

Keyboard Shortcuts

Comprehensive English reference - Blender Default Keymap

Key notation

LMB = Left Mouse Button, RMB = Right Mouse Button, MMB = Middle Mouse Button. Numpad keys refer to the numeric keypad. A slash separates alternatives; a comma means press keys in sequence.

Important

Blender shortcuts are context-sensitive: the same key can perform different actions depending on the active editor, mode, tool, and selection. This guide uses the Blender Default keymap with left-click selection. Custom and Industry Compatible keymaps differ. Some laptop keyboards require Fn or Emulate Numpad.

REFERENCE DATE	1 August 2026
VERSION	Blender 5.2 LTS documentation
KEYMAP	Blender Default
LANGUAGE	English

Interface and files

Shortcut	Action
Ctrl + N	New file.
Ctrl + O	Open file.
Ctrl + Shift + O	Open Recent menu.
Ctrl + S	Save file.
Ctrl + Shift + S	Save As.
F4	Open the Console editor.
F11	Show rendered image.
Ctrl + F11	Play rendered animation.
Ctrl + Q	Quit Blender.
F1	Search the Blender manual for the hovered item.
F2	Rename the active item.
F3	Operator Search.
N	Toggle the Sidebar in the current editor.
T	Toggle the Toolbar in the current editor.
Ctrl + Spacebar	Maximize or restore the area under the pointer.
Shift + F4	Switch area to Console.
Shift + F5	Switch area to 3D Viewport.
Shift + F10	Switch area to Image Editor.
Shift + F11	Switch area to Text Editor.

General editing and selection

Shortcut	Action
Ctrl + Z	Undo.
Ctrl + Shift + Z	Redo.
Shift + Ctrl + Z	Redo.
Esc / RMB	Cancel the current operation.
Enter / LMB	Confirm the current operation.
A	Select all.
Alt + A	Deselect all.
Ctrl + I	Invert selection.
B	Box Select.
C	Circle Select.
Ctrl + RMB drag	Lasso Select.
Shift + LMB	Add or remove an item from selection.
H	Hide selected.
Shift + H	Hide unselected.
Alt + H	Reveal hidden.
M	Move selected items to a collection or context menu.
X / Delete	Delete selected items.
Ctrl + C	Copy.

Shortcut	Action
Ctrl + V	Paste.
Ctrl + X	Cut where supported.

3D Viewport navigation

Shortcut	Action
MMB drag	Orbit the view.
Shift + MMB drag	Pan the view.
Mouse Wheel	Zoom in or out.
Ctrl + MMB drag	Dolly zoom.
Numpad 1	Front view.
Ctrl + Numpad 1	Back view.
Numpad 3	Right view.
Ctrl + Numpad 3	Left view.
Numpad 7	Top view.
Ctrl + Numpad 7	Bottom view.
Numpad 5	Toggle perspective and orthographic view.
Numpad 0	Camera view.
Ctrl + Alt + Numpad 0	Align active camera to current view.
Numpad .	Frame selected.
Home	Frame all.
Numpad 2 / 4 / 6 / 8	Orbit in fixed steps.
Ctrl + Numpad 2 / 4 / 6 / 8	Pan in fixed steps.
Shift + B	Zoom to a drawn border.
Shift + C	Frame all and center the 3D Cursor.
` (grave accent)	Open View pie menu.
Shift + `	Walk/Fly Navigation.
Z	Open Viewport Shading pie menu.
Alt + Z	Toggle X-Ray.
Shift + Z	Toggle rendered viewport shading.
Shift + RMB	Place the 3D Cursor.
Ctrl + Alt + Q	Toggle Quad View.

Modes and transforms

Shortcut	Action
Tab	Toggle Edit Mode and the previous mode.
Ctrl + Tab	Open Mode pie menu.
G	Move (Grab).
R	Rotate.
S	Scale.
G, X / Y / Z	Move constrained to an axis.
R, X / Y / Z	Rotate around an axis.

Shortcut	Action
S, X / Y / Z	Scale along an axis.
Shift + X / Y / Z during transform	Exclude an axis.
X / Y / Z twice	Use the local transform axis.
Ctrl during transform	Snap to increments.
Shift during transform	Fine adjustment.
Alt + G	Clear Location.
Alt + R	Clear Rotation.
Alt + S	Clear Scale in Object Mode; Shrink/Fatten in Edit Mode.
Ctrl + A	Apply transform menu in Object Mode.
Shift + S	Snap pie menu.
Ctrl + .	Set pivot point to Individual Origins.
. (period)	Open Pivot Point pie menu.
R, R	Trackball rotation.
G, G	Vertex or Edge Slide in Edit Mode.

