

Blender Hotkeys 2.23

Works in	3D Window	Object Mode
	IPO Window	Edit Mode
	Sequence Window	Object and Edit Mode
	Image Select Window	Pose Mode
	Text Edit Window	Object Orient Window
Works if	Object selected	Data selected
	Mesh vertices selected	Curve handles selected
	Ipo keys selected	Ipo handles selected
	Sequence strip selected	Render window exists
	Text Mode	Armature selected
	Button window exists. Global for F4-F10	
Pop's up	a menu	a toolbox
	a file request	
Use	left mouse button	right mouse button
	middle mouse button	
	mouse movement	

TAB

	Object Edit mode	
	Toggle Meta strip	
	Object Meta (unposed) mode	
	Object Pose mode	
	Tab in text mode	

Function Keys

F1		Load a file		Append Link a file
F2		Save a file		Save file as DXF
F3		Save a render		F3
F4		Lamp buttons		Data select window
F5		Material buttons		3D view window
F6		Texture buttons		Ipo Window
F7		Animation buttons		Button window
F8		Realtime buttons		Sequence window
F9		Edit buttons		Object orient window
F10		Display buttons		Image select window
F11		Render window		Text edit window
F12		Render an image		WAV form window
	Save file as VRML1			Save file as Targa

Numpad Keys (WinX users may need to press NumLock)

	Local view w/o moving cursor
	Local view & cursor previous view
	Rotate view to object orientation
	Zoom in zoom out view see Mouse
	Zoom in zoom out view see Mouse
	Increase PVE (Grab/Rot/Scale) see also O
	Increase PVE (Grab/Rot/Scale) see also O
	Camera view
	Make view
	Restore last camera to view
	Front / Right / Top view
	Back / Left / Bottom view
	Rotate view
	Translate view see Mouse
	Perspective orthographic view
	Zoom view to fit all objects
	Redraw

Numbers and ~ - =

	Display all layers
	Display all layers previous layers
	Lock unlock layers & camera to scene
	Swap layers 1-10
	Add remove layers 1-10 to layer setting
	Swap layers 11-20
	Add remove layers 11-20 to layer setting
	Swap layer 11
	Add remove layer 11 to layer setting
	Swap layer 12
	Add remove layer 12 to layer setting

Comma and Period

	Rotation/scaling around bounding box
	Rotation/scaling around cursor

Arrow Keys

	10 frames forward backward
	10 frames forward backward
	1 frame forward backward
	1 frame forward backward
	Jump to last frame (same for either arrow)
	Jump to first frame (same for either arrow)
	Active window full small screen(s)
	Screen configuration forward backward

Example

	Adjust arrow direction
	Adjust arrow direction (Grab coarse adjust)
	Adjust (Grab fine adjust)
	Adjust (Grab coarse grid snap center)
	Adjust (Grab fine grid snap center)

GRAB / ROTATE / SCALE behavior

	Adjust arrow direction	
	Adjust arrow direction (Grab coarse adjust)	
	Adjust (Grab fine adjust)	
	Adjust (Grab coarse grid snap center)	
	Adjust (Grab fine grid snap center)	

Mouse

	Place cursor / gesture / vertex paint
	Add vertex
	Trackball
	Translate view
	Translate view see Numpad
	Zoom view see Numpad +/-
	Zoom view see Numpad +/-
	Select
	Add to selection
	Select object by closest object center
	Add to selection by closest object center
	Select object & affective object
	Add to selection & affect active object
Number Value Setting Button behaviour	
	Click left-side to -1 click right side to +1
	Click & drag left subtracts drag right adds
	Type in value for num value button
GRAB / ROTATE / SCALE behavior	
	Adjust move direction (Grab coarse adjust)
	Adjust (Grab fine adjust)
	Adjust (Grab coarse grid snap center)
	Adjust (Grab fine grid snap center)
	Confirm Grab/Rotate/Scale action
	Confirm Grab action
	Move then click constrains to move axis
	Move then click constrains to move axis
	Cancel Grab/Rotate/Scale action
	Cancel Grab action

