

Blender 2.8 Keyboard Shortcuts for Windows



If you use the Blender to create 3D models, animations, and more on your Windows PC, this shortcuts cheat sheet is for you!

Basics

Shift + A	Add object/node
X OR Delete	Delete
F3	Search for function
G	Move
S	Scale
R	Rotate
R + X/Y/Z	Rotate along global axis
R + XX/YY/ZZ	Rotate along local axis
Double press R	Free rotate with trackball
Shift (hold)	Precise movement
Ctrl (hold)	Incremental movement
Shift + D	Duplicate
Alt + D	Duplicate linked
H	Hide
Alt + H	Unhide all
Shift + H	Hide all except selected
D (hold) + 'LMB (drag)	Annotate
D (hold) + 'RMB (drag)	Erase annotation
Q	Quick favorites

Window Shortcuts

T	Toolbar
N	Properties bar
Ctrl + Space	Maximize area (but keep toolbar)
Ctrl + Alt + Space	Fullscreen area
Ctrl + Alt + Q	Quad view
Alt + Z	Toggle X-Ray view
NumPad 7	Top view
NumPad 1	Front view
NumPad 3	Right view
Ctrl + NumPad 3	Left view
NumPad ,	Center selected
Shift + ^	Walk navigation

Change Windows

Shift + F2	Movie Clip
Shift + F3	Nodes
Shift + F4	Python Console
Shift + F5	3D Viewport
Shift + F6	Graph
Shift + F7	Properties
Shift + F8	Video Sequencer
Shift + F9	Outliner
Shift + F10	UV/Image
Shift + F11	Text
Shift + F12	Dope Sheet

General Selections

'LMB	Select
A	Select all
Alt + A OR Double press A	Deselect all
B OR 'LMB (drag)	Marquee box select
C	Circle select
Ctrl + 'RMB	Lasso select
Ctrl + i	Invert selection
Shift + L	Select linked
Shift + G	Select similar
Alt + 'LMB	Select from many

Navigation

'MMB	Orbit
Shift + 'MMB	Pan
Scroll OR Ctrl + 'MMB	Zoom in/out
Shift + -	Fly

Object Mode

Ctrl + Tab	Open pie menu
Tab	Edit OR Object mode toggle
Ctrl + M then X/Y/Z (OR 'MMB(drag)	Mirror
Ctrl + P	Set parent (last selected)
Alt + P	Clear parent
Shift + Tab	Toggle snapping
Alt + G	Reset position
Alt + R	Reset rotation
Alt + S	Reset scale
Ctrl + A	Apply location / scale / rotation
Ctrl + J	Join selected objects
Ctrl + L	Copy attributes to new objects
Ctrl + 0/1/2/3/4/5	Add subdivision level
Alt + B	Mask view to region OR Clear mask
Shift + C	Center 3D cursor
M	Move active object to collection

Ctrl + Alt + NumPad 0	Move active camera to view
Ctrl + NumPad 0	Set as active camera

Selection in Edit Mode

Ctrl + L	Select connected mesh
L	Select connected mesh under cursor
Alt + 'LMB	Select edge loop
Ctrl + Alt + 'RMB	Select edge ring
1	Vertex select mode
2	Edge select mode
3	Face select mode
Ctrl + Shift + M	Mirror current selection
Ctrl +/-	Grow/Shrink image
Ctrl + E	Edge crease

Curve Editing

E OR Ctrl + 'RMB	Add new handle
V	Change handle type
Ctrl + X	Delete but maintain connection
Alt + C	Close curve
Ctrl + T	Tilt
Alt + T	Clear tilt

Modeling

E	Extrude
i	Inset
Ctrl + B	Bevel
Ctrl + Shift + B	Bevel vertices
Ctrl + R	Loopcut
G,G	Vertex/Edge Slide
K	Knife
F	Fill face
Ctrl + Shift + Alt + S	Shear
Shift + W	Bend
Y	Split
V	Rip
Alt + V	Rip fill
Alt + M	Merge
Shift + N	Recalculate normals
Ctrl + Shift + N	Invert normals
O	Proportional editing on/off
Shift + O	Proportional falloff type
P	Separate to new object

