

Blender Keystroke Reference  
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## Mesh Modeling

- **Object Mode**
  - Spacebar = Search Bar
  - Shift + C = Center cursor at Origin
  - Alt + A = Play Animation
  - Z = Toggle Wireframe/Solid View
  - Alt + Z = Toggle Textured/Solid View
  - Ctrl + J = Join Objects
  - A = De/Select All
  - Right Mouse Button = Select Object
  - Right Mouse Button + Shift = Select multiple objects
  - B = Crosshair Selection
  - Shift + D = Duplicates Object
  - Shift + S = Snap
  - G = Grab Object (Move object. Press X, Y, or Z to lock it to an axis.)
  - R = Rotate Object (Press X, Y, or Z to lock rotation to an axis.)
  - S = Scale Object (Press X, Y, or Z to lock scaling to an axis.)
  - M = Move Selection to layer
  - Tab = Toggle Object/Edit Mode
  - T = Toggle Toolbox Menu
- **Edit Mode**
  - E = Extrude (Selected Vertices, Edges, or Faces)
  - G = Grab Selection (Move it. Press X, Y, or Z to lock it to an axis)
  - R = Rotate Selection (Press X, Y, or Z to lock it to an axis)
  - S = Scale Selection (Press X, Y, or Z to lock it to an axis)
  - Shift + D = Duplicate Selection (Will not be it's own object)
  - F = Create Face from Selected Vertices
  - N = Show Properties Menu
  - P = Separate selected mesh into new object
  - Alt + M = Merge Vertices
  - X = Delete selected Faces, Vertices, or Edges)
  - U = UVW Unwrap
  - W = Mesh Options
  - Ctrl + E = Edge Options

## Viewport

- **Viewpoint**
  - Numpad 1 = Front
  - Ctrl + Numpad 1 = Back
  - Numpad 2 = Rotate view up
  - Numpad 3 = Left
  - Ctrl + Numpad 3 = Right
  - Numpad 4 = Rotate view right
  - Numpad 5 = Toggle Perspective/Orthographic View
  - Numpad 6 = Rotate view left
  - Numpad 7 = Top

- Ctrl + Numpad 7 = Bottom
- Numpad 8 = Rotate view down