Characters

A		Select deselect all
	Select deselect all	
	Add menu	
	Apply location and rotation	
	Play Animation	
	Apply Lattice Duplicate	
	Play Anim in current and all 3d windows	

B

	Border select deselect
	Border select deselect
	Circle Border select deselect
	Define render Border

C

	Center window around 3d cursor
	Snap current frame to selected key
	Change images
	Cursor on origin, window on home
	Copy menu
	Convert menu (if possible)

You downloaded this file from <http://3d-graphic-hackmeister.org/> - Based on the site <http://pages.prodigy.net/fratiturst/hotkeysblender.htm> - original list from Joeri Kassebaer (<http://www.excellentmale.com/>)

D		
D		Duplicate
Shift D		Duplicate
Ctrl D		Display alpha of image as wire
Alt D		Add data-linked Duplicate
E		
E		Extrude (by grabbing-G returns if Rot/Scale)
ER		Extrude by Rotating
ES		Extrude by Scaling
F		
F		Make edge / Face Connect curve
F		Face select display on off
Ctrl F		Flip selected triangle edges
Ctrl F		Sort Faces
Alt F		Beauty reFill
Alt F		Make First base
Shift Alt F		Save and open text Files menu
G		
G		Grabber
G		Grabber
Alt G		Clear Location
Alt G		Clear Location
H		
H		Handle type: align free
H		Hide selected vertices
Shift H		Handle type: auto see also V
Shift H		Hide deselected vertices
Ctrl H		Automatic Handle calculation
I		
I		Insert Keyframe menu
J		
J		Swap render page of render window
Shift J		Join selected triangles to quads
Ctrl J		Join selected objects see also P
Ctrl J		Join selected keys
K		
K		Draw hide object Keys
K		Show Keys show curves
Ctrl K		Add skeleton to an IKA
Shift K		Clear vertexpaint colors
L		
L		Make Local menu see also U
L		Select vertices linked to cursor
L		Select linked objects
Shift L		Select linked menu
Ctrl L		Make Link menu
Ctrl L		Select vertices linked to selected vertex
Alt L		Make Local menu
M		
M		Move to layer(s)
M		Make a Meta strip
N		
N		Number menu (numeric loc/rot/size entry)
Shift N		Recalculate Normals outside
Shift Ctrl N		Recalculate Normals inside
O		
O		Clear Origin
O		Normal Proportional vertex edit (PVE)
Shift O		Sharp Smooth falloff for PVE
Ctrl O		Open file

P		
P		Separate vertices into objects see also J
Ctrl P		Make Parent
Ctrl P		Make vertex Parent
Alt P		Clear Parent menu
Alt P		Play a Script in Text Edit window
Shift Ctrl P		Make Parent without inverse
Q		
Q		Quit Blender menu
R		
R		Rotate
Shift R		Select Row of nurbs
Alt R		Clear Rotation
Alt R		Clear Rotation
S		
S		Scale
Shift S		Snap-to-menu
Ctrl S		Shear
Alt S		Shrink/Flatten function
Alt S		Clear Size
SX		Mirror X
SY		Mirror Y
Shift Alt S		Select text menu
T		
T		Texture space menu (grab & rotate textures)
T		Tilt of 3d curve (see F9 & press 3D button)
Ctrl T		Convert to Triangles
Ctrl T		Make Track-to
Alt T		Clear Track-to
Ctrl Alt T		Benchmark (Blender benchmark in console)
U		
U		Single User menu
U		Reload data buffer (yep, a sort of Undo)
Ctrl U		Save current file as user default file
V		
V		VertexPaint on off
V		Vector handle see also H
Alt V		Object resize to materials-texture aspect
Shift Alt V		View menu for positioning cursor
W		
W		Special edit menu
Shift W		Warp selected vertices around cursor
Ctrl W		Write file
Alt W		Write selected as videoscape format
X		
X		Erase menu
Ctrl X		Delete all, reload default file see also U
Y		
Y		Split selected from rest
Z		
Z		Wire Solid view
Z		Zoom/trans render window see F12 & F11
Shift Z		Wire Shaded view
Ctrl Z		Shaded calculation view
Alt Z		Solid Textured (Potato) view