

# Save, Save as

## Access:

Keyboard shortcut: **CMD + S-KEY** (Save)  
**SHIFT + CMD + S-KEY** (Save as)  
**CTRL + ALT/OPT + S-KEY** (Save Copy)

Mode: All Modes

Panel: None

Menu: Information Editor: File > Save, Save as, Save Copy

## Description:

There are a number of different ways to save a Blender (.blend) file.

### Save

Save (CMD + S-KEY) can be used the first time to name and save a Blender (.blend) file. Subsequent use overwrites the previously saved version.

### Save as

Save as (SHIFT + CMD + S-KEY) can be used to save a new version of a Blender file. This is the method you will want to use most, if not all, of the time so that you can go back to a previous version should you make a mistake or changes you decide you do not want, and wish to back up to a previous version of the file. Pressing the NUMPAD-PLUS-KEY can incrementally number the newly saved copy. NUMPAD-MINUS-KEY incrementally reduces the number should you need to.

To facilitate incremental numbering name the first copy name01. The “.blend” extension will be added automatically (name01.blend). Then on saving the second time do a Save as (SHIFT + CMD + S-KEY) followed by NUMPAD-PLUS-KEY to incrementally increase the name to name02.blend.

### Save Copy

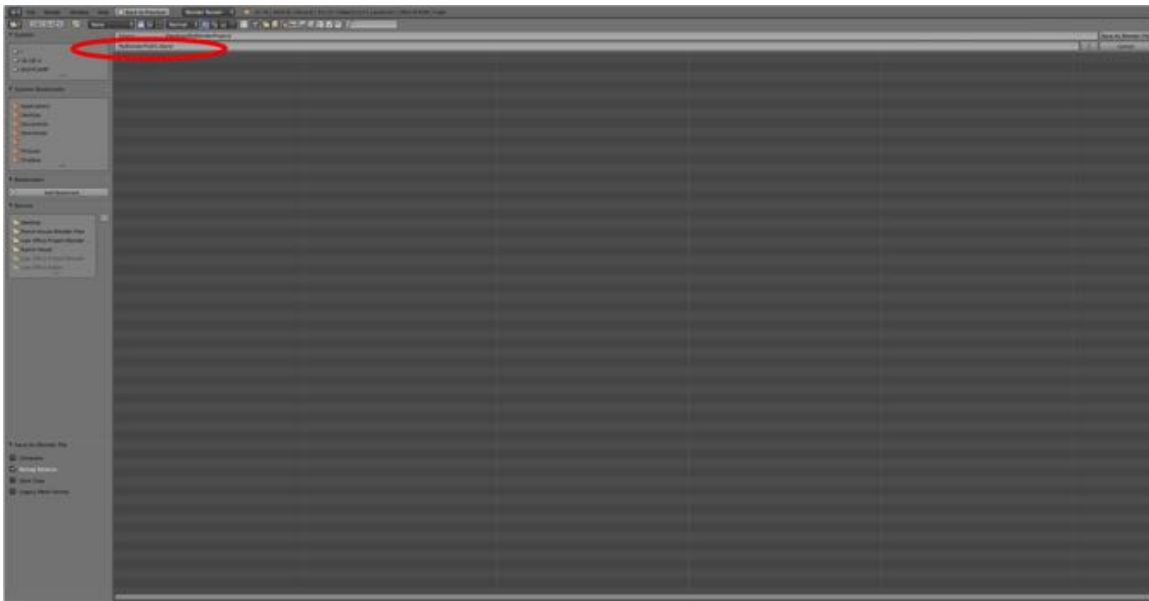
Save Copy (CTRL + ALT/OPT + S-KEY) saves a copy of the file, then returns to editing the original file upon completion. This can be used to save backups of the current working state without modifying the original file. I am not sure why you would really want to do this, but the capability is there. I think Save as and incrementally numbering the copies is a better way to save.

## To Use the Tool:

- Press **SHIFT + CMD + S-KEY > NUMPAD-PLUS-KEY** to save an incrementally numbered copy of the file.

## Let's Try It:

- **Open Blender.**
- Press **SHIFT + CMD + S-KEY** and **name the file MyBlenderFile01.**
- **LMB** click in the workspace to see the “.blend” extension added automatically.



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- **LMB** click **Save as Blender File** in the upper right-hand corner of the File Browser Editor Frame.  
(You could have LMB click on Save as Blender File without LMB clicking in the workspace and the “.blend” extension would have been added automatically.)
- **Make some kind of change** to the scene, e.g., press **SHIFT + D-KEY** and drag to duplicate the Default Cube.
- Press **LMB** to confirm.
- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to incrementally increase the numbering of the copy, e.g., **MyBlenderFile02.**
- **LMB** click in the workspace to see the “.blend” extension added automatically.



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- **LMB** click **Save as Blender File** in the upper right-hand corner of the File Browser Editor Frame.

Note: If a copy of the file with the indicated name already exists in your project folder, the name will be in red. Simply press NUMPAD-PLUS-KEY to increase the incremental value of the numbering and the red color will disappear.



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## **Additional Comments:**

There are other ways to save Blender files. Such as packing associated textures with the Blender File. But, for now let's keep it simple.

## **For More Information:**

Blender Reference Manual, **Save Files**

[https://www.blender.org/manual/data\\_system/files/save.html](https://www.blender.org/manual/data_system/files/save.html)