

Blender 2.8 Reference Card



In agreement with Emacs' Manual conventions, the modifiers keys **Ctrl**, **Meta** (or **Alt**), and **Shift**, are denoted as **C-**, **M-** and **S-**, the spacebar as **SPC**, the right numeric keypads (or numpads) keys are enclosed by [] .

Left, right and middle mouse button are depicted as , while means pressing middle button and dragging. Like in Blender 2.79, the right mouse button prevales in the following configuration.

Toggle command are prefixed by •

To search in the keymap an item by its key, go to the preferences (C-M-u), change the filter to *Key Binding* and provide some characters of the key combination.

General

Navigation

rotate
pan S-
zoom Mousewheel or C-
select or

General

animation playback SPC
search F3/SPC
delete x (confirm d) or DEL
join objects C-j
undo/redo C-z / S-C-z
rename object F2
mirror on x/y/z axis C-m x/y/z

View

views pie menu ~
center selected [.]
• maximize area C-SPC
• full screen area C-M-SPC
• X-ray view M-z
• wireframe view S-z
shading pie menu z
relative view
axis switching M-

View change

front [1] back C-[1]
right [3] left C-[3]
top [7] bottom C-[7]

Transform

move (grab) / rotate / scale g/r/s
along global axis g/r/s x/y/z
along local axis g/r/s xx/yy/zz

reset
position/scale/rotation M-g/r/s

rotate/move around pivot S-w

• snapping S-TAB
free rotate r r
duplicate / linked S-d / M-d
apply transform C-a
bend angle S-w

Selection

select / deselect all a / M-a
invert selection C-i

circle c
grouped S-g
linked S-l

Modes

edit/object mode TAB
all modes (pie menu) C-TAB

Menus

toolbar S-SPC
quick favorites q
add menu S-a
cursor pie menu S-s
tool shelf • t
sidebar • n
context Menu w
item context menu
orientation pie menu ,
pivot pie menu .
snapping pie menu S-s

Hide/show

hide h
unhide all M-h
hide unselected S-h
local view /

Editors S-

file browser F1
movie clip editor F2
shader editor F3
texture node editor F3
python console F4
3d viewport F5
graph editor/drivers F6
properties F7
video sequencer F8
outliner F9
text editor F11
image/UV editor F10
compositing/
dope sheet/timeline F12

Collections

fold/unfold +/-
move m
create c
link to collection S-m

Relationships

set parent C-p
clear parent M-p
make links C-l

Camera

camera view [0]
align camera to view C-M-[0]
set active object as camera C-[0]

File

context menu F4
save C-s
save as C-S-s
new file C-n
quit blender C-q

Rendering

render image F12
render animation C-F12
play rendered animation C-F11
set render region C-b
reset render region C-M-b

Edit mode

Selection

(•) vertex/edge/face (S-) 1 2 3
select linked C-l
select linked under cursor l
grow/shrink selection C-[+]/[-]
select edge loop M-
select edge ring C-M-
slide edge selection g g
select mirror C-S-m

Tools

flip normals C-f
extrude e
bevel C-b
loopcut C-r
knife cut k
inset face i
separate p
unwrap u
fill face f
shrink/fatten a s
rip fill M-v
shear S-C-M-s
to sphere S-M-s
split y
rip v
triangulate C-t
merge selected M-m
recalculate normals s n

Proportional editing

edit / connected o / M-o

Vertex Groups

assign to / remove from C-g / C-M-g

Sculpting

Control

stroke method menu e
angle control r
brush size f
brush strength S-f
brush angle C-f

Masking

mask m
clear mask M-m
invert mask C-i
box mask b

Brushes

grab	g	smooth	s or S-D-
box hide	h	draw	x
inflate	i	clay	c
snake hook	k	crease	S-c
layer	l	flatten	S-t
pinch	p		

S-SPC

clay strips 1
blob 2
fill 3
scrape 4
thumb 5
nudge 6
rotate 7
simplify 8

Materials & postproduction

Shader editor and compositing

group C-g
ungroup C-a g
edit group • TAB
join in new frame C-j
cut links S-SPC, 6
delete with reconnect C-x

Compositing

move M-⌘
Background image zoom out v
zoom in M-v

Image editor

new/open/save M-n/o/s
save as S-s

UV editor

mark seam C-e
select split y
grow/shrink selection C-[+]/[-]
stitch v
pin p
unpin M-p

Paint (image editor)

sample color s
brush size f
brush strength S-f
brush colors flip x

Animation

insert keyframe i
delete keyframes M-i

Video sequencer

next previous strip Page ▲/▼
set start/end frame C-home/end
cut strips k
mute strips h
unmute strips M-h
meta-strip • TAB
make meta-strip C-g
unmeta-strip C
view frame [0]
view selected [.]
snap strips to frame S-s
trim strips S

Graph editor

add f-curve modifier S-C-m
hide channels h
unhide channels M-h
smooth keys M-o

Drivers add driver C-d
remove driver C-M-d

Nonlinear animation

add action strip S-a
add action strip S-a
add transition S-t
add sound clip S-k
remove meta-strips C-a g
split strips y
• muting h
swap strips M-f
move strips up/down Page ▲/▼

Timeline/dopesheet/graph editor

play/stop animation SPC
play/stop animation reverse C-s SPC
set preview range p
clear preview range a p
next/previous frame ◀ / ▶
jump to first/last frame S ◀ / ▶
frames/seconds • C-t
mirror keyframes C-m
sample keyframes S-a o
select more/less C-+/-
select linked l
jump to keyframes C-g
set keyframe handle type v
set keyframe interpolation t
set keyframe easing type* C-e
add time marker m
rename marker C-m
find channels C-f
view selected N.

Menu S-SPC

Grease pencil

brush size f
brush strength S-f

Draw Mode

enable parallel guides L
enable circular guides C
box erase b

Sculpt mode

select box b

Edit mode

move / rotate / scale g/r/s
extrude e
radius M-s
bend s w
shear S-C-M-s

Organisation

Outliner

new collection c
delete collection x
move to collection m
link to collection s m
set exclude e
clear exclude a e

File browser

next/previous M- ◀ / ▶
parent file M- ▲
create new directory i
add bookmark C-b