Blender 5.2 basic keyboard and mouse shortcuts

Sheet by SURF Visualization & XR team (visualization@surf.nl) - v1.6

General

Open file	Ctrl + O
Save file	Ctrl + S
Quit	Ctrl + Q
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z
Cancel operation (selectively)	Escape or Mouse-R
Bring up command search menu	F3

Windows and panels (3D view, ...)

Show/hide tool shelf	T
Show/hide sidebar	N
Maximize panel (toggle)	Ctrl + Spacebar

Navigation (3D view, ...)

Rotate view	Mouse-M
Translate view	Shift + Mouse-M
Zoom view (stepwise)	Mouse-Wheel
Zoom view (continuous)	Ctrl + Mouse-M
Zoom region	Shift + B
Zoom all	Home
Focus selected	Numpad . (period)
Focus view	Alt + Mouse-M

Views (3D view only)

View pie menu	` (backtick)
Quad-view (toggle)	Ctrl + Alt + Q
Perspective/orthographic view (toggle)	Numpad 5 or
Camera view (toggle)	Numpad 0 or
Wireframe view (toggle)	Shift + Z
X-ray view (toggle)	Alt + Z or
Wireframe shading	or Z → 4
Solid shading	or Z → 6
Material Preview shading	or Z → 2
Overlay (toggle)	Shift + Alt + Z

Fly mode (3D view only)

Activate fly mode	Shift + ` (backtick)
Fly mode navigation	W S A D E Q
Confirm fly mode	Enter or Mouse-L
Cancel fly mode	Escape

Camera (3D view only)

Set active object as camera	Ctrl + Numpad 0
Align active camera to view	Ctrl + Alt + Numpad 0

On macOS ⌘ ≈ Ctrl for most operations
The AltGr key might not work the same as Alt

Object actions

Rename active object	F2
Translate ("Grab")	G
Scale	S
Rotate	R
Limit active operation to global axis	X, Y, Z
Limit ... to local axis	X → X, ...
Limit ... to a single plane	Shift + X, ...
Delete object(s)	X (+ confirm) or Delete
Duplicate selected object(s)	Shift + D
Add object (menu)	Shift + A
Parent active to selected objects	Ctrl + P
Clear parent of selected object(s)	Alt + P

3D cursor (3D view only)

Set position	Shift + Mouse-R
Reset position to origin	Shift + C (also resets view)

Simple mesh editing (3D view only)

Toggle edit mode	Tab
Edit mode: vertices | edges | faces	1 | 2 | 3 or
Edit mode: select linked	Ctrl + L

Selections

Select single object/item	Mouse-L
Toggle object selection	Shift + Mouse-L
Select all	A
Deselect all	Alt + A or A A (quick)
Invert selection	Ctrl + I
Border select	Drag Mouse-L (or use B)
Circle select	C +drag (size: Mouse-Wheel)

Rendering

Interactive preview render	or Z → 8
Render frame (high quality)	F12
Show last render	F11
Save rendered image	Shift + S (in image view)
Cancel render / close image view	Escape
Set | clear render region	Ctrl + B | Ctrl + Alt + B

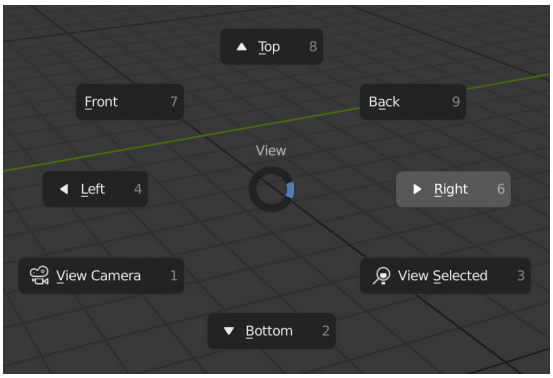
Animation

Toggle playback	Space
Set time (Timeline, Graph editor)	Shift + Mouse-R
Backward | forward 1 frame	Left | Right
Jump to first | last frame	Shift + Left | Right
Insert keyframe (menu)	K
Insert keyframe (configured values)	I
Delete keyframe at current frame	Alt + I
Jump to previous | next *keyframe*	Down | Up

Pie menus

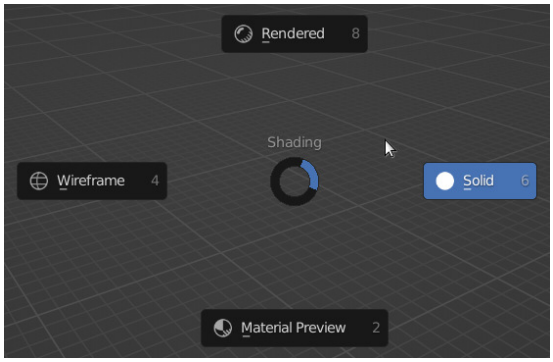
View

` (backtick)



