

Toolbar	T	Trackball Rotate	R, R
Properties	N	Precise Movement	Shift (<i>hold</i>)
Add Object/Node	Shift + A	Incremental Movement	Ctrl (<i>hold</i>)
Delete	X or Delete	Duplicate	Shift + D
Search for Function	F3	Duplicate Linked	Alt + D
Move	G	Hide	H
Scale	S	Unhide All	Alt + H
Rotate	R	Hide All Except Selected	Shift + H
...along axis	x,y,z	Annotate	D (<i>hold</i>) + LMB (<i>drag</i>)
...along local axis	x,y,z	Erase Annotation	D (<i>hold</i>) + RMB (<i>drag</i>)
Quick Favs Menu	Q	Edit/ Object Mode Toggle (3d viewport)	tab
Orbit (3d viewport)	MMB	Mirror	Ctrl + M <i>then</i> x, y, or z (<i>or</i> MMB (<i>drag</i>))
Pan (3d viewport)	Shift + MMB	Set Parent (to last selected)	Ctrl + P
Zoom (3d viewport)	Scroll <i>or</i> Ctrl+ MMB	Clear Parent	Alt + P
Fly (3d viewport)	Shift + ~	Toggle Snapping	Shift + tab
View Pie Menu	~	Clear location	Alt + G

Fast View Switch	ALT + MMB (<i>drag</i>)	Clear Rotation	Alt + R
Show All Objects	home	Clear Scale	Alt + S
Zoom to Region	Shift + B	Apply Location/ Rotation/Scale	Ctrl + A
Mode Pie Menu	Ctrl + tab	Join Selected Objects	Ctrl + J
Select	LMB	Copy Attributes to New Objects	Ctrl + L
Select All	A	Add Subdivision Level	Ctrl + 0,1,2,3,4,5
Deselect All	Alt + A, <i>or</i> A,A	Mask view to region/ clear mask	Alt + B
Marquee Box Select	B <i>or</i> LMB (<i>drag</i>)	Center 3D Cursor	Shift + C
Circle Select	C	Move Active Object to Collection	M
Lasso Select	Ctrl + RMB	Move Active Camera to view	Ctrl + Alt + Numpad 0
Invert Selection	Ctrl + i	Set as Active Camera	Ctrl + Numpad 0
Select Linked	Shift + L	Shading Pie Menu	Z
Select Similar	Shift + G	Pivot point pie menu	.
Select from Many	Alt + LMB	Snap Pie Menu	Shift + S
Select Connected Mesh	Ctrl + L	Orientation Pie Menu	,
Selected Connected Mesh Under Cursor	L	Extrude (modelling)	E

Select Edge Loop	Alt + LMB	Inset (modelling)	i
Select Edge Ring	Ctrl + Alt + RMB	Bevel (modelling)	Ctrl + B
Vertex Select Mode	1	Bevel Vertices (modelling)	Ctrl + Shift + B
Edge Select Mode	2	Loop cut (modelling)	Ctrl + R
Face Select mode	3	Vertex/Edge Slide (modelling)	G, G
Mirror current selection	Ctrl + Shift + M	Knife (modelling)	K
Grow/Shrink selection	Ctrl +/-	Fill Face (modelling)	F
Edge Crease	Ctrl + E	Shear (modelling)	Ctrl + Shift Alt + S
Add new handle (curve editing)	E <i>or</i> Ctrl + RMB	Bend (modelling)	Shift + W
Change handle type (curve editing)	V	Split (modelling)	Y
Delete but maintain connection (curve editing)	Ctrl + X	Rip (modelling)	V
Close Curve (curve editing)	Alt + C	Rip Fill (modelling)	Alt + V
Tilt (curve editing)	Ctrl + T	Merge (modelling)	Alt + M
Clear Tilt (curve editing)	Alt + T	Recalculate Normals (modelling)	Shift + N
Unwrap (Texturing)	U	Invert Normals (modelling)	Ctrl + Shift + N
Mark Seam (Texturing)	Ctrl + E	Proportion Editing On/Off (modelling)	O

Sample Color (Texturing)	S	Proportional Falloff (modelling)	Shift + O
Flip Color (Texturing)	X	Separate to new object (modelling)	P
Select Island (UV Editor)	Ctrl + L	Properties, Scopes, Slots, and Metadata (Image Editor - View)	N
Switch (UV Editor)	V	View at 100% (Image Editor - View)	1 (numpad)
Weld (UV Editor)	Shift + W	View to Fit (Image Editor - View)	Shift + home
Pin (UV Editor)	P	Next Render Slot (Image Editor - View)	J
Unpin (UV Editor)	Alt + P	Previous Render Slot (Image Editor - View)	Alt + J
Selected Pinned (UV Editor)	Shift + P	Select Render Slot (Image Editor - View)	1-8
Cut Connection (Nodes)	Ctrl + RMB (<i>drag</i>)	Save Image (Image Editor - View)	Alt + S
Connect Selected (Nodes)	F	Save Image As (Image Editor - View)	Shift + S
Properties (Nodes)	N	Create New Blank Image (Image Editor - Paint)	Alt + N
Delete selected but maintain connection (Nodes)	Ctrl + X	Open Image (Image Editor - Paint)	Alt + O
Duplicate selected and maintain connection (Nodes)	Ctrl + Shift + D	Brush Properties (Image Editor - Paint)	N

