

Blender Keyboard Shortcuts

Mac · Windows · Linux — free printable reference from linuru.com

General

Action	Mac	Windows	Linux
Undo	Ctrl + Z	Ctrl + Z	Ctrl + Z
Redo	Ctrl + Shift + Z	Ctrl + Shift + Z	Ctrl + Shift + Z
Save file	Ctrl + S	Ctrl + S	Ctrl + S
Save as	Ctrl + Shift + S	Ctrl + Shift + S	Ctrl + Shift + S
Open file	Ctrl + O	Ctrl + O	Ctrl + O
New file	Ctrl + N	Ctrl + N	Ctrl + N
Open preferences	Ctrl + ,	Ctrl + ,	Ctrl + ,
Search menu	F3	F3	F3
Quick favorites menu	Q	Q	Q
Toggle fullscreen	Alt + F11	Alt + F11	Alt + F11
Quit Blender	Ctrl + Q	Ctrl + Q	Ctrl + Q
Open last file	Ctrl + Shift + O	Ctrl + Shift + O	Ctrl + Shift + O

Navigation

Action	Mac	Windows	Linux
Orbit view	Middle Mouse	Middle Mouse	Middle Mouse
Pan view	Shift + Middle Mouse	Shift + Middle Mouse	Shift + Middle Mouse
Zoom view	Ctrl + Middle Mouse	Ctrl + Middle Mouse	Ctrl + Middle Mouse
Front view	Numpad 1	Numpad 1	Numpad 1
Right side view	Numpad 3	Numpad 3	Numpad 3
Top view	Numpad 7	Numpad 7	Numpad 7
Camera view	Numpad 0	Numpad 0	Numpad 0
Toggle perspective / orthographic	Numpad 5	Numpad 5	Numpad 5
Center view on selection	Numpad .	Numpad .	Numpad .
View all objects	Home	Home	Home
Fly / Walk mode	Shift + `	Shift + `	Shift + `
Toggle local view (isolate)	Numpad /	Numpad /	Numpad /

Object Mode

Action	Mac	Windows	Linux
Select object	Left Click	Left Click	Left Click
Select all	A	A	A
Deselect all	Alt + A	Alt + A	Alt + A
Box select	B	B	B
Circle select	C	C	C
Move (grab)	G	G	G
Rotate	R	R	R
Scale	S	S	S
Duplicate	Shift + D	Shift + D	Shift + D
Delete	X	X	X
Join objects	Ctrl + J	Ctrl + J	Ctrl + J
Separate selection	P	P	P
Set parent	Ctrl + P	Ctrl + P	Ctrl + P

Edit Mode

Action	Mac	Windows	Linux
Enter / Exit edit mode	Tab	Tab	Tab
Vertex select mode	1	1	1
Edge select mode	2	2	2
Face select mode	3	3	3
Extrude	E	E	E
Inset faces	I	I	I
Bevel	Ctrl + B	Ctrl + B	Ctrl + B
Loop cut	Ctrl + R	Ctrl + R	Ctrl + R
Knife tool	K	K	K
Merge vertices	M	M	M
Fill face	F	F	F
Subdivide	Right Click + Subdivide	Right Click + Subdivide	Right Click + Subdivide

Modeling

Action	Mac	Windows	Linux
Toggle proportional editing	O	O	O

Action	Mac	Windows	Linux
Toggle snapping	Shift + Tab	Shift + Tab	Shift + Tab
Mirror on X axis	Ctrl + M + X	Ctrl + M + X	Ctrl + M + X
Mirror on Y axis	Ctrl + M + Y	Ctrl + M + Y	Ctrl + M + Y
Apply all transforms	Ctrl + A	Ctrl + A	Ctrl + A
Origin to geometry	Right Click + Set Origin	Right Click + Set Origin	Right Click + Set Origin
Shade smooth	Right Click + Shade Smooth	Right Click + Shade Smooth	Right Click + Shade Smooth
Shade flat	Right Click + Shade Flat	Right Click + Shade Flat	Right Click + Shade Flat
Add modifier	Ctrl + 1-5	Ctrl + 1-5	Ctrl + 1-5
Toggle X-ray mode	Alt + Z	Alt + Z	Alt + Z

Sculpting

Action	Mac	Windows	Linux
Increase brush size	F	F	F
Decrease brush size	Shift + F	Shift + F	Shift + F
Adjust brush strength	Shift + F + Move Mouse	Shift + F + Move Mouse	Shift + F + Move Mouse
Smooth brush (hold)	Shift	Shift	Shift
Invert brush stroke	Ctrl	Ctrl	Ctrl
Toggle symmetry X axis	X	X	X
Toggle symmetry Y axis	Y	Y	Y
Toggle symmetry Z axis	Z	Z	Z
Toggle dynamic topology (Dyntopo)	Ctrl + D	Ctrl + D	Ctrl + D
Remesh	Ctrl + R	Ctrl + R	Ctrl + R

Animation

Action	Mac	Windows	Linux
Insert keyframe	I	I	I
Delete keyframe	Alt + I	Alt + I	Alt + I
Play / Pause animation	Space	Space	Space
Reverse play	Ctrl + Shift + Space	Ctrl + Shift + Space	Ctrl + Shift + Space
Go to next keyframe	Up Arrow	Up Arrow	Up Arrow

Action	Mac	Windows	Linux
Go to previous keyframe	Down Arrow	Down Arrow	Down Arrow
Go to start frame	Shift + Left Arrow	Shift + Left Arrow	Shift + Left Arrow
Go to end frame	Shift + Right Arrow	Shift + Right Arrow	Shift + Right Arrow
Next frame	Right Arrow	Right Arrow	Right Arrow
Previous frame	Left Arrow	Left Arrow	Left Arrow

Rendering

Action	Mac	Windows	Linux
Render image	F12	F12	F12
Render animation	Ctrl + F12	Ctrl + F12	Ctrl + F12
Viewport render image	Ctrl + Alt + F12	Ctrl + Alt + F12	Ctrl + Alt + F12
Toggle overlays	Shift + Alt + Z	Shift + Alt + Z	Shift + Alt + Z
Wireframe view	Z + 4	Z + 4	Z + 4
Solid view	Z + 6	Z + 6	Z + 6
Material preview	Z + 2	Z + 2	Z + 2
Rendered view	Z + 8	Z + 8	Z + 8
Open shading pie menu	Z	Z	Z
Cancel render	Esc	Esc	Esc