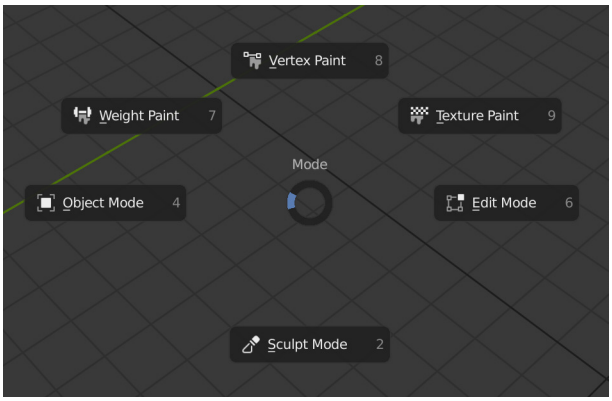
Shading

Z



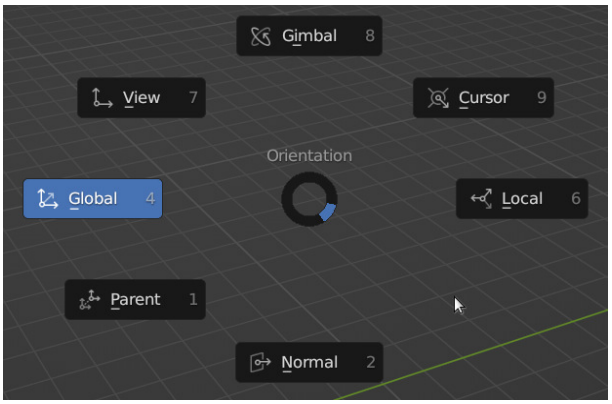
Mode

CTRL + TAB



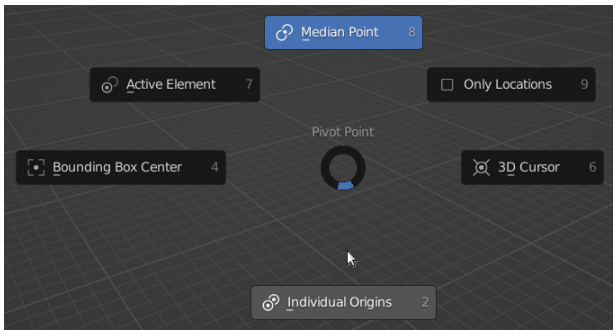
Orientation

, (comma)

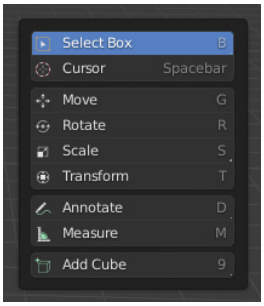


Pivot point

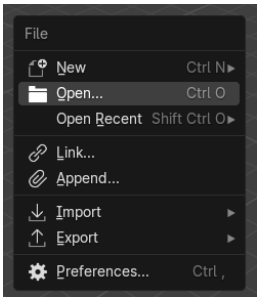
. (period)



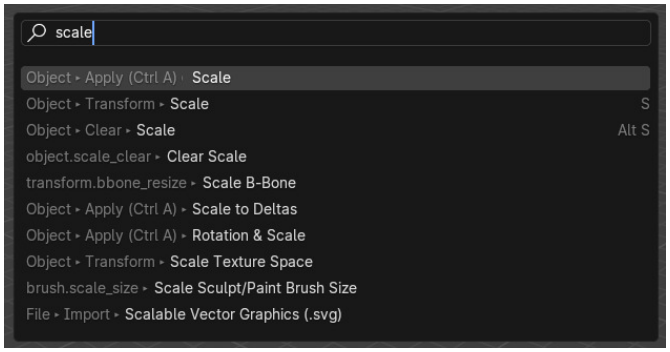
SHIFT + SPACE Tool



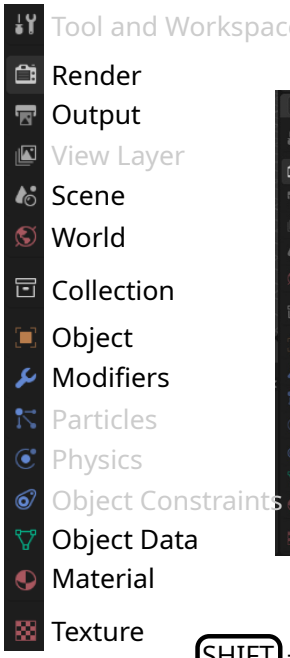
F4 File context



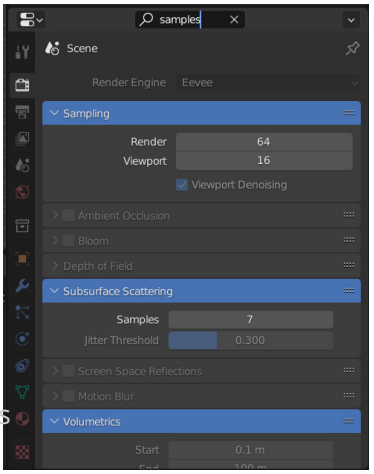
F3 Command search



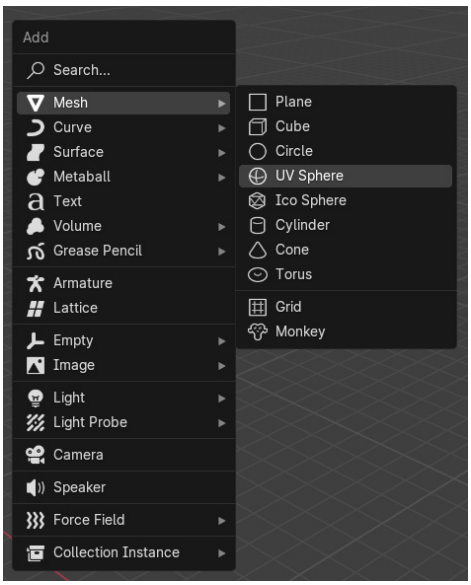
Properties



CTRL + F Search



SHIFT + A Add



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