Mute Selected (Nodes)	M	Brush Size (Image Editor - Paint)	F
Group Selected (Nodes)	Ctrl + G	Brush strength (Image Editor- Paint)	Shift + F
Ungroup Selected (Nodes)	Ctrl + Alt + G	Move backdrop (Compositor)	Alt + MMB
Enter/Exit Group (Nodes)	Tab	Zoom Backdrop (compositor)	V / Alt +V
Frame Selected Nodes	Ctrl + J	Properties and performance (compositor)	N
Show/Hide inactive node slots	Ctrl + H	Next/Previous Frame (compositor)	Left/Right arrow
Brush Selection (sculpting)	Shift + Space	First/Last Frame (compositor)	Shift + Left/Right arrow
Brush Size (sculpting)	F	Jump to Keyframe (compositor)	Up/Down arrow
Brush Strength (sculpting)	Shift + F	Add Keyframe on current frame (compositor)	i
Brush Angle (sculpting)	Ctrl + F	Delete Keyframe on current frame (compositor)	Alt + i
Angle Control (sculpting)	R	Toggle Dopesheet	Ctrl + Tab
Stroke Control (sculpting)	E	Toggle Frames/Seconds (Timeline)	Ctrl + T
Mask- box (sculpting)	B	Zoom to fit active keyframes	Home <i>or</i> . (numpad)
Mask- brush (sculpting)	M	Set Keyframe Interpolation	T
Clear Mask (sculpting)	Alt + M	Set Keyframe Handle Type	V

Invert Mask (sculpting)	Ctrl + i	Set Keyframe Extrapolation	Shift + E
Hide box (sculpting)	H	Mirror Keyframes	Ctrl + M
Play/Pause Playback	Space	Set Preview Range (Timeline)	P then LMB (drag)
Reverse Play	Ctrl + Shift + Space	Auto set preview range	Ctrl + Alt + P
Scroll through frames	Alt + Scroll	Clear Preview (timeline)	Alt + P
Add Keyframe at Cursor (graph editor)	Ctrl + RMB	Marker	M
Properties and Modifiers (Graph Editor)	N	Rename Marker	Ctrl + M
Lock Selected channel	Tab	Dissolve bones	Ctrl + X
Add Keyframe (Posing)	i	Split	Y
Clear Location (Posing)	Alt + G	Separate	P
Clear Rotation (Posing)	Alt + R	Scroll Hierarchy] and [
Clear Scale (Posing)	Alt + S	Bind Selected Camera to Selected Marker	Ctrl + B
Apply Pose	Ctrl + A	Select Keyframes before/after current frame	[/]
Propagate Pose	Alt + P	Select all keyframes on current frame	Ctrl + K

Push Pose from Breakdown	Ctrl + E	Add new bone (Rigging)	E
Relax Pose to Breakdown	Alt + E	Duplicate bone (Rigging)	Shift + D
Pose Breakdowner	Shift + E	Bone Settings (Rigging)	Shift + W
Copy Pose	Ctrl + C	Roll (Rigging)	Ctrl + R
Paste Pose	Ctrl + V	Clear Roll (Rigging)	Alt + R
Add IK	Shift + i	Recalculate Roll	Shift + N
Add Pose to Library	Shift + L	Align Bone (Rigging)	Ctrl + Alt + A
Paste Pose Flipped	Ctrl + Shift + V	Switch Bone Direction (Rigging)	Alt + F
Add Constraint	Ctrl + Shift + C	Merge Bones (Rigging)	Alt + M
Render	F12	Movie Clip	Shift + F2
Render Animation	Ctrl + F12	Nodes	Shift + F3
Playback rendered animation	Ctrl + F11	Python Console	Shift + F4

Set Render Region	Ctrl + B	3D Viewport	Shift + F5
Clear Render Region	Ctrl + Alt + B	Graph	Shift + F6
Maximise Area (but keep toolbar)	Ctrl + Space	Properties	Shift + F7
Fullscreen Area	Ctrl + Alt + Space	Video Sequencer	Shift + F8

Quad view	Ctrl + Alt + Q	Outliner	Shift + F9
		UV/Image	Shift + F10
		Text	Shift + F11
		Dope Sheet	Shift + F12