

Keys	Mode	Action
A		Select all / Deselect all
Shift + A		Add menu
Alt + A		Play animation toggle
Alt + Shift + A		Play animation in reverse toggle
CTRL + A	OM	Apply menu (such as freeze transforms)
CTRL + Shift + A	OM	Make Dupliververts Real
B		Border select (marquee select)
Shift + B		Marquee zoom
Shift + B		Set render border (Active Camera)
Alt + B		Isolate 3D view toggle
C		Circle select (brush select)
C	SM	Clay brush
Shift + C		3D Cursor to origin
Alt + C	OM	Convert menu
Alt + C	EM	Close / Open a curve
CTRL + Shift + C	OM	Add Constraint menu
CTRL + Alt + Shift + C		Set Origin menu
D	SM	Draw brush
Shift + D		Duplicate
Alt + D		Linked Duplicate (Instance)
E	EM	Extrude region
Alt + E	EM	Extrude menu
Shift + E	EM	Crease
Shift + E	EM	Set Keyframe Extrapolation menu (Graph Editor)
E		End frame assign (Timeline window)
CTRL + E	EM	Edges menu
F	EM	Create Face (3+ vertices selected)
F	EM	Create Edge (2 vertices selected)
F	SM	Brush size adjust
Shift + F	SM	Brush strength adjust
Shift + F		Camera Fly mode
CTRL + F	EM	Faces menu
Alt + F	EM	Fill create faces
Alt + Shift + F	EM	Beauty Fill create faces
CTRL + Shift + F	EM	Edge Flip
CTRL + Alt + Shift + F	EM	Select linked flat faces (Face Mode only)
G		Move (Grab)
G	SM	Grab brush
Alt + G	OM	Reset location
CTRL + G		Create new group
Shift + G	OM	Select Grouped menu
CTRL + Shift + G	OM	Add selected to active group
Alt + Shift + G	OM	Remove selected from active group
Alt + G		Ungroup (Node Editor)
CTRL + G	EM	Vertex Groups menu
Shift + G	EM	Select Similar menu
CTRL + G		Add selected objects to group

H		Hide selected
Shift + H		Hide unselected
Alt + H		Unhide all
CTRL + H	OM	Restrict selected from render
CTRL + Alt + H	OM	Allow selected to render
H		Minimize node toggle (Node window)
CTRL + H	EM	Hooks menu
I		Insert Keyframe menu
Alt + I		Delete keyframe
I	SM	Inflate brush
CTRL + I		Select Inverse
Shift + I	PM	Add IK menu
CTRL + Alt + I	PM	Remove IK constraint
J		Save last render (Render window)
CTRL + J	OM	Join selected objects
Alt + J	EM	Covert selected triangles to Quads
LMB + K	EM	Knife cut
LMB + Shift + K	EM	Knife cut midpoint
L	OM	Make Local menu
L	EM	Select Linked Components
L	SM	Layer brush
CTRL + L	OM	Make Links menu
Shift + L	OM	Select Linked menu
M	OM	Move object to a different layer
M		Add Marker (Action Editor)
M		Add Marker (Timeline)
CTRL + M		Mirror object over an axis
Alt + M	EM	Merge menu
N		Properties panel toggle
CTRL + N	OM	Reload Start-up File
CTRL + N	PM	Recalculate Roll menu
CTRL + N	EM	Recalculate normals to outside
CTRL + Shift + N	EM	Recalculate normals to inside
O	EM	Proportional Editing on/off toggle
Alt + O	EM	Proportional Editing connected toggle
Shift + O	EM	Proportional Editing Falloff type toggle
CTRL + O		Open file
CTRL + Alt + O		Link file
O		Clean Keyframes (F-Curve Editor)
Alt + O		Smooth Keys (F-Curve Editor)
Alt + O	OM	Clear Origin on children
P	OM	Start Game Engine
P	EM	Separate
P	SM	Pinch/Magnify brush
P	EM	Pin vertices (UV/Image Editor)
Alt + P	EM	Unpin vertices (UV/Image Editor)
Alt + P		Clear Parent menu
CTRL + P		Make Parent
CTRL + Shift + P		Make Parent without Inverse
CTRL + P	EM	Make Vertex Parent
CTRL + Alt + P		Make Proxy

