

Basics

Right Click	Select
Middle Click	Pan
Mouse Wheel	Zoom
SHIFT+A	Add object
X	Delete
Space	Search for function
T	Toolbar
N	Properties
CTRL+S	Save file
F12	Render
CTRL+F12	Render animation
ESC	Stop render
F3	Save render
F11	Show last render
CTRL+Z	Undo
CTRL+SHIFT+Z	Redo

General

SHIFT+D	Duplicate
M	Move to layer
CTRL+M	Mirror
H	Hide
OPTION+H	Unhide
CTRL+OPTION+SHIFT+C	Move to origin point
CTRL+P	Parent to
OPTION+P	Clear parent
CTRL+T	Track to
OPTION+T	Clear track
SHIFT+C	Reset 3D cursor
CTRL+Space	Turn widget on/off
CTRL+G	Add to group

Movements

G	Move
R	Rotate
S	Scale
[HOLD]+SHIFT	Precise movements
[HOLD]+CTRL	Increment movements
Middle Click	
X	Lock to axis
Y	
Z	

Navigation

NUMPAD7	Top view
NUMPAD1	Front view
NUMPAD3	Side view
CTRL+NUMPAD1	
CTRL+NUMPAD3	Opposite view
CTRL+NUMPAD7	
NUMPAD0	Camera view
NUMPAD.	Zoom to object
SHIFT+F	Fly mode

Selection

Right Click	Select object
SHIFT+Right Click	Select multiple
A	Select/deselect all
OPTION+Right Click	Select object behind
L	Select linked
CTRL+L	Select all linked
B	Box select
C	Circle select
CTRL+CLICK	Lasso tool
CTRL+I	Inverse selection

Animation

OPTION+A	Play/stop animation
OPTION+SHIFT+A	Play animation in reverse
Arrow Right	Next frame
Arrow Left	Previous frame
Arrow Up	Forward 10 frames
Arrow Down	Back 10 frames
SHIFT+Arrow Left	Jump to start point
SHIFT+Arrow Right	Jump to end point
OPTION+Mouse Wheel	Scroll through frames
I	Insert keyframe
OPTION+I	Remove keyframe
CTRL+Page Up	Jump to next keyframe
CTRL+Page Down	Jump to previous keyframe

Armatures

E	Add bone
CTRL+Click	
CTRL+R	Rotate
CTRL+N	Recalculate roll
CTRL+OPTION+A	Align bones
M	Move to bone layers
SHIFT+M	View bone layers
SHIFT+W	Set bone flag
OPTION+F	Switch bone direction
J	Scroll hierarchy
I	
SHIFT+J	Select hierarchy
SHIFT+I	
L	Select connected

Pose Mode

CTRL+A	Apply pose
OPTION+R	Clear pose rotation
OPTION+L	Clear pose location
OPTION+S	Clear pose scale
CTRL+C	Copy pose
CTRL+V	Paste pose
SHIFT+I	Add ik
CTRL+OPTION+I	Remove ik
CTRL+G	Add to bone group
OPTION+E	Relax pose

Timeline

S	Set start frame
E	Set end frame
Home	Show all frames
M	Add marker
Right Click Drag	Move marker
CTRL+T	Toggle frame/seconds

Video Sequence Editor

SHIFT+F8	Switch to editor
Page Up	Next strip
Page Down	Previous strip
K	Split strips
SHIFT+L	Lock strip
SHIFT+OPTION+L	Unlock strip
CTRL+C	Copy strip
CTRL+V	Paste strip
Y	Separate images
SHIFT+S	Snap strip to scrubber

Node Editor

SHIFT+A	Add node
CTRL+Click	Cut links
H	Hide/unhide node
CTRL+G	Make group
OPTION+G	Ungroup
Tab	Edit group
OPTION+Middle Click	Move background
V	Zoom in background
OPTION+V	Zoom out background
N	Properties

Modeling

F	Make face
W	Subdivide
E	Extrude
V	Rip
P	Separate
CTRL+R	Create loopcut
O	Proportional editing
OPTION+Right Click	Select edge loop
CTRL+E	Make seam/sharp
OPTION+M	Merge vertices
CTRL+M	Mirror
OPTION+S	Shrink/fatten
K+Click	Knife
OPTION+F	Fill
SHIFT+OPTION+F	Beauty fill
CTRL+1-4	Add subdivision level

Editing Curves

OPTION+C	Close path
CTRL+Click	Add handle
W	Subdivide
CTRL+T	Tilt
OPTION+T	Clear tilt
H	Change handle to bezier
V	Change handle to vector
SHIFT+H	Revert to default handle

Sculpting

F	Change brush size
SHIFT+F	Change brush strength
CTRL+F	Rotate brush structure

Changing Modes

Tab	Edit/object mode
V	Vertex paint mode
CTRL+Tab	Weight paint mode
CTRL+Arrow Left	
CTRL+Arrow Right	Cycle workspace
SHIFT+F2	Logic editor
SHIFT+F3	Node editor
SHIFT+F4	Console
SHIFT+F5	3D viewport
SHIFT+F6	F-curve editor
SHIFT+F7	Buttons
SHIFT+F8	Video sequence editor
SHIFT+F9	Outliner
SHIFT+F10	Uv/image editor
SHIFT+F11	Text editor

Advanced

SHIFT+F1	Append file
OPTION+F11	Fullscreen mode
CTRL+Arrow Up	Maximize subwindow
CTRL+O	Change active camera
J	Use render buffer
W	Only render selected
SHIFT+B	Only render portion
CTRL+U	Save over default scene
CTRL+F4	Make screencast

Fly Mode

SHIFT+F	Start fly mode
Mouse Wheel Up	Accelerate
Mouse Wheel Down	Decelerate
Middle Click	Pan
W	Fly forward
S	Fly backwards
A	Fly left
D	Fly right
R	Fly up
F	Fly down

Notes

- Converted from [BlenderGuru](#) by Ramsy de Vos