Object Mode

Shortcut	Action
Shift + A	Add object menu.
Shift + D	Duplicate selected objects.
Alt + D	Create linked duplicate.
Ctrl + J	Join selected objects into the active object.
Ctrl + P	Set parent.
Alt + P	Clear parent menu.
Ctrl + L	Link/Transfer Data menu.
Ctrl + 1...5	Add or set Subdivision Surface level 1...5.
Ctrl + 0	Remove Subdivision Surface modifier level.
Ctrl + 2	Set subdivision level 2.
Ctrl + A	Apply menu.
Ctrl + M	Mirror interactively, then choose axis.
M	Move to Collection.
Shift + G	Select Grouped menu.
Shift + L	Select Linked menu.
Alt + C	Convert menu in relevant contexts.
Ctrl + Alt + G	Remove selected objects from all collections.
Ctrl + Shift + G	Add selected objects to a new collection.
Numpad /	Toggle Local View.
Ctrl + Shift + A	Make Instances Real.

Mesh Edit Mode: selection

Shortcut	Action
1 / 2 / 3	Vertex / Edge / Face Select mode.

Shortcut	Action
Ctrl + Tab	Mesh Select Mode pie menu.
Alt + LMB	Select edge loop.
Ctrl + Alt + LMB	Select edge ring.
Shift + Alt + LMB	Add or remove an edge loop from selection.
L (hover)	Select linked geometry under pointer.
Ctrl + L	Select linked geometry.
Shift + L	Deselect linked geometry.
Ctrl + Numpad +	Grow selection.
Ctrl + Numpad -	Shrink selection.
Shift + G	Select Similar menu.
Ctrl + Shift + M	Select non-manifold geometry.
Alt + Z	Toggle X-Ray for selecting through geometry.
3 then Alt + Z	Face Select plus X-Ray for through-selection.

Mesh Edit Mode: modeling

Shortcut	Action
E	Extrude.
Alt + E	Extrude menu.
I	Inset faces.
Ctrl + B	Bevel edges.
Ctrl + Shift + B	Bevel vertices.
K	Knife tool.
Shift + K	Knife Project.
F	Create face or edge / Fill.
Alt + F	Beautify Fill.
Ctrl + F	Face menu.
Ctrl + E	Edge menu.
Ctrl + V	Vertex menu.
M	Merge menu.
P	Separate menu.
Y	Split selected geometry.
V	Rip vertices.
Alt + V	Rip Fill.
Ctrl + R	Loop Cut and Slide.
G, G	Vertex or Edge Slide.
Alt + S	Shrink/Fatten.
Shift + N	Recalculate normals outside.
Alt + N	Normals menu.
Ctrl + T	Triangulate faces.
Alt + J	Convert triangles to quads.
Ctrl + Shift + B	Bevel vertices.
Ctrl + M, X / Y / Z	Mirror on an axis.

Shortcut	Action
U	UV Mapping menu.

Curves, armatures and pose

Shortcut	Action
E	Extrude curve point or bone.
Ctrl + RMB	Extrude curve control point to cursor / extrude bone.
V	Set curve handle type / bone display context action.
Alt + C	Toggle cyclic curve.
Ctrl + T	Tilt curve points.
Alt + T	Clear curve tilt.
Ctrl + H	Hooks menu for curves.
Shift + W	Bend curve.
E	Extrude bone in Armature Edit Mode.
Shift + E	Extrude forked bones with X-axis mirror.
Ctrl + P	Set bone parent in Armature Edit Mode.
Alt + P	Clear bone parent.
Ctrl + Tab	Enter or exit Pose Mode.
I	Insert pose keyframe menu.
Alt + G / R / S	Clear pose location / rotation / scale.
Ctrl + Alt + S	Clear pose scale.
Ctrl + C	Copy pose.
Ctrl + V	Paste pose.
Ctrl + Shift + V	Paste X-flipped pose.

Sculpting and painting

Shortcut	Action
F	Adjust brush radius.
Shift + F	Adjust brush strength.
Ctrl + F	Adjust brush angle.
Shift while sculpting	Temporarily smooth.
Ctrl while sculpting	Invert brush effect.
X	Flip brush direction where supported.
E	Open stroke method pie menu.
A	Open brush mask menu / select all depending on mode.
M	Mask brush or mask menu, depending on sculpt context.
Alt + M	Clear mask.
Ctrl + I	Invert mask.
H	Show/Hide menu in Sculpt Mode.
Shift + Spacebar	Open toolbar tool pie menu.
S	Sample color in paint modes.
X	Swap foreground and background colors in paint modes.

Animation and keyframes

Shortcut	Action
Spacebar	Play or pause animation.
Shift + Spacebar	Open the editor-specific tool menu by default.
Left / Right arrow	Previous / next frame.
Shift + Left / Right arrow	First / last frame.
Up / Down arrow	Jump 10 frames backward / forward.
Alt + Mouse Wheel	Scrub frames in timeline-style editors.
I	Insert Keyframe menu.
Alt + I	Delete keyframe from the active property or object.
K	Insert Keyframe menu in animation editors.
Ctrl + Alt + Shift + I	Delete Keying Set keyframe.
J	Jump to next keyframe.
K	Jump to previous keyframe in some animation contexts.
T	Set keyframe interpolation.
Shift + E	Set keyframe extrapolation.
V	Set keyframe handle type.
G / R / S	Move / Rotate / Scale selected keys.
Shift + D	Duplicate selected keyframes.
P	Set Preview Range.
Alt + P	Clear Preview Range.
Ctrl + Shift + V	Paste flipped pose or mirrored animation data where supported.

