

Blender 3D Cheatsheet

Basic Navigation:

Key/Mouse	Use
[Numpad 1]	Front View
[Numpad 2]	Rotate Down
[Numpad 3]	Side View
[Numpad 4]	Rotate Left
[Numpad 5]	Simulated 3D to True 3D
[Numpad 6]	Rotate Right
[Numpad 7]	Top View
[Numpad 0]	Camera View
[Ctrl] + [NP1]	Back View
[Ctrl] + [NP3]	Other Side View
[Ctrl] + [NP7]	Bottom View
(middle)	Rotate Camera

Object mode:

Key/Mouse	Use
(right)	Select/deselect one object at a time
[a]	Select all/none
[b]	Border select
[b] + [b]	Brush select
[g]	Move
[r]	Rotate selected
[s]	Change size
[shift] + (right)	Select/deselect multiple objects one at a time.
[space]	Add object
[tab]	Enter editmode

Edit Mode:

Key/Mouse	Use
(right)	Select/deselect one vertex/face/edge at a time
[a]	Select all/none
[alt] + [s]	Shrink/Fatten
[b]	Border select
[b] + [b]	Brush select
[ctrl] + [n]	Flip normals
[g]	Move
[h]	Hide selected v/f/e
[k]	Cut faces
[r]	Rotate selected
[s]	Change size
[shift] + (right)	Select/deselect multiple vertexes/faces/edges one at a time.
[shift] + [u]	Redo
[space]	Add object
[tab]	Exit editmode
[u]	Undo
[w]	Special Command Menu (subdivide, merge, select swap, ect)

How to use this cheatsheet:

Keyboard commands will be inside of square brackets []. [b] would mean press the “b” key.

Mouse commands are inside of normal brackets (). (middle) would mean, click the middle mouse button.

Combinations are shown with a plus + between them. [shift] + (right) would mean hold shift and click with the right mouse button.

Window Commands (All modes):

Key/Mouse	Use
[ctrl] + [up]	Make current window fullscreen/normal
[ctrl] + [down]	Make current window fullscreen/normal
[ctrl] + [right]	Change workspace type – previous workspace
[ctrl] + [left]	Change workspace type – next workspace

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Note:

This cheatsheet is designed for beginner users. It is not designed for the Blender pros who have 90% of this memorized already.



This is why many features have been left out. These are the basics of this powerful program.

However, if I have missed a vital area, or made a mistake, please contact me:

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Shortcut Keys:

Key/Mouse	Use
[F1]	Open .blend Dialog
[F2]	Save .blend Dialog
[F3]	Save Image Dialog
[F4]	Logic dialog
[F5]	Shading dialog
[F6]	Texture dialog
[F7]	Object
[F8]	World
[F9]	Editing
[F10]	Scene
[F11]	Render Buffer
[F12]	Render image
[shift] + [F1]	Import dialog
[shift] + [F2]	Export DXF
[shift] + [F4]	Data Select
[shift] + [F5]	Mesh Window
[shift] + [F6]	IPO Editor
[shift] + [F7]	Button Window
[shift] + [F8]	Video Sequence Editor
[shift] + [F9]	Outliner
[shift] + [F10]	UV/Image Editor
[shift] + [F11]	Text Editor
[shift] + [F12]	Action Editor