

Basic Key Commands

Basic Blender Commands

This is just a partial list of Blender commands. Please visit the Blender.org website for more details.

TAB key-	Toggles between edit mode (vertex editing) and object select mode . If you're in edit mode when you create a new object, it will be joined to the selected object.
Ctrl "Z"	The global UNDO command . With each press, one step will be undone (up to 32 steps possible by default). If in <i>edit</i> mode, it will only undo editing steps on the selected object.
Alt "U"	Brings up a list of Global UNDO steps to choose from (default- last 32 steps you've done).
"Z" key-	Toggles view from wireframe to solid .
Alt "Z"-	Toggles a texture/shaded view .
"R" key-	Rotates an object or selected vertices.
"S" key-	Scales a selected object or vertices.
"G" key-	Grabs or moves the object or selected vertices.
"A" key-	While in edit mode it's good for selecting all vertices for commands like remove doubles and subdivide. "A" twice will clear selected and reselect.
Alt "A"	Plays animation in selected window. Your cursor must be in that window for it to play.
Ctrl "A"-	After an object has been resized and/or rotated, this can reset the object's data to 1 and 0.
"W" key-	Brings up a " Specials " menu while in edit mode of specific edit mode options .
Shift-"D"-	Duplicates or copies selected objects or selected vertices.
"E" key-	While in edit mode, selected vertices can be extruded by pressing E.
"O" key-	The "O" key (not zero) will put you into proportional vertex editing while in edit mode.
"B" key-	Gives you a box (window drag) to select multiple objects . In edit mode, works the same to select multiple vertices, but hitting "B" twice gives you a circle select that can be sized by scrolling the mouse wheel. Press LMB to select, press wheel to deselect.
Space Bar-	Brings up the tools menu where you can add meshes, cameras, lights, etc.
Number Pad-	Controls your views . "7" top, "1" front, "3" side, "0" camera, "5" perspective, "." Zooms on selected object, "+" and "-" zoom in and out. The + - buttons also control affected vertices size in proportional vertex editing.
Mouse-	Left to manipulate (LMB), right to select (RMB), center wheel to zoom and rotate view. If you hold down "shift" and center wheel you can pan around on the screen.
Shift Key-	Hold down the shift key to make multiple selections with the right mouse button. Holding down the Shift key while clicking in a text box allows for easier keyboard entry of numbers .
Arrow Keys-	Used to advance frames in animation . Left/right goes 1 frame at a time, up/down goes 10 frames at a time.
"P" key-	While in <i>edit</i> mode, pressing P will seperate selected verticies . In <i>object</i> mode, pressing P will cause you to enter into the game (real-time) mode . Press <i>Esc</i> to exit game mode.
ATL/CTRL "P"-	Creates or breaks child/parent relationships . To create C/P relationships, hold down shift key and select <i>child</i> first, then <i>parent</i> . Hit Ctrl P. To clear a relationship, do the same except hit Alt P.
"U" key-	In Object Mode, brings up the Single-User menu to unlink materials, animations (IPOs) , etc. for linked or copied objects.
"M" key-	Moves selected objects to other layers . Mirror in edit mode , "M" will give you a mirror command (all verticies selected, then press x,y,z for axis of mirror).
"N" key-	Brings up the numeric info. on a selected object (location, rotation and size). Info. can then be changed in the window.
Ctrl "J"-	Joins selected objects together.
"F" key-	Makes a face in edit mode of the selected vertices. You can only select 3-4 vertices at a time to make a face. By selecting 2 verticies and pressing F will close shape.
Shift-"F"-	Makes all faces on a selection of closed verticies (as opposed to only one face with F).
Ctrl "F"-	Brings up a " Face Specials " menu with other face options.
"X" or Delete-	Delete selected objects, vertices or faces.
"K" Key	In <i>edit</i> mode, K will bring up the Knife tool menu with specific options for slicing faces.
Shift- "S"	In both <i>edit</i> and <i>object</i> modes, this will give you options to locate objects or the cursor to assist in precise placement.

Basic Key Commands

- Function Keys-** F1-Load File; F2-Save File; F3-Save Image; F4-Lamp Buttons; F5-Material Buttons; F6-Texture Buttons; F7-Animation Buttons; F8-Real Time Buttons; F9-Edit Buttons; F10-Display Buttons; F11-Last Render; F12-Render
- “I” Key-** The “I” key is used to **insert animation keys** for various things. Objects can be animated with basic Rotation, Location and Size keys and combinations there of. If your cursor is down in the buttons portion of the screen, animation keys can be added to lights, materials and world settings.
- Ctrl “T”-** Used to create a **Track To Constraint** to make one object follow another (like a camera with a target).
- Ctrl “S”-** Used to **Save** your Blender file
- Alt “C”-** Used to **convert meshes, text and curves**. For example, text can be converted into a mesh for other transform options.
- “Shift” “Space”** Toggles between **multiple screens to full screen** of active viewport.
- Ctrl “O”-** If using multiple cameras, this will **switch to the selected camera**. (Number pad “0”)
- Armatures-** Meshes can be controlled by “bones” or armatures. Create a mesh with vertices at the joint locations, then create an armature string within it. Child/Parent the mesh to the armature using the armature option. You can then animate the armature in Pose Mode.
- Ctrl-Tab-** Puts you into **Pose mode** for manipulating armatures.
- Import/Export-** Blender accepts .DXF and VRML(.wrl) files. Just use the OPEN option from the file menu to insert these types of files into an already existing scene. When inserting other Blender files or objects into another scene, use the APPEND option from the file menu and select the appropriate options. Multiple objects can be selected with Shift-Right mouse button.
- Springs/Screw-** Blender can create these objects in the edit buttons. You need a profile of the object, the cursor at the center of revolution, and 2 vertices to show the length of the revolution. The profile and the length vertices need to be in the same object. All vertices need to be selected when performing the operation. You will also need to be in the front view. There are several tutorials to help with this operation. Results are great!
- Multiple Viewports-** To create multiple viewports, move your cursor over the edge of the viewport (to start, you only have the drawing window and the button window-move your cursor to the break between them). Right click on the break and select split area.

Basic Button Panels

