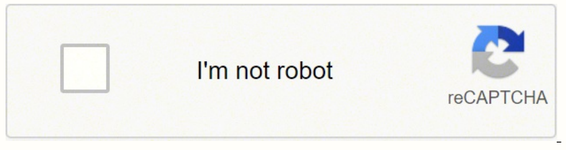
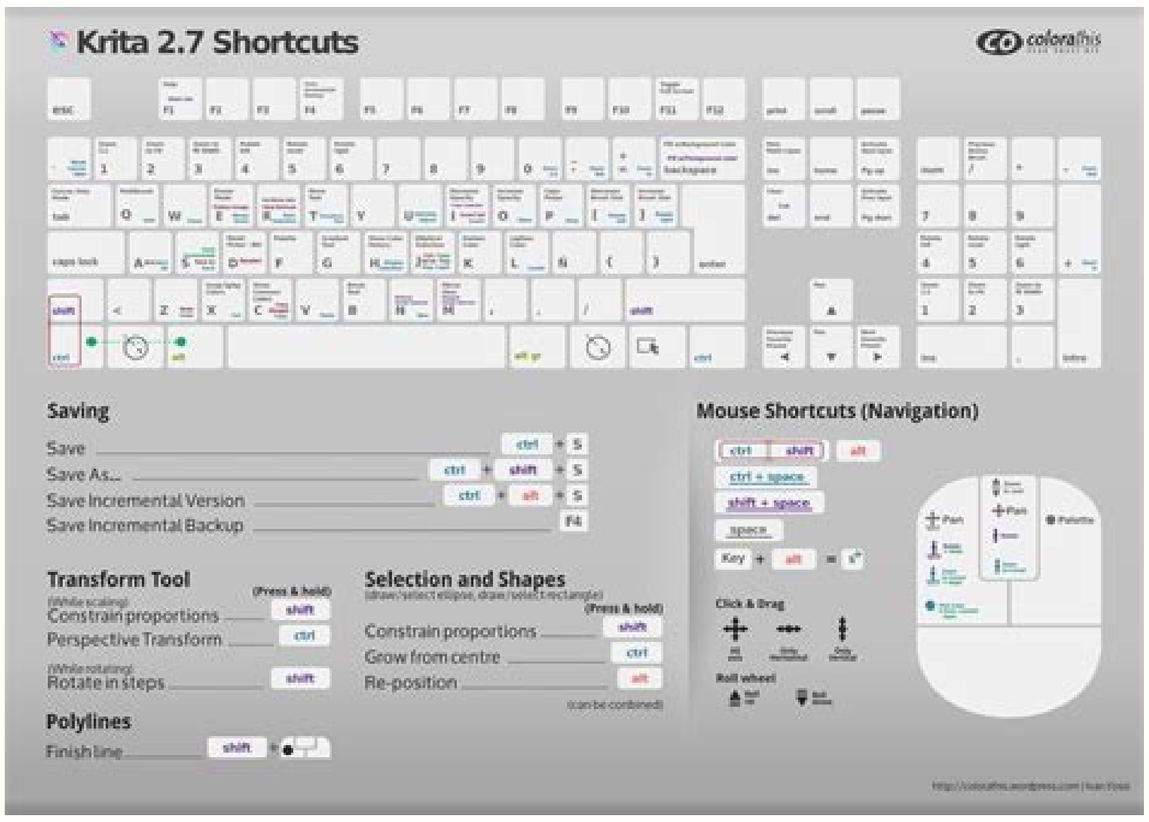
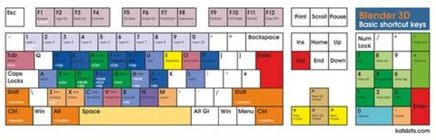


Open

Blender 2. 8 shortcuts list pdf





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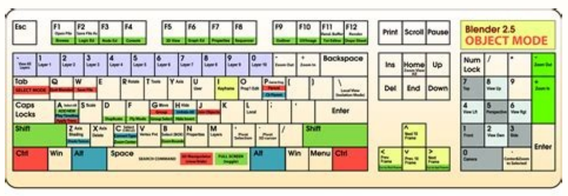
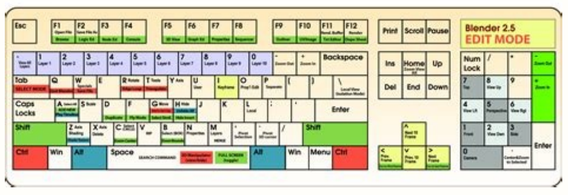
Blender 3D Hotkeys, Shortcut Keys and Reference

OM = Object Mode only
EM = Edit Mode only
SM = Sculpt Mode only
PM = Pose Mode only

Keys	Mode	Actions
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 Duplivents 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 Flymode
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		Monomize 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

http://blendertips.com/hotkeys.html 1/4





IU F1 Functions = Open (2.49 or lower) F2 = Save As... For the user, this can be a challenge in terms of remembering which hotkeys do what in Blender. (2.49 or lower) Ctrl+N = New Ctrl+O = Open Shift+Ctrl+O = Open Recent Ctrl+Q = Quit Blender Ctrl+S = Save a Copy Ctrl+W = Save (2.49 or lower) Ctrl+X = New (2.49 or lower) Shift+Ctrl+S = Save = As... Although the viÃs©for the below is© to make content for games, either Blenders own internal Blender Game Engine or external technologies of third parties, it is worth knowing, because there is a lot of semelhanÃ§a with most other types of content creation and will facilitate the user to get the maximum of Blender. 2.49) Ctrl+Shift+F = Invert edge (2.49 or lower) Ctrl+G =©Shift+G pv groups = Select similar H = Hide Alt+H = Redisplay All I = Insert J = Diagonal surface division (corner by corner) Ctrl+I = Reverse Alt+J selection = convert Tris to quads K = Merge Alt+M = Mirror/Invert +X = along the X axis (front/back) +Y = along the Y axis (left/right) +Z = along the Z axis (up/down) O = Alternate Proportional P Ediation = Separate (to Object) Alt+P = Poke Face Ctrl+P = Make Vertex Parent Ctrl+R = Loopcut Ctrl+T = Tessellation (triangulate) Tab = switch edit mode/Ctrl+Tab Object = Mesh Select Mode (Face, Edge, Vertex©) Shift+Tab = Switch Grid-snap on/off U = UV Mapping U = UV Calculation (2.49 or below) V = Rip/Detach Vertex Shift+V = Slide Selection (Alt. = Dynamic Point - Cursor , = Dynamic Point - Median (standard) A = Select All/Clear All Ctrl+A = Apply B = Edge (Box) Select Alt+B = Crop Select (off when used again) Shift+B = Zoom in C Selected = Paint (CÃrculo) Select C+LMB = Additive Selection C+MMB = Subtractive Disselection RMB/Esc = Cancel Action D = Switch Draw mode (2.49 or lower) Alt+D = Duplicate ovitA ovitA opurG od sodanoiceleS revomeR = G+tlA+lrtC opurG = G+lrtC)roirefni uo 64.2(VU oFÃ§ÃidE ed odom ranretla F)odalucniv oFÃn(racilpuD = D+tfihS tuctrohs rotidE noitcA lareneG egamI sA evaS = 3F ezis 'htgie' ,'retrauq' ,'flah' ,'lluf' weiv mooz = 8 ,4 ,2 ,1 daPmuN noitceles tilpS = Y ngilA/dleW = W hctitS = V rotidE egamI dna VU elggot = baT flehSlooT = T]noitpo[ot panS = S+tfihS acS = S etatoR = R noitceles nipnU = P+tlA tplucS VU elggot = Q noitceles niP = P egamI nepO = O+tlA]noitpo[gnitidE lanoitroporP elggot = O egamI weN etaerC = N+tlA seitreporP = N)mottob ot pot(sixA