

Blender Shortcut Guide

v.0.1



About

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Any form of commercial reproduction is prohibited. This is to prevent unfair use of a open project! Of course you can still use this guide at work.

If you make a modification or an addition it would be nice if you can forward these changes to me. Keep in mind you also need to use the same Creative Commons license.

This guide was started due to the lag of free guides out there without the need of giving away tons of data.

Mine, nah **yours** is completely free and will be free forever.

A lot of Shortcut guides out there a not really tailored for beginners, this guide changes that, but intermediate use is still possible.

This is why not every single Shortcut in Blender is written here.

Every Shortcuts if not self explanatory are described with a short sentence or a associated image.

Anything missing?

Then please email me at shortcut-guide@sellke.net.

If you find this guide and ask yourself where does it come from, than here is the original link: www.sellke.net/blender-shortcut-guide.html

There you can also find the original Affinity Publisher project file.

Table of Contents

Basics	4
Manipulation Keys	4
Edit Mode	5
Changing Modes	5
Camera Controls	6
Nodes	7
Good to know	8

Basics

Left Mouse Button
Select

Right Mouse Button
Context Menu

Ctrl+S
Save File

Shift+Ctrl+S
Save File As

Ctrl+N
New File

Ctrl+Z
Undo

Ctrl+Shift+Z
Redo

F3
Searchbar

X
Delete with confirmation

Delete
Delete without confirmation

T
Toolbar (Left Menu)

N
Properties Panel (Right Menu)

Ctrl+A
Add Object or Node

F12
Render Current Frame

Ctrl+F12
Render Animation

ESC
Stop Render

F11
Show last Render

Manipulation Keys

S
Scale

R
Rotate

2xR
Trackball Rotate

G
Grab (Move)

[HOLD] Shift
Fine Controls

[HOLD] Ctrl
Snapping Controls

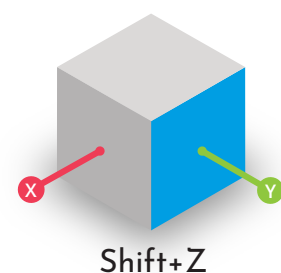
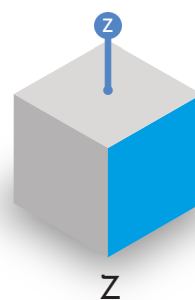
Shift+TAB
Snapping Toggle

O
Proportional Editing

Tip

Press X, Y or Z after a manipulation Button to only affect one axis.

Press Shift+Z to exclude a axis. (chainable)



Changing Modes

TAB

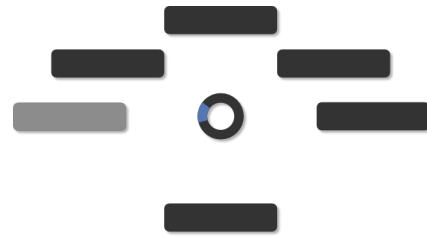
Object Mode / Edit Mode

Ctrl+TAB

Mode Pie Menu 1

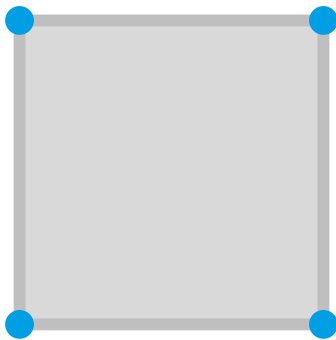
Z

Viewport Shading Pie Menu
(e.g. Wireframe or Rendering Preview)

