

Blender Shortcut Keys

	Menu	Function	Key / Mouse	Modifier Keys			Notes
	View	Show 3D View Tool Shelf	T				
	View	Show 3D View Properties iNspector	N				
		Maximise (U psize) Selected Window	Up Arrow		CTRL		
		Minimise (D ownsize) Selected Window	Down Arrow		CTRL		
		Cycle Layouts to the L eft	Left Arrow		CTRL		
		Cycle Layouts to the R ight	Right Arrow		CTRL		
		Duplicate Current W indow	W		CTRL	ALT	
		Change Window Function	F Keys	SHIFT			
		Orbit the View	Middle Button				
		Pan (shift) the View	Middle Button	SHIFT			
		Zoom the View	Middle Scroll				
		Change 3D View Perspective	Numberpad	(SHIFT)	CTRL		
	*Emulating 3 Button Mouse	Orbit the View	Left Button			ALT	
		Pan (shift) the View	Left Button	(SHIFT)		ALT	
		Zoom the View	Left Button		CTRL	ALT	
SECTION 2 - MYAN PYRAMID							
	Object Mode	Toggle Edit and Object Modes	Tab				
	Object > Transform	Grab / Move	G				
	Object > Transform	Rotate	R				
	Object > Transform	Scale	S				
	Object	Delete (cut)	X				
	Mesh > Faces	Make Edge / Face	F				
	Object	Duplicate Objects	D	SHIFT		(ALT)	
		Toggle Wireframe and Solid Viewz ;-)	Z				
		Recalculate N ormals	N		CTRL		In Edit Mode.
		Extrude Face, Edge or Vertex	E				
		Lock to X, Y, Z Axis	X, Y, Z				Click twice for local / global.
		Toggle Vertex, Edge & Face Modes	Tab		CTRL		Now hit 1,2 or 3 key
		Inset Face	I				O to switch to Outset
		Select Edge Loop (ALT ernative Select)	Right Button			ALT	
		Loop Cut and Slide	R		CTRL		0 to center. Scroll wheel #.
		B ox Select	B				Selects through in wireframe Middle click to de-select.
		C ircle Select	C				
		Toggle Select A ll	A				
		Toggle Snapping	Tab	SHIFT			p
		Separate (P art) Mesh	P				
SECTION 3 - BOWLING							
		Add Menu	A	SHIFT			
		Convert Object	C			ALT	

Menu	Function	Key / Mouse	Modifier Keys			Notes
	Search Command	Space				Then type command name.
	Specials Menu	W				
SECTION 4 - CHESS SET						
	CentreZero View	C	SHIFT			Centre all objects in view.
	Bevel Tool	B		CTRL		Select edge first.
	Snap Menu	S	SHIFT			
	View Selected	Number Pad .				
	Viewport Dolly		SHIFT	CTRL	(ALT)	Middle button & drag. Wheel.
	Walk or Fly Mode	F	SHIFT			G for G avity in walk mode.
	Hide All	H	SHIFT			Everything except selected.
	Select Edge Ring	Right Button		CTRL	ALT	Similar to edge loop.
SECTION 5 - ANIMATED LAMP						
	Set Render B order	B		CTRL	(ALT)	Clear with Ctrl + Alt.
	Set V ector Handle Type	V				For curve control points.
	P arent Objects	P				Parent 1st selected to 2nd.
	A pply Pose	A			ALT	
	Reset Position (Undo G oTo)	G			ALT	
	Reset R otation	R			ALT	
	Reset S cale	S			ALT	
SECTION 6 - FLUFFY BUNNY						
	M ove To Layer	M				In Object Mode.
	Select Layer Number	Number Keys				If num-pad emulation off.
	Change Brush Size	F				Then drag.
	Change Brush Strength (F low Rate)	F	SHIFT			Then drag.
	Smooth	Left Button	SHIFT			Then drag. In Sculpt Mode.
	Change Proportional Editing Size	Mouse Scroll				In Edit Mode.
	Active Camera	0				
	Set Active Object as Camera	0		CTRL		
	H ide	H	(SHIFT)		(ALT)	Alt to hide. Shift to invert.
	G roup	G		CTRL		
	Tab Out of Node Group	Tab				
	A dd New Node	A	SHIFT			Then hit s to search.
Let us know if you notice anything is missing!	Shift Value Slowly	Left Button	SHIFT			