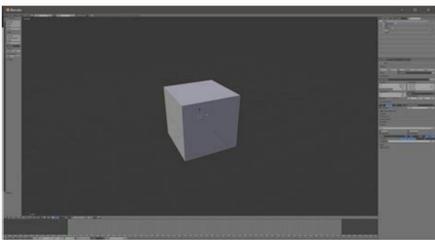
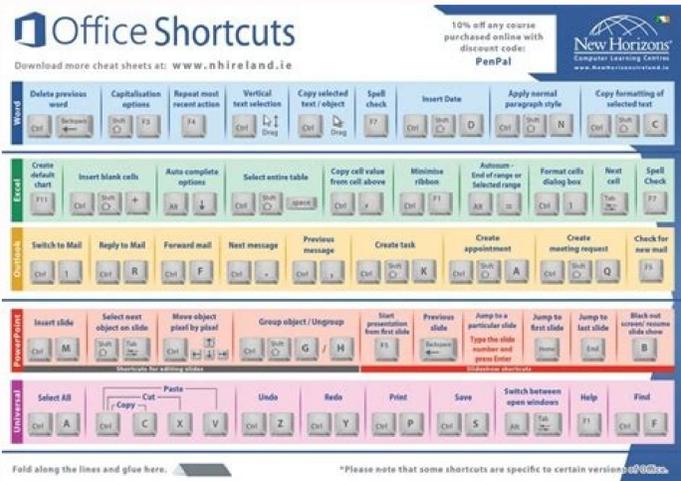
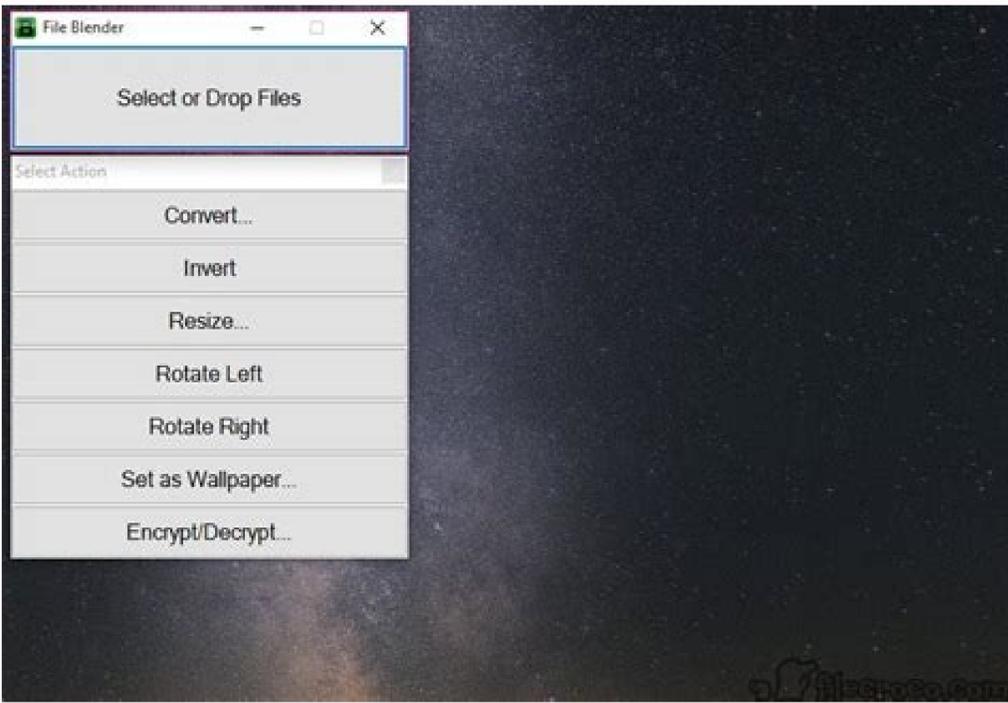


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# Blender 2.8 shortcuts list pdf windows 10 version



3D View Edit mode shortcut keys ^ Using "Shift", "Ctrl" and "Alt" on the same keys to perform different operations in Edit Mode 1 \* 0 = Layers (top row - selecting layers in Edit mode keeps active mesh in view) Alt+1 \* 0 = Layers (bottom row) Ctrl+1 \* 5 = Subdivision level 1x thru 5x Shift+1 \* 0 = multi-select Layers (top row) Shift+Alt+1 \* 0 = multi-select Layers (bottom row) ^ Select All/Deselect All Layers - In this article we discuss what we need to know to work with them effectively. Ctrl+Alt+U = User Preferences X = Delete (type/element) Misc. For example, to change the loop cut and slide tool that uses the shortcut CTRL+R, type "ctrl r" without the quotation. Go to Edit->Preferences and find keymap. Let me use the loop cut and slide as an example. Making 3D art is challenging work and shortcuts is one way to make it much faster and easier. How to use menu hotkeys? We can also use the number row on the keyboard to select the corresponding entry, but this is limited to the first 10 entries in the menu, using 0 as the 10th menu item. Note also that triggers are context sensitive, the same key may function differently depending upon the Editor open or operation performed. Next press the key combination you want as a shortcut for that operator. Keep in mind that when the default keymap, called "Blender" is selected, you can see preferences at the top. By default, the search is set to find by name. = Pivot Point - Cursor , = Pivot Point - Median (default) A = Select All/Deselect All B = Border (Box) Select C = Circle (Paint) Select E = Unwrap G = Translate/Move/Grab H = Hide Alt+H = Unhide Ctrl+I = Invert selection Ctrl+M = Mirror/Flip +X = X Axis (left to right) +Y = Y Axis (top to bottom) N = Properties Alt+N = Create New Image O = toggle Proportional Editing (optional) Alt+O = Open A = Pin selection Q = toggle UV Sculpt Alt+P = Unpin selection R = Rotate S = Scale Shift+S = Snap to (option) T = ToolShelf Tab = toggle UV and Image Editor V = Stitch W = Weld/Align Y = Split selection NumPad 1, 2, 4, 8 = zoom view 'full', 'half', 'quarter', 'eighth' size F3 = Save As Image General Action Editor shortcut keys ^ Basic shortcuts (hotkey's) for use in the Action Sequence Editor Arrow Keys Left = Frame-by-frame playback (towards 'start') Right = Frame-by-frame playback (towards 'end') Up = Jump to next Keyframe (towards 'start') Down = Jump to next Keyframe (towards 'end') Shift+Left = Jump to End Shift+Right = Jump to Start Shift+Up = Jump ten frames (backward) A = Select All/Deselect All B = Border (Box) Select Ctrl+C = Copy Keyframe Shift+D = Duplicate I = Insert Keyframe Ctrl+I = Invert Selection M = Add Marker Shift+S = Snap T = Set Keyframe Interpolation Tab = Lock Tracks Ctrl+V = Paste Keyframe X = Delete NumPad + = Increase Timeline Length (zoom) NumPad - = Decrease Timeline Length (unzoom) General Node Editor shortcut keys ^ Basic shortcut keys for the Node Editor (active in Cycles Render mode) A = (De)Select All Shift+A = Add (menu) B = Border/Box Select C = Circle/Paint Select Shift+D = Duplicate F = Links selected Shift+F = Make and replace links Ctrl+F = Find Node Alt+G = Ungroup Ctrl+G = Group Shift+G = Select Group Ctrl+I = Invert Selection T = Tools Shelf Tab = Edit Group N = Properties G = Translate/Manipulate S = Resize/Scale R = Rotate Graph Editor shortcut keys ^ Basic shortcut keys for use in the Graph Editor A = (De)select All