



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

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

SEPA-RATE	Separate	P	P
MERGE FACES	Merge Faces	F	F
	Knife	K	K
SELECT LINKED UNDER C	Select Linked Under Cursor	L	L
RIP	Rip (separate)	V	V
	View Collection	1	1
	View Collection	2	2
	View Collection	3	3
	View Collection	4	4
	View Collection	5	5
	View Collection	6	6
	View Collection	7	7
	View Collection	8	8
	View Collection	9	9
	View Collection	0	0

MOVE TO 	Move to Collection	M	M
CANCEL RENDER	Cancel Render	Esc	Esc
	Online Help	F1	F1
	Select Shortcut Cycle	W	W
	Add Notes Brush	D	D
	Zoom Out	- on numeric	- on numeric
	Zoom In	+ on numeric	+ on numeric
INSERT KEY-FRAME	Insert Keyframe	I	I
PREV FRAME	Go to Previous Frame	Left Arrow	Left Arrow
NEXT FRAME	Go to Next Frame	Right Arrow	Right Arrow
	Go to Next Keyframe	Up Arrow	Up Arrow
	Go to Previous Keyframe	Down Arrow	Down Arrow
FRONT VIEW	Front View	1 on numeric	1 on numeric
VIEW DOWN	View Down	2 on numeric	2 on numeric
RIGHT VIEW	Right View	3 on numeric	3 on numeric

VIEW LEFT	View Left	4 on numeric	4 on numeric
	Orthographic View	5 on numeric	5 on numeric
VIEW RIGHT	View Right	6 on numeric	6 on numeric
TOP VIEW	Top View	7 on numeric	7 on numeric
VIEW UP	View Up	8 on numeric	8 on numeric
180°	View 180°	9 on numeric	9 on numeric
	Toggle Cam View	0 on numeric	0 on numeric
CENTER SEL	Center Selected	. on numeric	. on numeric
LOCAL VIEW	Local View	/ on numeric	/ on numeric
RESET VIEW	Reset View	Home	Home
	Help	Shift F1	Shift F1
	Movie Clip Editor	Shift F2	Shift F2
	Shader Editor	Shift F3	Shift F3
	Python Console	Shift F4	Shift F4
	3D Viewport	Shift F5	Shift F5

Graph Editor	Shift F6	Shift F6
Properties	Shift F7	Shift F7
Video Sequencer	Shift F8	Shift F8
Outliner	Shift F9	Shift F9
Image Editor	Shift F10	Shift F10
Text Editor	Shift F11	Shift F11
Dope Sheet	Shift F12	Shift F12
Show Gizmo	Ctrl `	Ctrl `
Zoom Out	Ctrl -	Ctrl -
Zoom In	Ctrl =	Ctrl =
Toggle Modes	Ctrl Tab	Ctrl Tab
Snap	Shift Tab	Shift Tab
Snap to Menu	Ctrl Shift Tab	Ctrl Shift Tab
Quit Program	Ctrl Q	Ctrl Q
Split to 4 Views	Ctrl Alt Q	Ctrl Opt Q

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

Reset	Alt S	Opt S
Duplicate	Shift D	Shift D
Duplicate Linked	Alt D	Opt D
Face Menu	Ctrl F	Ctrl F
New Collection	Ctrl G	Ctrl G
Reset Position	Alt G	Opt G
Reveal Hidden	Alt H	Opt H
Hide Unselected	Shift H	Shift H
Join Selected	Ctrl J	Ctrl J
Make Links	Ctrl L	Ctrl L
Select Linked	Shift L	Shift L
Walk / Fly	Shift ' (apostrophe)	
Undo	Ctrl Z	Ctrl Z
Wire View	Shift Z	Shift Z
Redo	Ctrl Shift Z	Ctrl Shift Z

Delete with Reconnect	Ctrl X	Ctrl X
Copy	Ctrl C	Ctrl C
Vertex Menu	Ctrl V	Ctrl V
Rip Fill	Alt V	Opt V
Render Region	Ctrl B	Ctrl B
Reset Render Region	Alt B	Opt B
New File	Ctrl N	Ctrl N
Recalculate Normals	Shift N	Shift N
Preferences		Cmd .
Mirror Menu	Ctrl M	Ctrl M
Merged Selected	Alt M	Opt M
Go to First Frame	Shift Left Arrow	Shift Left Arrow
Go to Last Frame	Shift Right Arrow	Shift Right Arrow
Maximize Viewport	Ctrl Space	
Shrink Selection	Ctrl - on numeric	Ctrl - on numeric

	Grow Selection	Ctrl + on numeric	Ctrl + on numeric
	Back View	Ctrl 1 on numeric	Ctrl 1 on numeric
	Pan Down	Ctrl 2 on numeric	Ctrl 2 on numeric
	Left View	Ctrl 3 on numeric	Ctrl 3 on numeric
	Pan Left	Ctrl 4 on numeric	Ctrl 4 on numeric
	Pan Right	Ctrl 6 on numeric	Ctrl 6 on numeric
	Bottom View	Ctrl 7 on numeric	Ctrl 7 on numeric
	Pan Up	Ctrl 8 on numeric	Ctrl 8 on numeric
	Align Camera to Viewport	Ctrl Alt 0	Ctrl Opt 0