ilovecreatives

3D **BLENDER COURSE**

Moving through the 3D Scene

Orbit View	Pan View	Zoom View
	↑ *Shift* +	
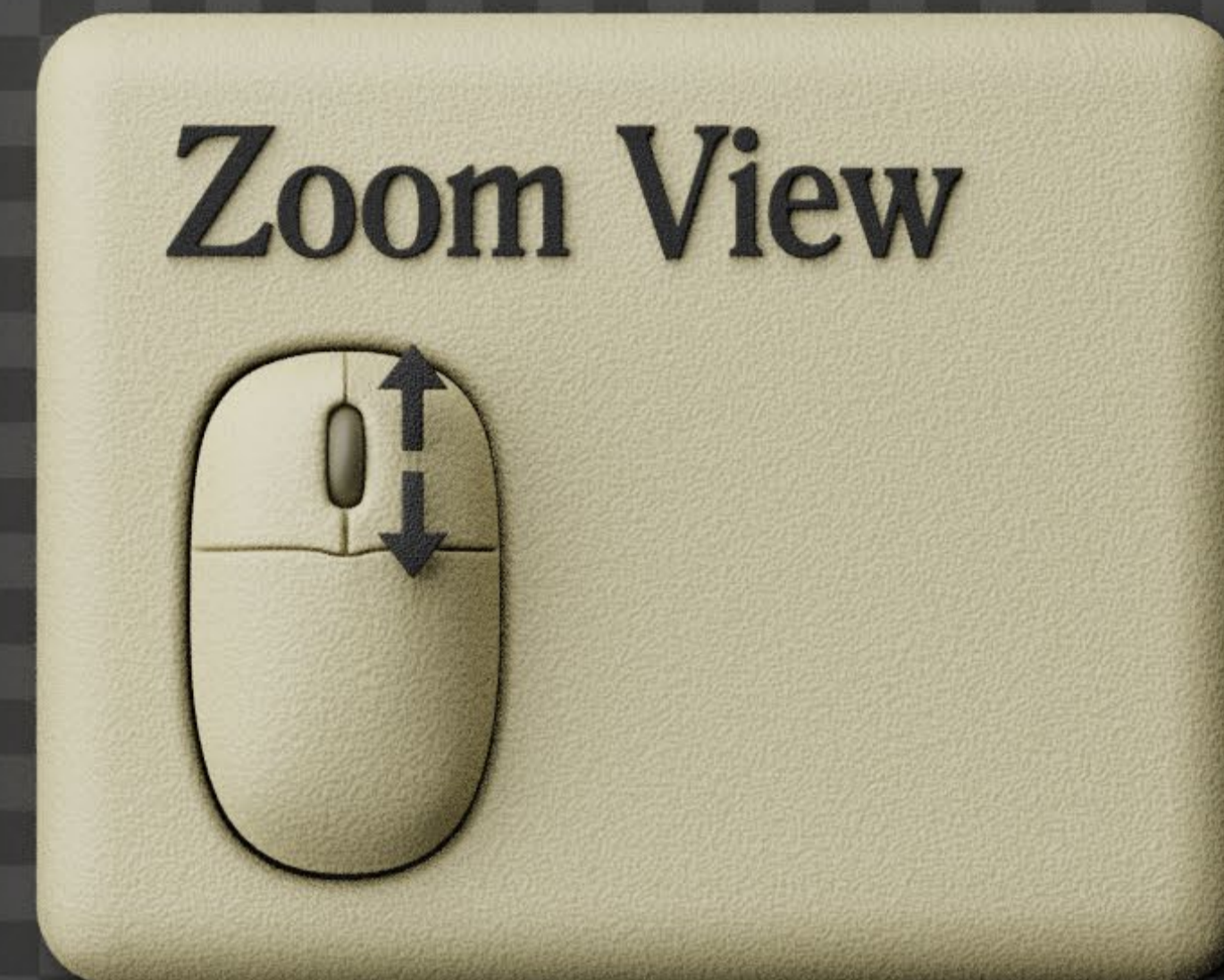