

Default Keymap

While this isn't a comprehensive list, this page shows common keys used in Blender's default keymap.

Global Keys

<code>Ctrl-O</code>	Open file.
<code>Ctrl-S</code>	Save file.
<code>Ctrl-N</code>	New file.
<code>Ctrl-Z</code>	Undo.
<code>Shift-Ctrl-Z</code>	Redo.
<code>Ctrl-Q</code>	Quit.
<code>F1</code>	Help (<i>context sensitive</i>).
<code>F2</code>	Rename active item.
<code>F3</code>	Menu Search.
<code>F4</code>	File context menu.
<code>F5</code> - <code>F8</code>	<i>Reserved for user actions.</i>
<code>F9</code>	Adjust last operation.
<code>F10</code>	<i>Reserved for user actions.</i>
<code>F11</code>	Show render window.
<code>F12</code>	Render the current frame.
<code>Q</code>	Quick access (favorites).
<code>Ctrl-Spacebar</code>	Toggle Maximize Area.
<code>Ctrl-Alt-Spacebar</code>	Toggle Fullscreen Area.
<code>Ctrl-PageUp</code> / <code>Ctrl-PageDown</code>	Next/previous Workspace.

Spacebar	User configurable. Play: Toggle animation playback. Tools: Tool switching with hotkeys (Shift-Spacebar for play). Search: Search for actions (Shift-Spacebar for play).
Shift-Ctrl-Spacebar	Playback animation (reverse).

Common Editing Keys

X	Deletes the selected item, requires a confirmation dialog.
Delete	Deletes the selected item, does not require a confirmation dialog.

Common Editor Keys

These keys are shared across editors such as the 3D Viewport, UV and Graph editor.

A	Select all.
Alt-A	Select none.
Ctrl-I	Invert selection.
H	Hide selection.
Alt-H	Reveal hidden items.
T	Toggle Toolbar.
N	Toggle Sidebar.

3D Viewport Keys

Tab	Toggle Edit mode.
Ctrl-Tab	Toggle Pose mode for armatures, or show a mode switching pie menu for others.
1 - 3	In Edit Mode, switch between editing vertices (1), edges (2), or faces (3). Hold Shift to toggle one of these without disabling the others. Hold Ctrl to alter how the selection is transformed from the old mode to the new. See Mesh Selection Modes for details.
AccentGrave	Show 3D Viewport navigation pie menu.

Ctrl–AccentGrave	Toggle gizmos.
Shift–AccentGrave	Start Walk/Fly Navigation.

Platform Specific Keys

macOS

The `Cmd` key can be used instead of `Ctrl` on macOS for all but a few exceptions which conflict with the operating system.

List of additional macOS specific keys:

Cmd–Comma	Preferences.
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Keymap Preferences

Select with Mouse Button

Controls which mouse button, either left or right, is used to select items in Blender. If *Left* is selected, the `RMB` will be a context sensitive menu. If *Right* is selected, the `LMB` will place the 3D Cursor.

Spacebar Action

Controls the action of `Spacebar`. These and other shortcuts can be modified in the [keymap preferences](#).

- Play:** Starts playing through the [Timeline](#). This option is good for animation or video editing work.
- Tools:** Opens the Toolbar underneath the cursor to quickly change the active tool. This option is good if you are doing a lot of modeling or rigging work.
- Search:** Opens up the [Menu Search](#). This option is good for someone who is new to Blender and is unfamiliar with the menus and shortcuts.

Activate Gizmo Event

The activation event for gizmos that support drag motion. This option is only available when Left click *Select with Mouse Button* is chosen.

- Press:** The gizmo's operation gets initiated (and additional options become available in the Status Bar) the moment you press down the mouse button on the gizmo.
- Drag:** The operation only gets initiated once you start dragging the gizmo.

Right Mouse Select Action

The default action for the right mouse button. This option is only available when Right click *Select with Mouse Button* is chosen.

Select & Tweak: Right mouse always tweaks the selected item.

Selection Tool: Right mouse uses the selection tool.

Tool Keys

The method of keys to activate tools such as move, rotate, and scale.

Immediate: Activate actions immediately.

Active Tool: Activate the tool for editors that support tools.

Alt Click Tool Prompt

Tapping Alt shows a prompt in the status bar prompting a second keystroke to activate the tool. Note that this option is not available when using [Emulate 3 Button Mouse](#).

Alt Tool Access

Hold Alt to use the [Active Tool](#) when the gizmo would normally be required. (For example, with the Move tool selected, you can hold Alt and drag the mouse anywhere in the viewport to move the selected object, rather than having to drag its gizmo.) This option is only available when *Select with Mouse Button* is set to Left click and [Emulate 3 Button Mouse](#) is disabled.

Alt Cursor Access

Hold Alt-LMB to place the Cursor (instead of LMB), allows tools to activate on press instead of drag. This option is only available when Right click *Select with Mouse Button* is chosen. Note this option is not available when using [Emulate 3 Button Mouse](#).

Select All Toggles

Causes selection shortcut A to deselect all when any selection exists.

3D Viewport

Grave Accent / Tilde Action

Navigate: Navigation pie menu, useful on systems without a numeric keypad.

Gizmos: Transform gizmos pie menu, useful for quickly switching between transform gizmos. Note that this doesn't apply to tools that force a certain gizmo (Move, Rotate, Scale and Transform); if you have such a tool selected, the gizmo will stay the same no matter what you choose in the pie menu.

Middle Mouse Action

The action when **MMB** dragging in the viewport, this also applies to trackpads.

Orbit: Rotates the view around a pivot point, **Shift+MMB** is used for panning the view.

Pan: Shifts the view towards the mouse, **Shift+MMB** is used for orbiting the view.

Alt Middle Mouse Drag Action

Relative: Set the view axis where each mouse direction maps to an axis relative to the current orientation.

Absolute: Set the view axis where each mouse direction always maps to the same axis.

Tab for Pie Menu

Causes **Tab** to open a pie menu (swaps **Tab** and **Ctrl+Tab**).

Pie Menu on Drag

This allows keys to have a secondary drag action.

Tab

tap: Toggles Edit Mode.

drag: Object Mode pie menu.

Z

tap: Toggles wireframe view.

drag: Display mode pie menu.

AccentGrave

tap: First person [Fly/walk Navigation](#).

drag: View axis pie menu.

Extra Shading Pie Menu Items

Show additional items in the shading menu (**Z** key).

File Browser

Open Folders on Single Click

Navigate into folders by clicking on them once instead of twice.