

Global Functions

Ctrl N New Ctrl O Open Ctrl S Save F12 Render
Ctrl Z Undo (Step Backward) Shift Ctrl Z Redo (Step Forward)
Esc Exit File Browser/ Stop Render/ Exit Render Window/ Exit Physics Simulation/ Cancel

Viewport Controls (MMB = Middle Mouse Button)

Hold MMB Orbit Selected Object Hold Shift MMB Pan Viewport
 Roll MMB or Num +/- Zoom In / Out Hold Ctrl MMB Fine Zoom In / Out
Home Zoom Layer Num . Zoom Selected Shift F Fly Around Mode
Ctrl Up Arrow ↑ Down Arrow ↓ Maximize / Minimize Active Viewport

3D Cursor

Shift C Move 3DCursor to (0,0,0) and Zoom Layer Extents
Shift S Snap 3DCursor to Object or Snap Object to 3DCursor
Ctrl Alt Shift C Set Object Origin (Object Mode Only)

Transformation

G Grab Mode S Scale Mode R Rotation Mode
Alt G Clear Location Alt S Clear Scale Alt R Clear Rotation

Transformation Modifiers (Used during Grab, Rotate, and Scale Transformations)

Hold Ctrl Snap to Grid/Increments Hold Shift Precision Transform
X / Y / Z Lock Transformation to Global X/Y/Z axis. Press Again for Local Transform
Shift X / Y / Z Lock Transformation to Global Opposite of X/Y/Z Axis
Decimal Type Decimal Numbers (To scale %50, in Scale Mode type .5, and press Enter)

Object Mode

A Select/Deselect All **Shift A** Add Object **Ctrl A** Apply Transforms
Shift A Duplicate **Alt D** Instance **Ctrl J** Join Objects
Ctrl P Parent **Alt P** Un-Parent **Alt C** Convert Curve
Z Toggle Wireframe **Num /** Isolate Selected **Space** Search Functions
1, 2, 3... Select Layers 1-10 **Alt 1, 2, 3...** Select Layers 11-20
Shift 1, 2, 3... Select Multiple Layers **M** Move Object to Layer(s)
T Open/Close Object Tools Shelf **N** Open/Close Numbers Shelf

Edit Mode

Tab Toggle Edit or Object Mode **Alt Z** Toggle Solid or Textured Mode
Ctrl + Grow Selection **Ctrl -** Shrink Selection
L Select Linked **Shift L** Deselect Linked
B **L-Click** Border Select **B** **MMB** Border Deselect
Alt **R-Click** Select Edge Loop **Ctrl Alt** **R-Click** Select Edge Ring
Shift G Select Similar **Ctrl I** Invert Selection
H Hide Selected **Shift H** Hide Unselected **Alt H** Unhide All

Ctrl F Face Options **Ctrl E** Edge Options **Ctrl V** Vertex Options
W Specials **Ctrl B** Bevel **I** Inset **Alt S** Normal Scale
E Extrude **F** Make Face **Alt F** Fill Polygons **J** Connect Vertices
Ctrl R Insert Edge Loop Cuts **K** Knife (Ctrl for Bisection, Enter to confirm)
Ctrl M Mirror **Alt M** Merge **P** Separate **Ctrl H** Hook
X Delete **Alt X** Dissolve **U** UV Options **Ctrl N** Repair Normals

Pivot Point Selector

- . 3D Cursor Ctrl . Individual Origins Alt . Active Element
- , Bounding Box Ctrl , Median Point (Default Setting)
- Alt , Toggle Manipulate Center Points Only (Select two Objects and Scale to see effect)

Number Pad / View Controls

<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">7</div> 7 Top View Ctrl 7 Bottom View	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">8</div> 8 Raise View Horizon Ctrl 8 Pan View Down	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">9</div> 9 Redraw Screen
<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">4</div> 4 Orbit Clock-Wise Ctrl 4 Pan View Left	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">5</div> 5 Toggle Perspective 5 Toggle Orthographic	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">6</div> 6 Orbit Co. Clock-Wise Ctrl 6 Pan View Right
<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">1</div> 1 Front View Ctrl 1 Back View	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">2</div> 2 Lower View Horizon Ctrl 2 Pan View Up	<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">3</div> 3 Right View Ctrl 3 Left View
<div style="font-size: 3em; font-weight: bold; margin-bottom: 10px;">0</div> 0 Toggle Camera or Perspective View Ctrl 0 Set selected Camera as Active Camera		<div style="font-size: 2em; font-weight: bold; margin-bottom: 10px;">.</div> . Zoom Selection Extents