

Keyboard Shortcuts

I have used a broad definition of “tool” to include both Blender’s tools and functions.

Not all of Blender’s tools or functions have built-in keyboard shortcuts. Where none exists I have added the most convenient way of accessing the tool or function.

General Tools

Organize Panels and Panes

Open/Close Panes	LMB Pane Title
Open/Close all Panes	LMB > Drag down
Repeat Last	SHIFT + R
Save, Save as	
Screen Layout	LMB Screen Layout Icon
Search	SPACEBAR
Splitter Widget	LMB Splitter Widget
Undo, Redo	CMD + Z
Undo	SHIFT + CMD + Z
Redo	CTRL + ALT/OPT + Z
Undo History	

3D Editor Tools

Add - Primitive	SHIFT + A > Mesh >
Center Selection	SHIFT + A
Cursor to Origin	SHIFT + C
Origin into view	SHIFT + S > Cursor to Origin
Origin not into view	X >
Delete	SHIFT + D
Duplicate	G
Grab/Move	H
Hide/Reveal	ALT/OPT + H
Hide	SHIFT + H
Reveal	Information Editor > File > Import >
Hide Unselected	Images as Planes
Import Images as Planes	CTRL + SPACEBAR
Manipulator Widget	SHIFT + ALT/OP + Drag
Pan and Rotate View	PERIOD-KEY
Pivot Point	ALT/OPT+ PERIOD
3D Cursor	CTRL + COMMA
Active Element	COMMA
Median Point	CTRL + PERIOD
Bounding Box Center	R
Individual Origins	S
Rotate	RMB and SHIFT + RMB
Scale	
Select	

Select/Deselect All	A
Select - Border	B > DRAG
Select - Circle	C > DRAG > RMB
Select - Lasso	CTRL + DRAG
Selection Mode	Header > Vertex-, Edge-, Face-Icon
Snap - 3D Cursor	SHIFT + S >
Smooth/Flat Shading	CTRL + F > Shade Smooth/Shade Flat
Snap - Mesh	SHIFT + TAB
View All	HOME
Zoom	SCROLL
Zoom In	NUMPAD-PLUS
Zoom Out	NUMPAD-MINUS
Border Select Zoom	SHIFT + B + Drag

Object Mode

Add - One-Vertex Object
 Apply - Location, Rotation, Scale
 Join
 Layers

Tool Shelf > Misc. Tab > One-Vertex Object
CTRL + A
CTRL + J
M-KEY

Edit Mode

Bevel Edge or Face
 Bevel Vertex
 Bridge Edge Loops
 Dissolve
 Edge - Extension
 Edge - Intersect
 Edge - Outliner
 Edge - Sculpt

 Edge - Slice
 Edge - Slide
 Edge Loop - Delete
 Extrude
 Flatten
 Inset
 Knife
 Loop Cut and Slide
 Make Edge/Face
 Mark/Clear Seam

 Mark/Clear Sharp

 Merge
 Normals - Flip Direction
 Normals - Recalculate Outside
 Inside
 Remove Doubles

 Rip
 Rip Fill
 Rotate Edge

 Select - Inverse
 Select - Linked
 Selection - Loop
 Select - Path

CTRL + B
SHIFT + CTRL + B
Mesh > Edges > Bridge Edge Loops
X > Dissolve
W > E > E
W > TinyCAD > VTX | AUTO
ALT/OPT + D
Tool Shelf > Tools Tab > Deform >
EdgeTune
W > E > Slice
G > G
X > G
E
Tool Shelf > Tools Tab > LoopTools > Flatten
I
K
Tool Shelf > Add Tab > Loop Cut and Slide
F
CTRL + E > Mark Seams
CTRL + E > Clear Seams
CTRL + E > Mark Sharp
CTRL + E > Clear Sharp
ALT/OPT + M >
W > Flip Normals
CTRL + N
SHIFT + CTRL + N
Tool Shelf > Tools Tab > Remove >
Remove Doubles
V
ALT/OPT + V
CTRL + E > Rotate Edge CW
CTRL + E > Rotate Edge CCW
CTRL + F > Rotate Edge CW
CTRL + I
L
ALT/OPT + RMB
RMB > CTRL + RMB