CTRL + Q		Quit Blender
CTRL + Alt + Q		Quad View toggle
R		Rotate
Alt + R	OM	Clear rotation
CTRL + R	EM	Loop Cut
Shift + R	EM	Select Row from selected vertex (NURBS surface)
S		Scale
Alt + S	OM	Reset Scale
S	SM	Smooth brush
S		Start frame assign (Timeline window)
Shift + S		Snap menu
Alt + S	EM	Shrink / Fatten
CTRL + S		Save File
T		Object Tools panel toggle
T		Toggle frames / seconds (Timeline)
CTRL + T	EM	Tilt (Curves)
Alt + T	EM	Reset Tilt (Curves)
Shift + T	SM	Flatten/Contrast brush
Shift + T		Move Texture Space
Shift + Alt + T		Scale Texture Space
CTRL + T	OM	Make Track menu
Alt + T	OM	Clear Track menu
CTRL + T	EM	Convert selected faces to triangles
U	OM	Make Single User menu
U	EM	UV Mapping menu
CTRL + U		Save User Settings
CTRL + Alt + U		User Preferences window
V	EM	Set Handle Type menu (curves)
V	EM	Rip selected vertices
V		Object Mode / Vertex Paint Mode toggle
CTRL + V	EM	Vertices menu
W	OM	Specials menu
W	EM	Specials menu (varies per object)
W	EM	Weld / Align menu (UV/Image Editor)
Shift + W	EM	Warp
CTRL + W		Save File
X		Delete menu
X		Constrain global X axis transform
XX		Constrain local X axis transform
Y		Constrain global Y axis transform
YY		Constrain local Y axis transform
Y	EM	Split Vertex / Edge / Face
Z		Constrain global Z axis transform
ZZ		Constrain local Z axis transform
Z		Solid / Wireframe toggle
Alt + Z		Solid / Textured toggle
CTRL + Z		Undo
CTRL + Shift + Z		Redo

NUM 0		Active camera view
CTRL + NUM 0		Turn selected object into active camera
CTRL + Alt + NUM 0		Move camera to current view
NUM .		Frame selected in view
NUM /		Global/Local view toggle
NUM 1		Front view
NUM 3		Side view
NUM 7		Top view
NUM 5		Perspective/Orthographic view toggle
CTRL + NUM 1		Back view
CTRL + NUM 3		Other side view
CTRL + NUM 7		Bottom view
NUM 4/NUM 6		Rotate view left/right in iterations
NUM 2/NUM 8		Rotate view up/down in iterations
Keyboard #		View layer 1 - 10
Alt + Keyboard #		View layer 11 - 20
~		View all layers
CTRL + Keyboard #		Add Subsurf modifier with that # of levels
,		Bounding Box Center pivot
CTRL + ,		Median Point pivot
.		3D Cursor pivot
CTRL + .		Individual Centers pivot
Alt + .		Active Object pivot
HOME		Frame all in view
Tab		Object Mode / Edit Mode toggle
CTRL + Tab	EM	Mesh Select Mode menu
CTRL + Tab	OM	Object Mode / Weight Paint Mode toggle
CTRL + Tab		Object Mode / Pose Mode toggle (Armatures)
Spacebar		Search (3D view)
Spacebar		Toolbox (UV/Image Editor)
CTRL + Spacebar		Transform Manipulator toggle
Alt + Spacebar		Orientation menu
CTRL + LMB drag		Lasso select
CTRL + LMB click	EM	Extrude / Create new component or bone
Left/Right Arrow		Increase 1 frame
Up/Down Arrow		Increase 10 frames
Shift + Left/Right Arrow		Go to end start/end frame
CTRL + Up/Down Arrows		Maximize current view toggle
Shift + Spacebar		Maximize current view toggle
CTRL + Left/Right Arrows		Screen presets toggle
F1		Open file
F2		Save As
F3		Repeat History menu
F3		Save Rendered Image (UV/Image Editor)
F11		Show last closed rendered image
F12		Render current frame
CTRL + F12		Render animation

Shift + F1		Link/Append from Library
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 + F10		UV/Image Editor
Shift + F11		Text Editor
Shift + F12		Dope Sheet

OM = Object Mode only

EM = Edit Mode only

PM = Pose Mode only

SM = Sculpt Mode only

<http://blendertips.com/hotkeys.html>