Blender cheat sheet

General

,	Bounding Box Center pivot
.	3D Cursor pivot
A	Select all / Deselect all
Alt + .	Active Object pivot
Alt + A	Play animation toggle
Alt + B	Isolate 3D view toggle
Alt + D	Linked Duplicate (Instance)
Alt + G	Ungroup (Node Editor)
Alt + H	Unhide all
Alt + I	Delete keyframe
Alt + 0	...to 9: View layer 11 - 20
Alt + O	Smooth Keys (F-Curve Editor)
Alt + P	Clear Parent menu
Alt + Shift + A	Play animation in reverse toggle
Alt + Space	Orientation menu
Alt + Z	Solid / Textured toggle
B	Border select (marquee select)
C	Circle select (brush select)
Ctrl + [Num 1 - 9]	Add Subsurf modifier with that # of levels
Ctrl + ,	Median Point pivot
Ctrl + .	Individual Centers pivot
Ctrl + Alt + Num 0	Move camera to current view
Ctrl + Alt + O	Link file
Ctrl + Alt + P	Make Proxy
Ctrl + Alt + Q	Quad View toggle
Ctrl + Alt + Shift + C	Set Origin menu
Ctrl + Alt + U	User Preferences window
Ctrl + F12	Render animation
Ctrl + G	Add selected objects to group / Create new group
Ctrl + I	Select Inverse
Ctrl + Left arrow / Right arrow	Screen presets toggle
Ctrl + Left click + Move the mouse	Lasso select
Ctrl + M	Mirror object over an axis
Ctrl + Num 0	Turn selected object into active camera
Ctrl + Num 1	Back view
Ctrl + Num 3	Other side view
Ctrl + Num 7	Bottom view
Ctrl + O	Open file
Ctrl + P	Make Parent
Ctrl + Q	Quit Blender
Ctrl + S	Save File
Ctrl + Shift + P	Make Parent without Inverse
Ctrl + Shift + Z	Redo
Ctrl + Tab	Object Mode / Pose Mode toggle (Armatures)
Ctrl + U	Save User Settings
Ctrl + Up arrow / Down arrow	Maximize current view toggle
Ctrl + W	Save File
Ctrl + Z	Undo
Ctrl + Space	Transform Manipulator toggle
E	End frame assign (Timeline window)
F1	Open file
F11	Show last closed rendered image
F12	Render current frame
F2	Save As
F3	Repeat History menu / Save Rendered Image (UV/Image Editor)
G	Move (Grab)
H	Hide selected / Minimize node toggle (Node window)
Home	Frame all in view
I	Insert Keyframe menu
J	Save last render (Render window)
[Num 0 - 9]	View layer 1 - 10
Left arrow/Right arrow	Increase 1 frame
M	Add Marker (Action Editor) / Add Marker (Timeline)
N	Properties panel toggle
Num .	Frame selected in view

Num /	Global/Local view toggle
Num 0	Active camera view
Num 1	Front view
Num 2 or Num 8	Rotate view up/down in iterations
Num 3	Side view
Num 4 or Num 6	Rotate view left/right in iterations
Num 5	Perspective/Orthographic view toggle
Num 7	Top view
O	Clean Keyframes (F-Curve Editor)
R	Rotate
S	Scale / Start frame assign (Timeline window)
Shift + Space	Maximize current view toggle
Shift + A	Add menu
Shift + Alt + T	Scale Texture Space
Shift + B	Marquee zoom / Set render border (Active Camera)
Shift + C	3D Cursor to origin
Shift + D	Duplicate
Shift + F	Camera Fly mode
Shift + F1	Link/Append from Library
Shift + F10	UV/Image Editor
Shift + F11	Text Editor
Shift + F12	Dope Sheet
Shift + F2	Logic Editor
Shift + F3	Node Editor
Shift + F4	Python Console
Shift + F5	3D view
Shift + F6	Graph Editor
Shift + F7	Properties
Shift + F8	Video Sequence Editor
Shift + F9	Outliner
Shift + H	Hide unselected
Shift + Left arrow/Right arrow	Arrow Go to end start/end frame
Shift + S	Snap menu
Shift + T	Move Texture Space
Space	Search (3D view) / Toolbox (UV/Image Editor)
T	Object Tools panel toggle / Toggle frames or seconds (Timeline)
Tab	Object Mode / Edit Mode toggle
Up arrow / Down arrow	Increase 10 frames
V	Object Mode / Vertex Paint Mode toggle
X	Constrain global X axis transform / Delete menu
X then X	Constrain local X axis transform
Y	Constrain global Y axis transform
Y then Y	Constrain local Y axis transform
Z	Constrain global Z axis transform / Solid or Wireframe toggle
Z then Z	Z Constrain local Z axis transform
~	View all layers