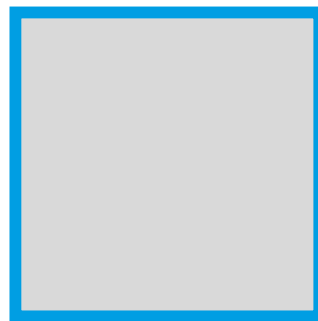


1 Example of a Pie Menu
Can be controlled by the mouse

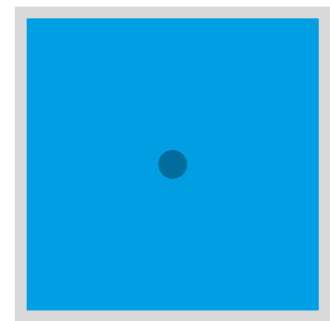
Edit Mode



Number Row 1
Vertex Select



Number Row 2
Edge Select



Number Row 3
Face Select

Shift+Spacebar
Open Toolbox

Alt+Left Mouse Button
Select Loop

E
Extrude

I
Inset

Ctrl+B
Bevel Edge

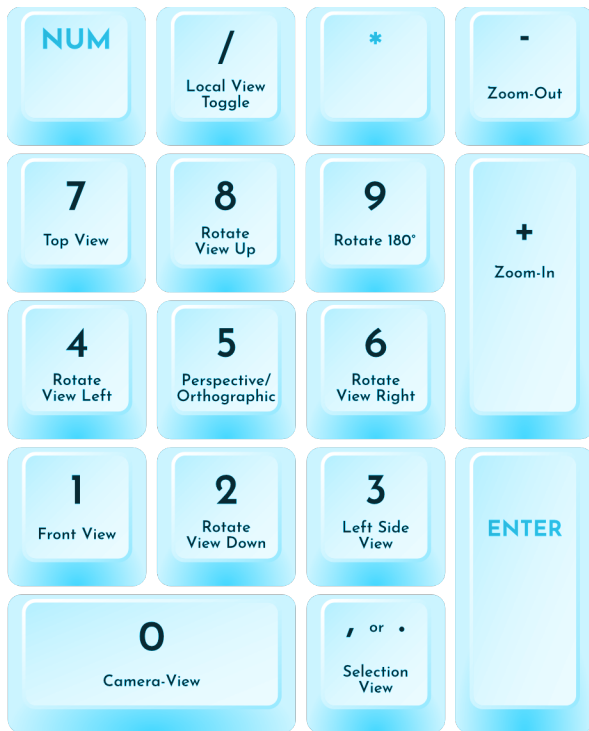
Ctrl+R
Loop Cut

2xG
Edge Slide

K
Knife Tool

V
Rip Selection

Camera Controls



Alt Modes

- Ctrl+1**
Back View
- Ctrl+2**
Pan View Up
- Ctrl+3**
Right Side View
- Ctrl+4**
Pan View Left
- Ctrl+6**
Pan View Right
- Ctrl+7**
Bottom View
- Ctrl+8**
Pan View Down
- Ctrl+Alt+0**
Set Camera to Viewport



Perspective View



Orthographic View

Middle Mouse Button

Rotate View Freely

Shift+Middle Mouse Button

Pan View

Mouse Wheel

Zoom



Nodes

M

Toggle Node Mute

Ctrl+X

Delete with Reconnect

Ctrl+G

Group Nodes

Ctrl+Alt+G

Ungroup Nodes

TAB

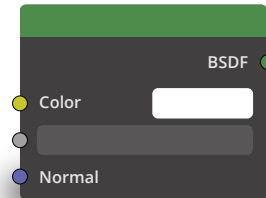
Enter/Exit Node Group

Ctrl+Right Mouse Button (Drag)

Remove Connection

Shift+Right Mouse Button (Drag)

Split Connection



1 Example of a Shader Node
Can be connected with different inputs

Node collapsing

Nodes can be collapsed to reduce the clutter of your node-tree a bit



Node Wrangler

Node Wrangler is one of Blender most usefull Add-ons there is. Its already included. If you do a lot of material work, than you really should enable it

How to use

Go to Blenders Preferences: Topbar > Edit > Preferences > Add-ons
Select **Node: Node Wrangler** from the list or directly search for it and activate it.

Ctrl+Shift+Left Mouse Button

View selected Node

Ctrl+Shift+Right Mouse Button

Connect Node without precise input selection
(Lazy Connect)

Ctrl+Shift+T

Open Principled Texture Setup

Good to know

Quick Favourites

Click **Right Mouse Button** on nearly any function and add them to your Quick Favourites by selection „**Add to Quick Favourites**“

Q

Open Quick Favourites Menu

Tip

„Adding Edit Mode > Mesh > Clean Up > Merge by Distance is super Helpful“