Keyboard shortcut keys in Blender [for Mac OS]

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| **Universal** | |
| Cancels Blender functions without changes | **Esc** |
| Open the toolbox | **Space** |
| Start or quit edit mode | **Tab** |
| Loads a Blender file, changes the window to a file window | **F1** |
| Appends parts from other files, or loads as library data | **Shift+F1** |
| Writes a Blender file, changes the window to a file window | **F2** |
| Exports the scene as a DXF file | **Shift+F2** |
| Exports the scene as a VRML1 file | **Cmd+F2** |
| Writes a picture, if a picture has been rendered, and the file format is as indicated in the display buttons | **F3** |
| Saves a screen dump of the active window | **Cmd+F3** |
| Saves a screen dump of the whole Blender screen | **Cmd+Shift+F3** |
| Displays the logic context | **F4** |
| Displays the shading context, light, material, or world sub-contexts | **F5** |
| Displays the shading context and texture sub-context | **F6** |
| Displays the object context | **F7** |
| Displays the shading context and world sub-context | **F8** |
| Displays the editing context | **F9** |
| Displays the scene context | **F10** |
| Hides or shows the render window | **F11** |
| Starts the rendering from the active camera | **F12** |
| Go to the previous frame | **Left** |
| Go to the first frame | **Shift+Left** |
| Go to the next frame | **Right** |
| Go to the last frame | **Shift+Right** |
| Go forward 10 frames | **Up** |
| Go back 10 frames | **Down** |
| Change the current Blender window to animation playback mode, the cursor changes to a counter | **Alt+A** |
| Change the current window and all 3D windows to animation playback mode | **Alt+Shift+A** |
| Insert key menu, this menu differs from window to window | **I** |
| Toggle the render buffers | **J** |
| Opens the last saved file | **Cmd+O** |
| Quit Blender | **Q** |
| Timer menu, this menu offers access to information about drawing speed | **Cmd+Alt+T** |
| Save user defaults, current project settings are written to the default file that will be loaded every time you start Blender | **Cmd+U** |
| Write file without opening a file window | **Cmd+W** |
| Write videoscape file | **Alt+W** |
| Erase everything except the render buffer, the default scene is reloaded | **Cmd+X** |
| Redo | **Cmd+Y** |
| Undo | **Cmd+Z** |
| Redo | **Cmd+Shift+Z** |
| **Object Mode** | |
| All objects in the visible layer are displayed completely, centered in the window | **Home** |
| Select the next object key, if more than one is selected the selection is shifted up cyclically | **PgUp** |
| Add to selection the next object key | **Shift+PgUp** |
| Select the previous object key, if more than one is selected the selection is shifted up cyclically | **PgDn** |
| Adds to selection the previous object key | **Shift+PgDn** |
| Select all layers | **`** |
| Revert to the previous layer setting | **Shift+ `** |
| Start or stop edit mode | **Tab** |
| Selects or deselects all | **A** |
| Apply size and rotation | **Cmd+A** |
| If the active object is automatically duplicated, brings up a menu for actually creating the objects | **Cmd+Shift+A** |
| Brings up the add menu, the toolbox items that start with ADD | **Shift+A** |
| Border select draws a rectangle with the left mouse to select objects | **B** |
| Render border, this only works in camera view mode | **Shift+B** |
| Center view, the position of the 3D cursor becomes the new center of the 3D window | **C** |
| Convert menu, depending on the active object a popup menu is displayed enabling you to convert certain types of ObData | **Alt+C** |
| Copy menu, this menu copies information from the active object to selected objects | **Cmd+C** |
| Center zero view, the 3D cursor is set to zero and the view is changed so all objects can be displayed | **Shift+C** |
| Display draw mode menu | **D** |
| Add duplicate, the selected objects are duplicated | **Shift+D** |
| Add linked duplicate, linked duplicates of the selected objects are created | **Alt+D** |
| Draw the texture image as wire | **Cmd+D** |