Object mode

Alt + C	Convert menu
Alt + G	Reset location
Alt + O	Clear Origin on children
Alt + R	Clear rotation
Alt + S	Reset Scale
Alt + Shift + G	Remove selected from active group
Alt + T	Clear Track menu
Ctrl + A	Apply menu (such as freeze transforms)
Ctrl + Alt + H	Allow selected to render
Ctrl + H	Restrict selected from render
Ctrl + J	Join selected objects
Ctrl + L	Make Links menu
Ctrl + N	Reload Start-up File
Ctrl + Shift + A	Make Dupliverts Real
Ctrl + Shift + C	Add Constraint menu
Ctrl + Shift + G	Add selected to active group
Ctrl + T	Make Track menu
Ctrl + Tab	Object Mode / Weight Paint Mode toggle

L	Make Local menu
M	Move object to a different layer
P	Start Game Engine
Shift + G	Select Grouped menu
Shift + L	Select Linked menu
U	Make Single User menu
W	Specials menu

Editing mode

Alt + C	Close / Open a curve
Alt + E	Extrude menu
Alt + F	Fill create faces
Alt + J	Convert selected triangles to Quads
Alt + M	Merge menu
Alt + O	Proportional Editing connected toggle
Alt + P	Unpin vertices (UV/Image Editor)
Alt + S	Shrink / Fatten
Alt + Shift + F	Beauty Fill create faces
Alt + T	Reset Tilt (Curves)
Ctrl + Alt + Shift + F	Select linked flat faces (Face Mode only)
Ctrl + E	Edges menu
Ctrl + F	Faces menu
Ctrl + G	Vertex Groups menu
Ctrl + H	Hooks menu
Ctrl + Left click	Extrude / Create new component or bone
Ctrl + N	Recalculate normals to outside
Ctrl + P	Make Vertex Parent
Ctrl + R	Loop Cut
Ctrl + Shift + F	Edge Flip
Ctrl + Shift + N	Recalculate normals to inside
Ctrl + T	Convert selected faces to triangles
Ctrl + T	Tilt (Curves)
Ctrl + Tab	Mesh Select Mode menu
Ctrl + V	Vertices menu
E	Extrude region
F	Create Edge (2 vertices selected) / Create Face (3 + vertices selected)
L	Select Linked Components
Left click + K	Knife cut
Left click + Shift + K	Knife cut midpoint
O	Proportional Editing on/off toggle
P	Pin vertices (UV/Image Editor) / Separate
Shift + E	Crease / Set Keyframe Extrapolation menu (Graph Editor)
Shift + G	Select Similar menu
Shift + O	Proportional Editing Falloff type toggle
Shift + R	Select Row from selected vertex (NURBS surface)
Shift + W	Warp
U	UV Mapping menu
V	Rip selected vertices / Set Handle Type menu (curves)
W	Specials menu (varies per object) / Weld / Align menu (UV/Image Editor)
Y	Split Vertex / Edge / Face

Pose mode

Ctrl + Alt + I	Remove IK constraint
Ctrl + N	Recalculate Roll menu
Shift + I	Add IK menu

Sculpt mode

C	Clay brush
D	Draw brush
F	Brush size adjust
G	Grab brush
I	Inflate brush
L	Layer brush
P	Pinch/Magnify brush
S	Smooth brush
Shift + F	Brush strength adjust

Shift + T	Flatten/Contrast brush

For more information, take a look at the Blender Wiki page.

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More information: *defkey.com/blender-shortcuts*

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