Texturing

U	Unwrap
Ctrl + E	Mark seam

UV Editor

L (under cursor) OR Ctrl + L	Select island
V	Stitch
Shift + W	Weld
P	Pin
Alt + P	Unpin
Shift + P	Select pinned

Image Editor

N	Properties, Scopes, Slots and Metadata
1 (NumPad)	View at 100%
Shift + Home	View to fit
J	Next render slot
Alt + J	Previous render slot
1-8	Select render slot
Alt + S	Save image
Shift + S	Save image as

Image Editor (Paint)

Alt + N	Create new blank image
Alt + O	Open image
N	Brush properties
F	Brush size
Shift + F	Brush strength
S	Sample color
X	Flip brush colors

Nodes

Ctrl + 'RMB (drag)	Cut connection
F	Connect selected
N	Properties
Ctrl + X	Delete selected but maintain connection
Ctrl + Shift + D	Duplicate selected and maintain connection
M	Mute selected
Ctrl + G	Group selected
Ctrl + Alt + G	Ungroup selected
Tab	Enter/Exit group (Toggle)

Ctrl + J	Frame selected nodes
Ctrl + H	Show/Hide inactive nodes

Compositor

Alt + 'MMB	Move backdrop
V / Alt + V	Zoom backdrop
N	Properties and performance

Sculpting

Shift + Space	Brush image
F	Brush size
Shift + F	Brush strength
Ctrl + F	Brush angle
R	Angle control
E	Stroke control
B	Mask (box)
M	Mask (brush)
Alt + M	Clear mask
Ctrl + i	Invert mask
H	Hide (box)

Rendering

F12	Render
Ctrl + F12	Render animation
Ctrl + F11	Playback rendered animation
Ctrl + B	Set render region
Ctrl + Alt + B	Reset render region

Animation (General)

Space	Play/Pause playback
Ctrl + Shift + Space	Reverse play
Alt + Scroll	Scroll through frames
Left/Right Arrow	Next/Previous frame
Shift + Left/Right Arrow	First/Last frame
Up/Down Arrow	Jump to keyframe
I	Add keyframe
Alt + i	Delete keyframe

Animation (Dopesheet)

Ctrl + Tab	Toggle Dopesheet
Ctrl + T	Toggle frames/seconds
Home OR NumPad .	Zoom to fit active keyframes
T	Set keyframe interpolation
V	Set keyframe handle type
Shift + E	Set keyframe extrapolation
Ctrl + M	Mirror keyframes
P then 'LMB (drag)	Set preview range
Ctrl + Alt + P	Auto set preview range
Alt + P	Clear preview
M	Marker
Ctrl + M	Rename marker
Ctrl + B	Bind selected camera to selected marker
[/]	Select keyframes before/after current frame
Ctrl + K	Select all keyframes on current frame

Graph Editor

Ctrl + 'RMB	Add keyframe at cursor
N	Properties and modifiers
Tab	Lock selected channel

Rigging (Armatures)

E	Add new bone
Shift + D	Duplicate bone
Shift + W	Bone settings
Ctrl + R	Roll
Alt + R	Clear roll
Shift + N	Recalculate roll
Ctrl + Alt + A	Align bone
Alt + F	Switch bone direction
Alt + M	Merge bones
Ctrl + X	Dissolve bones
Y	Split
P	Separate
] and [Scroll hierarchy

Posing Mode

i	Add keyframe
Alt + G	Clear location
Alt + R	Clear rotation
Alt + S	Clear scale
Ctrl + A	Apply pose
Alt + P	Propagate pose
Ctrl + E	Push pose from breakdown
Alt + E	Relax pose to breakdown
Shift + E	Pose Breakdown tool
Ctrl + C	Copy pose

¹LMB = Left Mouse Button
MMB = Middle Mouse Button
RMB = Right Mouse Button