

# Basic Key Commands

## Basic Blender Commands

This is just a partial list of Blender commands. Please visit the [Blender.org](http://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 *edit* mode, it will only undo editing steps on the selected object.
- Space Bar-** Brings up a search window to find basic commands.
- "Z" key-** Toggles view from **wireframe to solid**.
- Alt "Z"-** Toggles a **texture/shaded view**.
- "R" key-** **Rotates** an object or selected vertices. (pressing X,Y,Z after "R" will limit effect)
- "S" key-** **Scales** a selected object or vertices. (pressing X,Y,Z after "S" will limit effect)
- "G" key-** **Grabs or moves** the object or selected vertices. (pressing X,Y,Z after "G" limits effect)
- "A" key-** While in edit mode it's good for **selecting all vertices** for commands like remove doubles and subdivise. Pressing "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 re-sized 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. Proportional editing now also works in object mode.
- "B" key-** Gives you a **box (window drag) to select multiple objects**. In edit mode, works the same to select multiple vertices.
- "C" key-** Gives you a **circle select** in edit mode that can be sized by scrolling the mouse wheel. Press LMB to select, press wheel to deselect. Right mouse click or "Esc" to exit.
- Shift-"A" -** 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.
- 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 *edit* mode, pressing P will **seperate selected verticies**. In *object* mode, pressing P will cause you to enter into the **game (real-time) mode**. Press Esc to exit game mode.
- ATL/CTRL "P" -** Creates or breaks **child/parent relationships**. To create C/P relationships, hold down shift key and select *child* first, then *parent*. 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**.
- Ctrl "M" -** **Mirrors** an object. Select "M", then X,Y,or Z to mirror on that axis.
- "N" key-** Brings up the **numeric info. on a selected object** (location, rotation and size). Info. can then be changed in the panel.

## Basic Key Commands

- 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 vertices and pressing F will close shape.
- Alt "F"**- Will Face or Fill a closed set of selected vertices.
- Ctrl "F"**- Brings up a "Face Specials" menu with other face options.
- Shift "F"**- Camera Flying is enabled and will cause the camera to "fly" through the scene.
- "X" or Delete**- Delete selected objects, vertices or faces.
- "K"-LMB** In *edit* mode, K and left mouse button will allow you to slice faces.
- Ctrl "R"**- In *edit* mode, will bring up options to slice or cut faces.
- Shift- "S"** In both *edit* and *object* modes, this will give you options to locate objects or the cursor to assist in precise placement.
- Function Keys**- F1-Load File; F2-Save File; F3-Repeat History; 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 thereof.
- "T" Key** Opens the Toolbox at the side of your viewport.
- 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 view port. Can also use "Ctrl"-Up Arrow to do the same thing.
- Ctrl "0"**- 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 in Pose Mode.
- Ctrl-Tab**- Puts you into Pose mode for manipulating armatures.
- Import/Export**- Blender accepts many different file formats through the import/export commands. 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.
- Multiple Viewports**- To create multiple viewports, move your cursor to the upper-right corner of an existing viewport. When your cursor turns into a "+" over the tab triangle, press LMB and drag to split viewport area. To join areas, repeat the process.

### The Basic Blender Buttons:

