



logickeyboard™

# Blender

## 3d

### Categories

Orange

General Operations

Dark grey

Mixed Operations

Yellow

Timeline Animation

Light grey

View Orientation

White

Collections









Dark blue








Modelling Operations












### Shortcut list Tips









Press Ctrl/Cmd + F to activate Search field








Press Ctrl/Cmd + (+) or (-) to maximize or minimize content













Symbol	Command	Windows
RENAME	Rename Object	F2
SEARCH	Search	F3
FILE CON- TEXT MENU	File Context Menu	F4
	Render View	F11
	Render	F12
VIEW	Open View Menu	`
	Toggle Object Mode & Edit Mode	Tab
QUICK FAVO- RITES	Quick Favorites	Q
	Rotate	R
TOOL SHELF	Toggle Tool Shelf	T
	Select All	A
	Scale	S
	Move	G
	Hide Selected	H

	Open Shading Menu	Z
	Delete	X
	Circle (Paint) Select	C
	Border (Box) Select	B
PROPERTIES	Properties Menu	N
ORIENTATION	Orientation	,
PIVOT POINT	Pivot Point	.
FOCUS & ISOLATE	Focus & Isolate	/
	Delete	Delete
SCROLL UP	Scroll Up	PgUp
SCROLL DOWN	Scroll Down	PgDn
	Extrude	E
SPLIT	Split	Y
UV-MAPPING	UV-Mapping	U
	Proportional Editing Objects Mode	O

<b>SEPA-RATE</b>	Separate	<b>P</b>
<b>MERGE FACES</b>	Merge Faces	<b>F</b>
	Knife Tool	<b>K</b>
<b>SELECT LINKED UNDER C</b>	Select Linked Under Cursor	<b>L</b>
<b>RIP</b>	RIP Selected	<b>V</b>
	View Collection	<b>1</b>
	View Collection	<b>2</b>
	View Collection	<b>3</b>
	View Collection	<b>4</b>
	View Collection	<b>5</b>
	View Collection	<b>6</b>
	View Collection	<b>7</b>
	View Collection	<b>8</b>
	View Collection	<b>9</b>
	View Collection	<b>0</b>


<b>MOVE TO</b> 	Move to Collection	<b>M</b>
<b>CANCEL RENDER</b>	Cancel Render	Esc
	Online Help (N/A)	F1
	Cycle Selection Tools	W
	3D Draw (on hold)	D
	Zoom Out	- on numeric
	Zoom In	+ on numeric
<b>INSERT KEY-FRAME</b>	Insert Keyframe	<b>I</b>
<b>PREV FRAME</b>	Go to Next Frame	Left Arrow
<b>NEXT FRAME</b>	Go to Previous Frame	Right Arrow
	Go to Next Keyframe	Up Arrow
	Go to Previous Keyframe	Down Arrow
<b>FRONT VIEW</b>	Front View	1 on numeric
<b>VIEW DOWN</b>	Rotate View Down	2 on numeric
<b>RIGHT VIEW</b>	Right View	3 on numeric

<b>VIEW LEFT</b>	Rotate View Left	<b>4</b> on numeric
	Orthogonal View	<b>5</b> on numeric
<b>VIEW RIGHT</b>	Rotate View Right	<b>6</b> on numeric
<b>TOP VIEW</b>	Top View	<b>7</b> on numeric
<b>VIEW UP</b>	Rotate View Up	<b>8</b> on numeric
<b>180°</b>	Rotate View 180 degrees	<b>9</b> on numeric
	Toggle Camera / User View	<b>0</b> on numeric
<b>CENTER SEL</b>	Center Selected	<b>.</b> on numeric
<b>LOCAL VIEW</b>	Local View	<b>/</b> on numeric
<b>RESET VIEW</b>	Reset View	<b>Home</b>
	File Browser	<b>Shift</b> <b>F1</b>
	Movie Clip Editor	<b>Shift</b> <b>F2</b>
	Shader Editor	<b>Shift</b> <b>F3</b>
	Python Console	<b>Shift</b> <b>F4</b>
	3D Viewport	<b>Shift</b> <b>F5</b>






	Graph Editor	Shift F6
	Properties	Shift F7
	Video Sequencer	Shift F8
	Outliner	Shift F9
	Image Editor	Shift F10
	Text Editor	Shift F11
	Dope Sheet	Shift F12
	Set Mesh Sculpt Tool	Ctrl `
	Set Mesh Smooth Tool	Ctrl -
	Set Mesh Relax Tool	Ctrl =
	All Modes	Ctrl Tab
	Set Mesh Pinch Tool	Shift Tab
	Snap to Menu	Ctrl Shift Tab
	Quit	Ctrl Q
	Split Viewport in 4	Ctrl Alt Q

	Bend	Shift W
	Edge Menu	Ctrl E
	Reset Rotation	Alt R
	Repeat Last Action	Shift R
	Triangulate Faces	Ctrl T
	Invert Selection	Ctrl I
	Delete Keyframe	Alt I
	Open	Ctrl O
	Make Parent	Ctrl P
	Clear Parent	Alt P
	Apply Transform Menu	Ctrl A
	Add Menu	Shift A
	Deselect All	Alt A
	Save	Ctrl S
	Snap Menu	Shift S



	Reset	Alt S
	Duplicate	Shift D
	Duplicate Linked	Alt D
	Face Menu	Ctrl F
	New Collection	Ctrl G
	Reset Position	Alt G
	Unhide Selected	Alt H
	Hide Unselected	Shift H
	Join	Ctrl J
	Make Links	Ctrl L
	Select Linked	Shift L
	1-Person Walk / Fly Mode (UK only)	Shift ' (apostrophe)
	Undo	Ctrl Z
	Wireframe View	Shift Z
	Redo	Ctrl Shift Z

Delete with Reconnect	Ctrl X
Copy	Ctrl C
Vertex	Ctrl V
RIP Fill	Alt V
Render Region	Ctrl B
Reset Render Region	Alt B
New	Ctrl N
Recalculate Normals	Shift N
Mirror	Ctrl M
Merged Selected	Alt M
Go to First Frame	Shift Left Arrow
Go to Last Frame	Shift Right Arrow
Maximize	Ctrl Space
Shrink Selection	Ctrl - on numeric
Grow Selection	Ctrl + on numeric

	Back View	Ctrl 1 on numeric
	Pan Down	Ctrl 2 on numeric
	Left View	Ctrl 3 on numeric
	Pan Left	Ctrl 4 on numeric
	Pan Right	Ctrl 6 on numeric
	Bottom View	Ctrl 7 on numeric
	Pan Up	Ctrl 8 on numeric
	Align Camera to View	Ctrl Alt 0
	Vertex Select	1
	Edge Select	2
	Face Select	3
	Direct Rotate (dubble tab)	R
	Direct Move (dubble tab)	G