g. crease → ridge)

Smooth brush — Hold Shift
Switch to Smooth while held

Toggle X symmetry — X
Mirror strokes across the X axis

Mask pie menu — A
Quick access to mask / clear / invert

Mask brush — M
Activate the mask brush

Multires subdivide — Ctrl + 1 / 2 / 3
Set Multires viewport level on the fly

UV & Shading 6

Unwrap menu — U
Open the UV unwrap method picker

Pin UV — P
Anchor a UV vertex so it stays put during re-unwrap

Unpin UV — Alt + P
Release pinned UVs

Shading pie menu — Z
Switch viewport shading (Solid / Material / Rendered / Wire)

Toggle wireframe — Shift + Z
Quick toggle between current shading and wireframe

X-ray toggle — Alt + Z
See through the mesh

Animation 7

Insert keyframe — I
Open the keyframe insertion menu

Clear keyframes — Alt + I
Remove keyframes on the current frame

Play / pause — Spacebar
Play the timeline (default in 2.9+)

Jump to start — Shift + ← (Left)
Go to the first frame

Jump to end — Shift + → (Right)
Go to the last frame

Step one frame — ← / → (arrows)
Walk the timeline one frame

Step 10 frames — ↑ / ↓ (arrows)
Walk the timeline in 10-frame jumps

Display & Modes 5

Mode pie menu — Ctrl + Tab
Switch between Object / Edit / Sculpt / Weight Paint / etc

Render image — F12
Render the active camera once

Show last render — F11
Re-open the last render window

Render animation — Ctrl + F12
Render the active frame range

Cycle render slots — J
Compare current render against previous slots

File & Edit

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Save Save the current .blend	Ctrl + S
Save As Save with a new name or location	Ctrl + Shift + S
Open Open an existing .blend file	Ctrl + O
New file Start a new file (with prompt)	Ctrl + N
Undo Undo the last action	Ctrl + Z
Redo Redo the last undone action	Ctrl + Shift + Z
Preferences (comma)	Ctrl +
File / context pie Open the file/context pie menu	F4
Quit Blender Close the application	Ctrl + Q