B = Border Select Ctrl+B = Border (Box) Note: the ever changing nature of Blender's development means features can be arbitrarily updated so shortcut keys may be mapped to different functions or be in different locations version to version - this is especially true of Blender 2.50, up to and included, the latest versions. To complement the classic shortcuts, Blender also has menu shortcuts. If the operator doesn't have a shortcut key, set one using the instructions above. Enabling 'emulate' disables the normal 'layer selection' feature attributed to the same keys. If you know the name of the operator or tool you want to change the shortcut for, search it and see if you can find it as the list gets filtered down. = Focus on selection Ctrl + NumPad 4/6, 2/8 = Strafe/Pan scene Left/Right, Up/Down [\*] Shift + NumPad 4/6 = Roll scene clockwise/anti-clockwise [\*] Design Note: items marked "\*" above indicate schemas useful in instances where mouse or touch-pad control options are not available (but access to full keyboard layout is). General 3D View Orientation shortcut keys ^ The 3D View and the orientation of Objects within can be controlled using the "NumPad" keys - note default axis orientation is XYZ (left/right, front/back, up/down) Design note: where Numpad keys are unavailable (laptop), in "User Preferences" activate "Emulate Numpad" under "Input" options, forcing Blender to use the main numerical keys, 1 - 0, as alternatives. How to find a shortcut key you want to change? But the loop cut and slide tool is a mesh edit mode tool, so we can easily locate it by name in the mesh category. A blank version is also provided for "custom key mappings and mappings that differ based on system language. When exporting a keymap, press export. Blender shortcut chart (300dpi) - download as [PDF] [PNG] [EPS] Blender hotkey 'blank' chart (300dpi) - download as [PDF] [PNG] [EPS] General Navigation/Mouse Control ^ Shift and Control (Ctrl), core keys used in combination with Left, Right and Middle mouse buttons MIDDLE mouse button (MMB) MMB+hold+drag - Rotates the 3D View - Strafes left/right, up/down other windows/editors MMB scroll Up/Down - Zoom 3D View and other Editors in/out - Scrolls misc. Just type the name of the tool or feature into Google followed by "blender shortcut" and you will often find what you are looking for. You can manage Blender's shortcut keys by going to Edit->Preferences and find the Keymap section. The following is a list of useful keyboard shortcuts, commands and features for Blender, handy to keep to one side when modelling. These are still in effect even if you switch keymap. The same is true for shortcuts added by add-ons. We can't change the default operator settings in Blender, but we can set custom operator settings for a shortcut key. The file saved is a .py file. Final thoughts While Blender has the shortcoming of not always letting us know what shortcuts are available, there is a whole host of features related to shortcuts at our disposal. How to reset a shortcut key in Blender? You will find several shortcuts that are used in different context. How to change operator settings for a shortcut key? General Editor type shortcut keys ^ Using "Shift+F[1-9]" quickly switches between Editor Types (Display Types) Blender 2.50 up, to & including latest Shift+F1 = Link/Append Shift+F2 = Logic Editor Shift+F3 = Node Editor Shift+F4 = Console Shift+F5 = 3D View Shift+F6 = Graph Editor Shift+F7 = Properties Shift+F8 = Video Sequence Editor Shift+F9 = Outliner Shift+F10 = UV/Image Editor Shift+F11 = Text Editor Shift+F12 = Dope Sheet Blender 2.49 or below Shift+P = Load Library (Append - File Browser) Shift+F2 = Export (File Browser) Shift+F3 = Node Editor Shift+F4 = Data Select Shift+F5 = 3D View Shift+F6 = IPO Curve Editor Shift+F7 = Buttons Shift+F8 = Video Sequence Editor Shift+F9 = Outliner Shift+F10 = UV/Image Editor Shift+F11 = Text Editor Shift+F12 = Action Editor Layout Schemes Ctrl+Left-arrow = toggle Layout Schemes ("Default", "3D View Full", "UV Editing" etc.) Ctrl+Right-arrow = (per above) Ctrl+Up-arrow = toggle Maximise/Minimise active view Ctrl+Down-arrow = toggle Maximise/Minimise active view Alt+F10 = toggle editor Full Screen View Schemes Home = View All NumPad . Instead, we must go to the edge menu and find the loop cut and slide tool there to see that the hotkey is Ctrl-R. For example, in edit mode, we can access the loop cut and slide tool by pressing Ctrl+E to open the edge menu, followed by A that activated the loop cut and slide tool through the menu shortcut. To remove the selected keymap, press the minus sign. However, they become hidden when another keymap is active. Often this kind of search leads us to the Blender manual that seem to be well updated on shortcuts. = Pivot Point - Cursor , = Pivot Point - Median (default) A = Select All/Deselect All Arrow Keys = animation playback (towards 'start') Right = animation playback (towards 'end') Up = Jump to next Keyframe (towards 'start') Down = Jump to next Keyframe (towards 'end') B = Border (Box) Select C = Circle (Paint) Select C+LMB = Additive Select C+MMB = Subtractive Select RMB = Cancel Selection Ctrl+C = Copy Pose I = Insert (Keyframe) Ctrl+I = Invert Selection Alt+I = Delete keyframe G = Translate (move/grab +X, +Y, +Z) Alt+G = Clear Location Shift+G = Select Grouped H = Hide Alt+H = Unhide All Shift+H = Hide Unselected Ctrl+M = Mirror/Flip +X = along X axis (front/back) +Y = along Y axis (left/right) +Z = along Z axis (up/down) O = Proportional Editing Ctrl+P = Set Parent To (options) R = Rotate (+X, +Y, +Z) Alt+R = Clear Rotation S = Scale (+X, +Y, +Z) Alt+S = Clear Scale Ctrl+Alt+S = constrained Scale (Armature in Pose/Edit Mode) Ctrl+Tab = toggle Pose/Edit mode Ctrl+V = Paste Pose W = Specials General UV/Image Editor shortcut keys ^ Basic shortcuts (hotkey's) for use in the UV/Image Editor - note that using the "Tab" key switches between the "UV Editor" and "Image Editor" aspect of the same editor view . Instead, now that you know the name of the operator, change from key-binding to name and search for the operator name. If they are not changed, then highlight any modifier key you want to use with it. Instead, if a shortcut key is already configured and you want to change it to something else, it is easiest to search for the existing shortcut by the key combination if you are unsure of the operator's name. The quickest way to set a shortcut key in Blender is to right click the operator you want to set a shortcut for and choose Assign Shortcut. If a shortcut has been changed from the defaults, a restore button will appear just above the shortcut key on the right side in the user interface. node Handles) Alt+B = Border (incl. Although the bias for the below is towards making content for games, either Blender own internal Blender Game Engine or external third-party technologies, they are worth getting to know because there is a lot of commonality to most other types of content creation and will facilitate the User getting the most from Blender. Here we can search, filter, change and reset shortcuts. Shortcuts (hotkey) chart ^ Basic (Standard UK) keyboard layout and hotkey map for Blender - N.B. some shortcut keys may be mapped differently depending on system