Y = Y+) thgir ot tfel(sixA X = X+ pilF/rorriM = M+lrtC noitceles trevnI = I+lrtC edihnU = H+tlA ediH = H barG/evoM/etalsnarT = G parwnU = E tceleS)tniaP(elcriC = C tceleS)xoB(redroB = B llA tceleseD/llA tceleS = A)tluafed(naideM - tnioP toviP = , rosruC - tniott P = .lcni(slaicepS/snoitpo secaF = F+lrtC ecaF etareneG = F)94.2 .)noitces dapmuN dednetxe eht tnesba sdraobyek/spotpal rof lufesu(dapmuN eht ot detubirtta yllacipyt syek noitalupinam enecS eht ot sevitanretla sa daetsni gnitca ,stuctrohs noitceles reyal sa noitcnuf regnof regnoitcnuf l on ,0 - 1 ,syek laciremun niam eht ,)"tupnI" Ã"Â "secnereferP resU"(delbane si "dapmuN etalumE" nehw :eton ngiseD odeR = Z+lrtC+tfihS)woleb ro 94.2(epyt warD dedahS/diloS elggot = Z+tfihS odnU = Z+lrtC gnidahs tropweiv erutxeC T/diloS elggot = Z+tlA gnidahs tropweiv diloS/emarferiW elggot = Z eteleD = X slaicepS = W edom tniaP xetreV elggot = V resU elgniS ekaM = U pans-dirG elggot = baT+tfihS edom tniaP thgieW elggot = baT+lrtC edom tidE/tcejbO elggot = baT)woleb ro 4.2(ecapS erutxeT = T flehS looT elggot = T tneraP realC = P+tlA oT tneraP teS = P+lrtC enignE emaG tratS = P gnitidE lanoitroporP elggot = O)woleb ro 94.2(seitreporP mrofsnarT = N seitreporP weiV elggot = N)nwod/pu(sixa Z gnola = Z+ thgir/tfel(sixa Y gnola = Y+)kcab/tnorf(sixa X gnola = X+ pilF/rorriM = M+lrtC reyaL ot evoM = M lacoL ekaM = L llA edihnU = H+tlA ediH = H depuorG tceleS = G+tfihS spuorG llA morf evomeR = G+tlA+lrtC+tfihS puorG evitcG itS ddA = ^ Basic shortcuts (hotkey's) for use in the Action Sequence Editor Arrow Keys Left = Frame-by-frame playback (towards 'start') Right = Frame-by-frame playback (towards 'end') Up = Jump to next Keyframe (towards 'start') Down = Jump to next Keyframe (towards 'end') Shift+Left = Jump to End Shift+Right = Jump to Start Shift+Up = Jump ten frames (forward) Shift+Down = Jump ten frames (backward) A = Select All/Deselect All B = Border (Box) Select Ctrl+C = Copy Keyframe Shift+D = Duplicate I = Insert Keyframe Ctrl+I = Invert Selection M = Add Marker Shift+S = Snap T = Set Keyframe Interpolation Tab = Lock Tracks Ctrl+V = Paste Keyframe X = Delete NumPad + = Increase Timeline Length (zoom) NumPad - = Decrease Timeline Length (unzoom) General Node Editor shortcut keys ^ Basic shortcut keys for the Node Editor (active in Cycles Render mode) A = (De)Select All Shift+A = Add (menu) B = Border/Box Select C = Circle/Paint Select Shift+D = Duplicate F = Links selected Shift+F = Make and replace links Ctrl+F = Find Node Al useful useful in instances where mouse or touch-pad control options are not available (but access to full keyboard layout is). General Editor type shortcut keys ^ Using "Shift+F[n]" quickly switches between Editor Types (Display Types) Blender 2.50 up, to & including latest Shift+F1 = Link/Append Shift+F2 = Logic Editor Shift+F3 = Node Editor Shift+F4 = 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 Blender 2.49 or below Shift+F1 = Load Library (Append - File Browser) Shift+F2 = Export (File Browser) Shift+F3 = Node Editor Shift+F4 = Data Select Shift+F5 = 3D View Shift+F6 = IPO Curve Editor Shift+F7 = Buttons Shift+F8 = Video Sequence Editor Shift+F9 = Outliner Shift+F10 = UV/Image Editor Shift+F11 = Text Editor Shift+F12 = Action Editor Layout Schemes Ctrl+Left-arrow = toggle Layout Schemes ("Default", "3D View Full", "UV Editing" etc.) Ctrl+Right-arrow = (per above) Ctrl+Up-arrow = toggle Maximise/Minimise active view Ctrl+Down-arrow = toggle Maximise/Minimise active view Alt+F10 = toggle editor Full Screen View Schemes Home = View All NumPad . = Pivot Point - Cursor , = Pivot Point - Median (default) A = Select All/Deselect All Arrow Keys Left = animation playback (towards 'start') Right = animation playback (towards 'end') Up = Jump to next Keyframe (towards 'start') Down = Jump to next Keyframe (towards 'end') B = Border (Box) Select C = Circle (Paint) Select C+LMB = Additive Select C+MMB = Subtractive Select RMB = Cancel Selection Ctrl+C = Copy Pose I = Insert (Keyframe) Ctrl+I = Invert Selection Alt+I = Delete keyframe G = Translate (move/grab +X, +Y, +Z) Alt+G = Clear Location Shift+G = Select Grouped H = Hide Alt+H = Unhide All Shift+H = Hide Unselected Ctrl+M = Mirror/Flip +X = along X axis (front/back) +Y = along Y axis (left/right) +Z = along Z axis (up/down) = Proportional Education Ctrl+P = Set Parent to (options) R = Rotate (+X, +Y, +Z) Alt+R = Clear Rotation S = Scale (+X, +Y, +Z) Alt+S = Clear Ctrl+Alt+S Scale = Restricted Scale (Armor in Pose/Editing Mode) Ctrl+Tab = Toggle Pose/Doh+V Rating = Pose W Necklace = Special Uv General/Image Editor Shortcut Keys ^ Basic Shortcut Shortcuts (HotKeys) for use in the UV/Image Editor - note that the use of the "Tab" key toggles "UV Editor" aspect and "Image Editor" from the same editor view. Control panels©and property up/down Shift+MMB - Viewport or Strafe/Translate editor left/right and up/down Ctrl+MMB - Zoom in 3D view and other editors in/out Left Mouse Button (LMB) Click LMB - Confirms or sets an action or operation LMB+hold+drag - Starts and drags X widget identifiers, Y and Z in ctrl+LMB 3D view - free-style loop Select - Edit Date Names Outliner/RIGHT MOUSE BUTTON ID (RMB) Click RMB - Select object, Item or Element Shift+RMB - Multi-select or uncheck various Objects, items, or elements General Object manipulation shortcut keys/Element ^ Basic manipulation shortcuts to "Move", "Rotate" and "Scale" - are universal hotkeys to the extent that they apply/are used in most Editors, Windows or Control Panels/Properties©/Options G = free Translate/Manipulate (X, Y and Z to lock the axis) S = free Scale/Resize (X, Y and Z to lock the axis) R = free Rotate (X, Y and Z to lock the axis) +Ctrl = Adjust to smaller increment (^) +Ctrl +Shift = Adjust to increment (^) +Shift = Slow movement (^) +Shift +Ctrl = Adjusts to smaller increments (^) Design note: (^) indicates an action initiated after the handler, this is©, press Ã¢Â Â Â Â Â GÂ¢ Press = recenter the 3D view (average©on visible objects) NumPad 0 = Perspective of raloR raloR = 8/2 ,6/4 daPmuN)s¡Ârt arap/etnerf ,atierid/adreuqse ,oxiab arap/amic arap(Y/X/Z arap oxie od oFÃ§Ãatneir O = 1 daPmuN+tfihS)etnerf arap odnahlo(s¡Ârt ed otrO = 1 daPmuN+lrtC)s¡Ârt arap odnahlo(latnorf otrO = 1 daPmuN Left / Right up / down (in relation to left / right view) [*] Numpad 3 = right ortho (looking to the left) Ctrl + Numpad 3 = left ortho (looking to the right) Shift + Numpad 3 = Shaft orientation for z / y / x (up / down, front / back, left-right) NUMPAD 5 = Alternate / Numpad Perspective Ortographic 7 = top Ortho (looking down) Ctrl + Numpad 7 = Bottom Ortho (looking up) Shift + NUMPAD 7 = Axle orientation for y / x / z (front / back, left / right, up / down) NUMPAD / = local / global orientation NUMPAD + = ZOOM in NUMPAD - = zoom out NUMPAD. Ctrl + Alt + U = User preferences x = Delete (Type / Element) Misc. = View selected h = hide selected SHIFT + H = SET RESTRICT View (Hide Tall View Proxy) Ctrl + H = set RESTRICT Render (Hide all rendering proxy) ALT + H = Join all Misc. The following is a list of useful keyboard shortcuts, commands and resources for blender, hand to keep one side when modeling. A blank version is also provided for 'custom' mappings and mappings that differ based on system language. The following shortcut graph shows the Bale shortcuts available for Blender. 3D ^ mode shortcut keys using "Shift", "Ctrl" and "ALT" in the same keys to run different operations in edition mode 1 "0 = layers (top line - Layer selection in the mode of editing mode activates in view.) Alt + 1 '0 = layers (bottom line) Ctrl + 1 ° 5 = 1x subdivision level through 5x SHIFT + 1 '0 = MULTI-SELECT LAYERS (top line) SHIFT + ALT + 1' 0 = MULTI-SELECT LAYERS '= Select Everyone / Uncheck All Layers. = Pivot Point - Cursor, = Pivot Point - Media (Pattern) A = Select All / Uncheck All B = Border (Box) Select Alt + B = Toggle Clip Select (On SELECT / OFF) + B = Border µ BEVEL SHIFT + CTRL + B = vµselection BEVEL SHIFT + B = Zoom to Selected C = Circle (Paint) Select C = Center on Cursor (2.49 or below) CTRL + C = Copy Selected Face (2.49 or below) D = Tracing Mode (2.49 or below) Shift + D = Duplicate (Unlocked) E = Extrude ALT + E = Extrude RegiÃ o ESC = Cancel Action / Opera = Border/Special Options (incl. Also note©that triggers are sensitive to context, the same key may work differently depending on the opening of the Editor or the operation performed. Important note: the ever-changing nature of Blender development means that features can be updated arbitrarily so that hotkeys can be mapped to different functions or be in different locations for versition - this is© especially true for Blender 2.50,© up to and including, the most recent versions. Graphical keyboard shortcuts ^ Basic layout (UK standard) keyboard and shortcut key map for Blender - N.B. some hotkeys can be mapped differently, depending on the language of the Blender Keyboard Shortcut system and blank hotkey map, so you can create your own key combinations - standard keyboard layout based on the language Blender can do a lot of 'things', so having a graph of some kind to 'map' all these keyboard shortcuts would be useful, especially if it were printable. Double-tap "G") Ctrl+V = Ctrl+V face options = Special vertices©©(2.49) W = Special X = Ctrl+X exclusion options = Dissolve Ctr selection l+X = Delete All/Reset (2.49 or below) Y = Split face/edge/vÃrtice©Z = switch Wireframe/Alt+Z viewfinder shading = switch shading/Ctrl+Z texture = Undo 3D View Pose Mode Hotkeys for "Pose" Mode (also©widely available when Armor is in building mode) 1 Ã" 0 = Layers (top line - select layers in EdiAtion©mode keep the mesh active in the display Ã£o) Alt+1 Ã" 0 = Layers (bottom line) Ctrl+1 Ã" 5 = Subdivision level 1x up to© 5x Shift+1 Ã" 0 = select several Layers (top row) Shift+Alt+1 Ã" 0 = select multiple Layers (line ratlucO ratlucO = H+tfihS sadanoiceleS savruC ratlucO = H oFÃ§ÃalopartxE ed odoM = E+tfihS oFÃ§ÃaunetA ed opiT = E+lrtC siapicnirP sordauQ riresnI = I odaciIpuD rodacraM = D+tfihS olucrÃC ed oFÃ§ÃeleS = C)soxie ed olavretni .D3 odºÃetnoc ed sopit so sodot rezaf arap oFÃsnapxe etnatsnoc me e etnegnarba ovitacilpa mu ©Ã rednelB O .lcni(adroB = B+tlA)serodacifitnedI ³Ãn . sadamac sa sadot ed oFÃ§Ãeles ralecnaC/odut ranoiceleS = ' Curves Alt+H = Reveal Curves K = Columns on Selected Keys L = Select Linked M = Add Marker Ctrl+M = Rename marker Alt+O - Smooth Keys Shift+O = Sample Keyframes T = Interpolation Mode Tab = Toggle Channel Edit Mode V = Handle Type Shift+M = Mirror Shift+S = Snap Ctrl+C = Copy Frames Ctrl+V = Paste Frames Shift+W = Toggle Channel Setting X = Delete Marker/Channels NumPad - = Unzoom Workspace (when cur oror over workspace) NumPad + = Zoom Workspace NumPad - = Collapse Channels (when cursor over channels) Numpad + = Expand Channels Design note: charts and references relate to common or frequently used actions in Blender so should not be regarded as a comprehensive list of shortcuts. O seu poder deriva em grande parte da forma como a sua funcionalidade Ã© acessÃvel atravÃ©s da utilizaÃ§Ã£o de atalhos e combinaÃ§Ãµes de teclado. Panel Overlays N = Propriedades (propriedades do editor genÃ©rico/Ãrea) (^) 3D View Graph Editor Dope Sheet NLA Editor UV/Image Editor Video Sequence Editor Movie Clip Editor Node Editor Logic Editor T = Tool Shelf (editor genÃ©rico/Ãrea prateleira de ferramentas) (^) 3D View UV/Image Editor Movie Clip Editor Node Editor File Browser Design note: (^) denota uma funÃ§Ã£o nÃ£o disponÃvel para todos os editores, visualizaÃ§Ã£o ou Ãreas, e/ou os dados apresentados diferem em relaÃ§Ã£o ao editor/visÃ£o dentro do qual os painÃ©is aparecem. GrÃ¡fico de atalho do Blender (300dpi) - descarregar como [PDF | PNG | EPS | TIF] GrÃ¡fico de atalho do Blender 'em branco' (300dpi) - descarregar como [PDF | PNG | EPS] NavegaÃ§Ã£o Geral/Controlo do Rato ^ Shift and Control (Ctrl), teclas centrais utilizadas em combinaÃ§Ã£o

com as teclas Esquerda, Direita e MÃ©dia do rato MIDDLE mouse button (MMB) MMB+hold+drag - Roda a Vista 3D - Esquerda/direita, para cima/baixo outras janelas/editores MMB scroll Up/Down - Zoom 3D View e outros Editores in/out - Scrolls misc. Activar 'emular' desactiva a funÃ§Ã£o normal 'selecÃ§Ã£o de camadas' atribuÃda Ã s keys. 3D View ^ Object Mode shortcut keys Using "Shift", "Ctrl" and "Alt" in the Keys to perform different operations in Object mode 1 ã, Â »0 = layers (top line) ALT + 1 Ã, 0 = layers (bottom line) Ctrl + 1 ° 5 = 1x thru subdivision levels Shift + 1 '0 = Multi -Select Layers (top line) Shift + Alt + 1' 0 = Multi-SELECT layers (bottom line) = Select All / Uncheck all layers. .

(2 updates.) 2/28/2020 7:50:58 AM New program added. 3/4/2021 12:07:08 PM Updated program information. Shortcut count: 90 Platform detected: Windows or Linux (not macOS) Other languages: Turkish French 11.01.2022 · After extensive research, a team of 30+ global experts have compiled this list of Best Blender 3D Tutorial, Course, Training, Certification and Class for 2022.All these resources are available online and will help you Learn Blender 3D and are suitable for beginners, intermediate learners as well as experts. 08.06.2008 · r/blender: About Blender, the open-source software for 3D modelling, animation, rendering and more. Get it for free at blender.org Quickstart . This API is generally stable but some areas are still being extended and improved.. Blender Python API features: Edit any data the user interface can (Scenes, Meshes, Particles etc.). Modify user preferences, keymaps and themes. In this article, we will give you not one, not two, but a total of 8 solutions that allows you to use Blender’s Numpad shortcuts. In addition to that, we will also be discussing the advantages and disadvantages of each of those solutions. So that you can know which is ... 29.12.2021 · 3) Blender 2.83 Essential Training Blender 2.83 Essential Training is a course that enables you to learn various practical production techniques in 3D environment. Instructor David Andrade mentions specific techniques like scene layout and modeling, 2D and 3D animation, sculpting, texturing & shading, and more. For example, if I was installing Blender 2.76 and found the 'Copy Previous Settings' option didn't appear, I would delete the '2.76' folder the zipped version of Blender had previously created. When you next open Blender, it will detect there are no preferences for 2.76 and should again offer to 'Copy Previous Settings'. Blender has advanced shortcut possibilities.This means that there is a convenient shortcut way of doing almost anything, even moving around. So we are going firsty to look at basic movement, then moving with shortcuts and end it with some tips on how to better handle the 3D space.. How to Move in Blender Using Interface 28.10.2021 · Blender 3.0 Beta General focus: building on 2.8 UI and workflow, and improving it further. The general guideline will be to keep Blender functionally compatible with 2.8x and later. Existing workflows or usability habits shouldn’t be broken without good reasons – with general agreement and clearly communicated in advance. 20.04.2021 · Blender 2.93 LTS. The Long-term Support pilot was a success with 13 versions in one year, and hundreds of ported fixes. Downloads were in the hundreds of thousands. The second LTS will come in April. Blender 2.83 LTS will be maintained for another year, while 2.93 LTS will be maintained for two years.

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