| Start or stop edit mode | **Alt+E** |
| If the selected object is a mash, toggles face select mode on or off | **F** |
| Sort faces, the faces of the active mesh object are sorted based on the current view in the 3D window | **Cmd+F** |
| Grab mode, or translation mode | **G** |
| Clears translations, given in grab mode | **Alt+G** |
| Group selection | **Shift+G** |
| Insert object key, a key position is inserted in the current frame of all selected objects | **I** |
| Join objects, all selected objects of the same type are added to the active object | **Cmd+J** |
| Show keys, the draw key option is turned on for all selected objects | **K** |
| Display popup menu for showing and selecting all keys | **Shift+K** |
| Makes selected object local, makes library linked objects local for the current scene | **L** |
| Link selected links some of the active object data to all selected objects | **Cmd+L** |
| Select linked, selected all objects somehow linked to the active object | **Shift+L** |
| Move selected objects to another layer | **M** |
| Mirror menu, it is possible to mirror an object along the X, Y, or Z-axis | **Cmd+M** |
| Number panel, the location, rotation, and scaling of the active object are displayed and can be modified | **N** |
| Clear origin, the origin is erased for all child objects, which causes them to move to the exact location of the parent objects | **Alt+O** |
| If the selected object is a mesh, toggles the subsurf on or off | **Shift+O** |
| Make selected objects the children of the active object | **Cmd+P** |
| Clears parent relation, the user is asked if they wish to keep or clear parent-induced transforms | **Alt+P** |
| Rotate mode works on selected objects | **R** |
| Clears rotation, the X, Y, and Z rotations of selected objects are set to zero | **Alt+R** |
| Size mode or scaling mode works on selected objects | **S** |
| Clears size, the X, Y, and Z dimensions of selected objects are set to 1 | **Alt+S** |
| Opens the snap menu | **Shift+S** |
| Texture space mode, the position of dimensions of the texture space for the selected objects can be changed in the same manner for grab and size mode | **T** |
| Makes selected objects track the active object | **Cmd+T** |
| Clears old-style track, constraint track is removed as all constraints are | **Alt+T** |
| Makes object single user, the inverse operation of link | **U** |
| Switches in and out of vertex paint mode | **V** |
| Object image aspect, this hotkey sets the X and Y dimensions of the selected objects in relation to the dimensions of the image texture they have | **Alt+V** |
| Opens the object booleans menu | **W** |
| Deletes selected objects | **X** |
| Toggles solid mode on or off | **Z** |
| Toggles shaded mode on or off | **Shift+Z** |
| Toggles textured mode on or off | **Alt+Z** |
| **Edit Mode - General** | |
| Start or stop edit mode | **Tab** |
| Start or stop edit mode (alternative) | **Alt+E** |
| Switches between vertex select, edge select, and face select modes | **Cmd+Tab** |
| Select or unselect all | **A** |
| Circle select | **B+B** |
| With vertices selected, this creates a hook object | **Cmd+H** |
| Number panel, simpler than the object mode one | **N** |
| Switch in and out of proportional editing | **O** |
| Toggles between smooth and sharp proportional editing | **Shift+O** |
| Separate, you can choose to make a new object with all selected vertices, edges, faces, and curves | **P** |
| Make vertex parent | **Cmd+P** |
| Shear, in edit mode this operation enables you to make selected forms slant | **Cmd+S** |
| Undo | **U** |
| Displays specials popup menu | **W** |
| Warp, selected vertices can be bent into curves with this option | **Shift+W** |
| **Edit Mode - Mesh** | |
| Adds to selection all vertices connected by an edge to an already selected vertex | **Cmd+(+)** |
| Removes from selection all vertices of the outer ring of selected vertices | **Cmd+(-)** |
| If using curve deformation, toggles the curve cyclic mode on or off | **C** |
| Extrude selected | **E** |
| Crease subsurf edge | **Shift+E** |
| Mark LSCM seam | **Cmd+E** |
| Make edge or face | **F** |
| Fill selected, all selected vertices that are bound by edges and form a closed polygon are filled with triangular faces | **Shift+F** |
| Beauty fill, edges of all selected triangular faces are switched so equally sized faces are formed | **Alt+F** |
| Flip faces, selected triangular faces are paired and the common edge of each pair swapped | **Cmd+F** |
| Hide selected, all selected vertices and faces are hidden | **H** |
| Hide not selected, all non-selected vertices and faces are hidden | **Shift+H** |
| Reveal, all hidden vertices and faces are drawn again | **Alt+H** |
| Join faces, selected triangular faces are joined in pairs and transformed to quads | **Alt+J** |
| Knife tool menu | **K** |
| Select linked | **L** |
| Deselect linked | **Shift+L** |
| Select linked selected | **Cmd+L** |
| Mirror, opens a popup asking for the axis to mirror | **M** |
| Merges selected vertices as barycentrum or at cursor depending on selection made on popup | **Alt+M** |
| Calculate normals outside | **Cmd+N** |
| Calculate normals inside | **Cmd+Shif+N** |
| Scales each vertex in the direction of its local normal | **Alt+S** |
| Make triangles, all selected faces are converted to triangles | **Cmd+T** |
| Undo | **U** |
| Redo | **Shift+U** |
| Undo menu | **Alt+U** |
| Special menu | **W** |
| Erase selected | **X** |
| Split, this command splits the selected part of a mesh without deleting faces | **Y** |
| **Edit Mode - Curve** | |
| Set the selected curves to cyclic or turn cyclic off | **C** |
| Extrude curve | **E** |
| Add segment, a segment is added between two selected vertices at the end of two curves | **F** |
| Toggle handle align or free | **H** |
| Set handle to auto | **Shift+H** |
| Calculate handles | **Cmd+H** |
| Select linked | **L** |
| Deselect linked | **Shift+L** |
| Mirror selected control points exactly as for vertices in a mesh | **M** |
| Tilt mode, specify an extra axis rotation for each vertex in a 3D curve | **T** |
| Clear tilt | **Alt+T** |
| Vector handle | **V** |
| The special menu for curves appears | **W** |
| Erase selected | **X** |
| **Edit Mode - Surface** | |
| Toggle cyclic menu | **C** |
| Extrude selected | **E** |
| Add segment, a segment is added between two selected vertices at the end of two curves | **F** |
| Select linked | **L** |
| Deselect linked | **Shift+L** |
| Mirror selected control points exactly as for vertices in a mesh | **M** |
| Select row, starting with the last selected vertex | **Shift+R** |
| The special menu for surfaces appears | **W** |
| Erase selected | **X** |
| **Edit Mode - Font** | |
| Move text cursor one position forward | **Right** |
| Move text cursor to the end of the line | **Shift+Right** |
| Move text cursor one position backward | **Left** |
| Move text cursor to the start of the line | **Shift+Left** |
| Move text cursor one line forward | **Down** |
| Move text cursor to the end of the text | **Shift+Down** |
| Move text cursor one line back | **Up** |
| Move text cursor to the beginning of the text | **Shift+Up** |
| Reload original data | **Alt+U** |
| Paste text | **Alt+V** |
| **VertexPaint** | |
| All vertex colors are erased, they are changed to the current drawing color | **Shift+K** |
| Undo, press twice redos the undone | **U** |
| Shared vertexcol, the colors of all faces that share vertices are blended | **W** |
| **UV Editor** | |
| LSCM unwrapping launches on the faces visible in the UV editor | **E** |
| Pin selected vertices, they will stay in place on the UV editor when executing an LSCM unwrap | **P** |
| Un-pin selected vertices | **Alt+P** |
| **FaceSelect** | |
| Switches to edit mode | **Tab** |
| With multiple, co-planar faces selected, this will merge them into one FGon so long as they remain co-planar | **F** |
| Select linked UVs | **L** |
| Calls a menu allowing to rotate the UV coordinates or the vertex col | **R** |
| Calls the UV Calculation menu | **U** |

**Must Read:**

Hotkeys from https://tutorialslink.com/