language Blender keyboard shortcut & hotkey map so you can chart your own key-combinations - standard keyboard layout based on UK language. Blender we do a lot of 'stuff' so having a chart of some sort to 'map' all those keyboard shortcuts would be handy, especially if it were printable. Even if you are not sure exactly what category your shortcuts operator belongs in, the list should be short enough for you to find the right key within a couple of tries. Here we can search or browse for the operator we want to set a hotkey for. You can press the button labeled with the current primary key and press a new key to change it. 2.49) Ctrl+Shift+F = Flip Edge (2.49 or below) Ctrl+G = Vertex Groups Shift+G = Select Similar H = Hide Alt+H = Unhide All I = Inset J = Diagonal surface split (corner to corner) Ctrl+I = Invert selection Alt+J = convert Tris to Quads K = Knife Alt+M = Merge Ctrl+M = Mirror/Flip +X = along X axis (front/back) +Y = along Y axis (left/right) +Z = along Z axis (up/down) O = toggle Proportional Editing P = Separate (to Object) Alt+P = Poke Face Ctrl+P = Make Vertex Parent Ctrl+R = Loopcut Ctrl+T = Tessellation (triangulation) Tab = toggle Edit/Object mode Ctrl+Tab = Mesh Select Mode (Face, Edge, Vertex) Shift+Tab = toggle Grid-snap on/off U = UV Mapping U = UV Calculation (2.49 or below) V = Rip/Detach Vertex Shift+V = Slide selection (alt. However, in some cases there is no shortcut or even worse, a shortcut exists but it is not displayed in close approximation to the tool. Choose a name and browse for a suitable location on your hard drive to store the file. Related content: How to use application templates in Blender How to find the hotkey for a feature in Blender In some cases, we can hover a tool or operator to get a tooltip to see what hotkey we can use to activate it. Then toggle any modifier keys you want to use with the shortcut key. = Pivot Point - Cursor , = Pivot Point - Median (default) A = Select All/Deselect All Ctrl+A = Apply B = Border (Box) Select Alt+B = Clip Select (toggles off when used again) Shift+B = Zoom to Selected C = Paint (Circle) Select C+LMB = Additive Selection C+MMB = Subtractive Selection RMB/Esc = Cancel Action D = switch Draw mode (2.49 or below) Alt+D = Duplicate (linked) Shift+D = Duplicate (unlinked) F = toggle UV Edit mode (2.46 or below) Ctrl+G = Group Ctrl+H = Remove Selected from Active Group Ctrl+Shift+G = Add Selected to Active Group Ctrl+Alt+G = Remove from All Groups Shift+G = Select Grouped H = Hide Alt+H = Unhide All L = Make Local M = Move to Layer Ctrl+M = Mirror/Flip +X = along X axis (front/back) +Y = along Y axis (left/right) +Z = along Z axis (up/down) N = Transform Properties (2.49 or below) O = toggle Proportional Editing P = Start Game Engine Ctrl+P = Set Parent To Alt+P = Clear Parent T = toggle Tool Shelf T = Texture Space (2.49 or below) Tab = toggle Object/Edit mode Ctrl+Tab = toggle Weight Paint mode Shift+Tab = toggle Grid-snap U = Make Single User V = toggle Vertex Paint mode W = Specials X = Delete Z = toggle Wireframe/Solid viewport shading Alt+Z = toggle Solid/Texture viewport shading Ctrl+Z = Undo 3D View Pose Mode shortcut keys ^ Basic shortcuts keys for "Pose" Mode (also largely available when Armature is in Edit mode) 1 \* 0 = Layers (top row - selecting Selected Ctrl+X = Delete All/Reset (2.49 or below) Y = Split Face/Edge/Vertex Z = toggle Wireframe/Solid viewport shading Alt+Z = toggle Solid/Texture viewport shading Ctrl+Z = Undo 3D View Pose Mode shortcut keys ^ Basic shortcut keys for "Pose" Mode (also largely available when Armature is in Edit mode) 1 \* 0 = Layers (top row - selecting