Timeline, Dope Sheet and Graph Editor

Shortcut	Action
Home	Frame all keys.
Numpad .	Frame selected keys.
A / Alt + A	Select all / deselect all.
B	Box Select.
C	Circle Select.
L	Select linked keyframes or channels where supported.
G	Move keys.
S	Scale keys.
Shift + D	Duplicate keys.
X / Delete	Delete keys.
M	Add Marker.
Ctrl + M	Rename Marker.
Shift + Ctrl + Left / Right arrow	Jump to previous / next marker.
Ctrl + Tab	Toggle Dope Sheet and Graph Editor in relevant layouts.
H	Toggle selected channel visibility in Graph Editor.
Shift + H	Hide unselected curves.
Alt + H	Reveal curves.

Shortcut	Action
Shift + E	Extrapolation Mode menu.

Rendering and cameras

Shortcut	Action
F12	Render image.
Ctrl + F12	Render animation.
F11	Show or hide the last render.
Esc	Cancel rendering or return from render display.
Numpad 0	Enter or leave active camera view.
Ctrl + Alt + Numpad 0	Align active camera to current viewport.
G then MMB	Move along a camera-local axis while transforming.
Shift + B in camera view	Set render region.
Ctrl + Alt + B	Clear render region.
Z then R	Rendered viewport shading through the shading pie.
Shift + Z	Toggle rendered viewport shading.

Outliner

Shortcut	Action
LMB	Select item.
Shift + LMB	Extend selection.
B	Box Select.
A	Select all.
Alt + A	Deselect all.
Left / Right arrow	Collapse / expand the selected hierarchy.
Numpad + / -	Expand / collapse one hierarchy level.
Home	Show hierarchy.
Numpad .	Show active item.
F2	Rename selected item.
X / Delete	Delete selected item.
M	Move selected object to collection.
Ctrl + F	Search.
Ctrl + Spacebar	Maximize Outliner area.

Node Editor

Shortcut	Action
Shift + A	Add node menu.
G	Move selected nodes.
R	Rotate selected nodes where supported.
S	Scale selected nodes.
Shift + D	Duplicate selected nodes.
Ctrl + C / Ctrl + V	Copy / paste nodes.

Shortcut	Action
X / Delete	Delete nodes.
M	Mute selected nodes.
Ctrl + H	Toggle node preview.
H	Collapse or expand selected nodes.
Ctrl + G	Make node group.
Tab	Enter or exit node group.
Ctrl + Alt + G	Ungroup nodes.
F	Add Frame around selected nodes.
Ctrl + J	Join selected nodes into a frame.
Alt + P	Remove selected nodes from frame.
Shift + S	Switch node type menu.
Home	Frame all nodes.
Numpad .	Frame selected nodes.

UV and Image Editor

Shortcut	Action
A / Alt + A	Select all / deselect all.
B	Box Select.
C	Circle Select.
Ctrl + RMB drag	Lasso Select.
G / R / S	Move / Rotate / Scale UVs.
P	Pin selected UVs.
Alt + P	Unpin selected UVs.
U	Unwrap menu in the 3D Viewport.
E	Mark seam in relevant UV contexts.
Ctrl + E	Edge menu for marking seams in Mesh Edit Mode.
L (hover)	Select linked UVs.
Shift + L	Deselect linked UVs.
V	Stitch UVs.
W	Weld/Align menu.
Home	View all.
Numpad .	Frame selected.
Alt + Z	Toggle display transparency where supported.

Useful mouse and transform modifiers

Shortcut	Action
LMB	Select and confirm with the default keymap.
RMB	Open context menu; cancel an active transform.
MMB	Orbit; constrain an active transform to a nearby axis.
Shift + MMB	Pan view.
Mouse Wheel	Zoom or scroll.

Shortcut	Action
Ctrl + Mouse Wheel	Zoom or adjust values in some editors.
Shift + Mouse Wheel	Horizontal scroll in supported editors.
Ctrl during transform	Enable snapping / coarse increments.
Shift during transform	Fine control.
Ctrl + Shift during transform	Combine snapping with fine control where supported.
Numpad .	Frame selection in most spatial editors.
Home	Frame all content in many editors.

Official Blender references

The Blender Manual documents the default keymap, navigation, selection, editor-specific behavior, and keymap customization. Because Blender is highly contextual, hover a command to inspect its assigned shortcut or use Edit > Preferences > Keymap to search and customize bindings.

Default Keymap - Blender 5.2 LTS Manual

https://docs.blender.org/manual/en/latest/interface/keymap/blender_default.html

3D Viewport Navigation

<https://docs.blender.org/manual/en/latest/editors/3dview/navigate/navigation.html>

Keymap Preferences

<https://docs.blender.org/manual/en/latest/editors/preferences/keymap.html>

Keymap notation and overview

<https://docs.blender.org/manual/en/latest/interface/keymap/index.html>