

Blender 2.5 Key Bindings

Basics

Select	Right Click
Pan	Middle Click
Zoom	Mouse Wheel
Add Object	Shift + A
Delete	X
Search for function	Spacebar
Toolbar	T
Properties	N
Save File	Ctrl + S
Render	F12
Render Animation	Ctrl + F12
Stop Render	Esc
Save Render	F3
Show Last Render	F11
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z

Modelling

Make Face	F
Subdivide	W
Extrude	E
Rip	V
Separate	P
Create Loopcut	Ctrl + R
Proportional Editing	O
Select Edge Loop	Alt + Right Click
Make Seam/Sharp	Ctrl + E
Merge Vertices	Alt + M
Mirror	Ctrl + M
Shrink/Fatten	Alt + S
Knife	K + Click
Fill	Alt + F
Beauty Fill	Shift + Alt + F
Add Subdivision Level	Ctrl + 1/2/3/4

Animation

Play/Stop Animation	Alt + A
Play Animation in Reverse	Alt + Shift + A
Next Frame	Right Arrow
Previous Frame	Left Arrow
Forward 10 Frames	Up Arrow
Back 10 Frames	Down Arrow
Jump to Start Point	Shift + Left Arrow
Jump to End Point	Shift + Right Arrow
Scroll through frames	Alt + Mouse Wheel
Insert Keyframe	I
Remove Keyframe	Alt + I
Jump to Next Keyframe	Ctrl + Page Up
Jump to Previous Keyframe	Ctrl + Page Down

General

Duplicate	Shift + D
Move to Layer	M
Mirror	Ctrl + M
Hide	H
Unhide	Alt + H
Move Origin Point	Ctrl + Shift + Alt + C
Parent To	Ctrl + P
Clear Parent	Alt + P
Track To	Ctrl + T
Clear Track	Alt + T
Reset 3D Cursor	Shift + C
Turn Widget On/Off	Ctrl + Spacebar
Add to Group	Ctrl + G

Editing Curves

Close Path	Alt + C
Add Handle	Ctrl + Click
Subdivide	W
Tilt	Ctrl + T
Clear Tilt	Alt + T
Change Handle to Bezier	H
Change Handle to Vector	V
Revert to Default Handle	Shift + H

Armatures

Add Bone	E / Ctrl + Click
Rotate	Ctrl + R
Recalculate Roll	Ctrl + N
Align Bones	Ctrl + Alt + A
Move to Bone Layers	M
View Bone Layers	Shift + M
Set Bone Flag	Shift + W
Switch Bone Direction	Alt + F
Scroll Hierarchy] / [
Select Hierarchy	Shift] / [
Select Connected	L

Sculpting

Change Brush Size	F
Change Brush Strength	Shift + F
Rotate Brush Texture	Ctrl + F

Movements

Move	G
Rotate	R
Scale	S
Precise Movements	[Hold] Shift
Increment Movements	[Hold] Ctrl
Lock to Axis	Middle Click or X/Y/Z

Changing Modes

Edit/Object Mode	TAB
Vertex Paint Mode	V
Weight Paint Mode	Ctrl + TAB
Cycle Workspace	Ctrl + Left/Right Arrow
Logic Editor	Shift + F2
Node Editor	Shift + F3
Console	Shift + F4
3d Viewport	Shift + F5
F-Curve Editor	Shift + F6
Buttons	Shift + F7
Video Sequence Editor	Shift + F8
Outliner	Shift + F9
UV/Image Editor	Shift + F10
Text Editor	Shift + F11

Pose Mode

Apply Pose	Ctrl + A
Clear Pose Rotation	Alt + R
Clear Pose Location	Alt + L
Clear Pose Scale	Alt + S
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add IK	Shift + I
Remove IK	Ctrl + Alt + I
Add to Bone Group	Ctrl + G
Relax Pose	Alt + E

Navigation

Top View	Numpad 7
Front View	Numpad 1
Side View	Numpad 3
Opposite View	Ctrl + Numpad 1/3/7
Camera View	Numpad 0
Zoom to Object	Numpad .
Fly Mode	Shift + F

Selection

Select Object	Right Click
Select Multiple	Shift + Right Click
(De)Select All	A
Select Object Behind	Alt + Right Click
Select Linked	L
Select All Linked	Ctrl + L
Box Select	B
Circle Select	C
Lasso Tool	Ctrl + Click
Inverse Selection	Ctrl + I

Advanced

Append File	Shift + F1
Fullscreen Mode	Alt + F11
Maximize SubWindow	Ctrl + Up
Change active Camera	Ctrl + 0
Use Render Buffer	J
Only Render Selected	W
Only Render Portion	Shift + B
Save Over Default Scene	Ctrl + U
Make Screencast	Ctrl + F4

Timeline

Set Start Frame	S
Set End Frame	E
Show All Frames	Home
Add Marker	M
Move Marker	Right Click Drag
Toggle Frames/Seconds	Ctrl + T

Fly Mode

Start Fly Mode	Shift + F
Accelerate	Mouse Wheel Up
Decelerate	Mouse Wheel Down
Pan	Middle Click
Fly Forward	W
Fly Backwards	S
Fly Left	A
Fly Right	D
Fly Up	R
Fly Down	F

Node Editor

Add Node	Shift + A
Cut Links	Ctrl + Left Mouse
Hide/Unhide Node	H
Make Group	Ctrl + G
Ungroup	Alt + G
Edit Group	TAB
Move Background	Alt + Middle Mouse
Zoom In Background	V
Zoom Out Background	Alt + V
Properties	N

Video Sequence Editor

Switch to Editor	Shift + F8
Next Strip	Page Up
Previous Strip	Page Down
Split Strips	K
Lock Strip	Shift + L
Unlock Strip	Shift + Alt + L
Copy Strip	Ctrl + C
Paste Strip	Ctrl + V
Separate Images	Y
Snap Strip to Scrubber	Shift + S