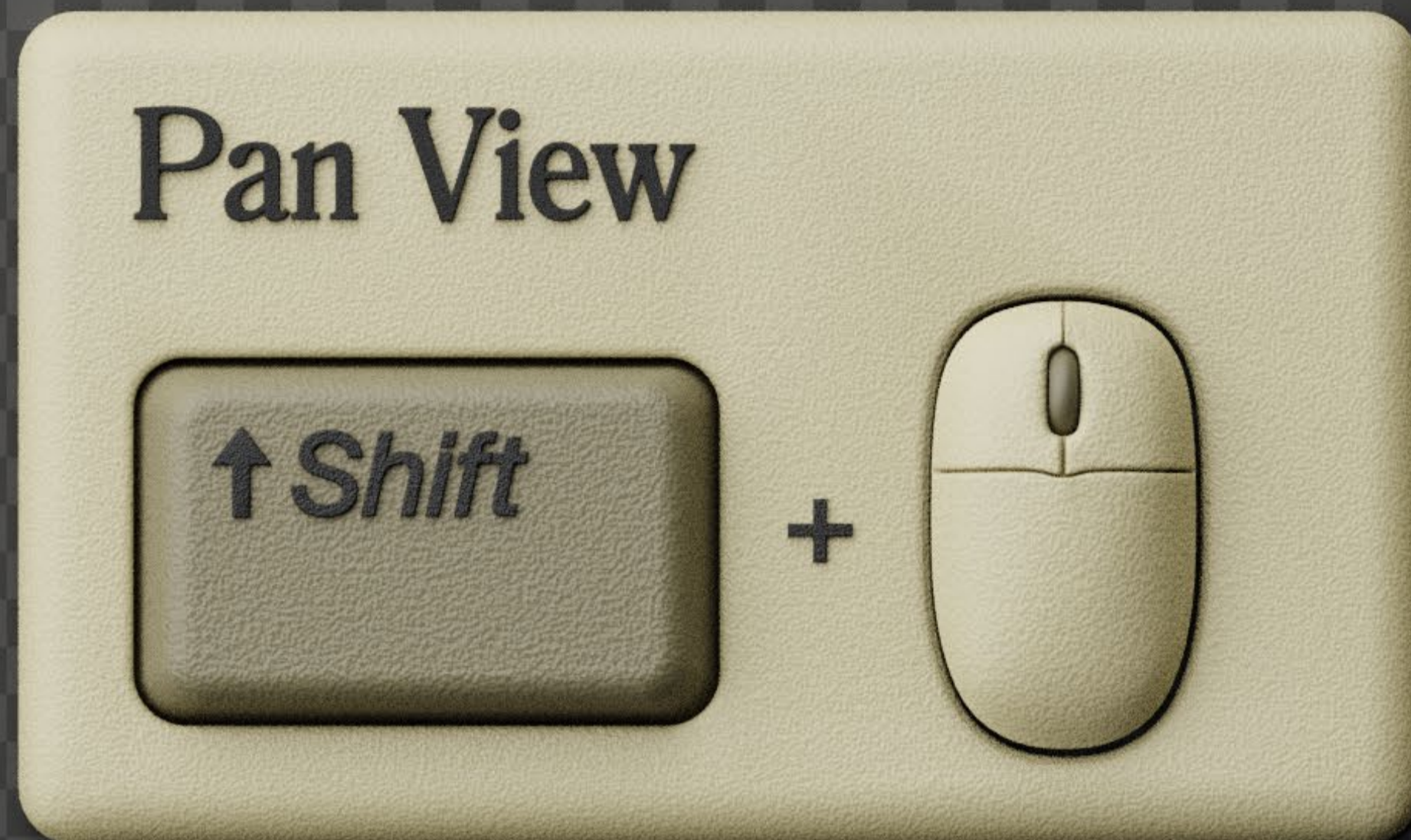
Adding and Deleting Objects

Add Object or Node	Delete
↑ *Shift* A	X

Basic Transforms
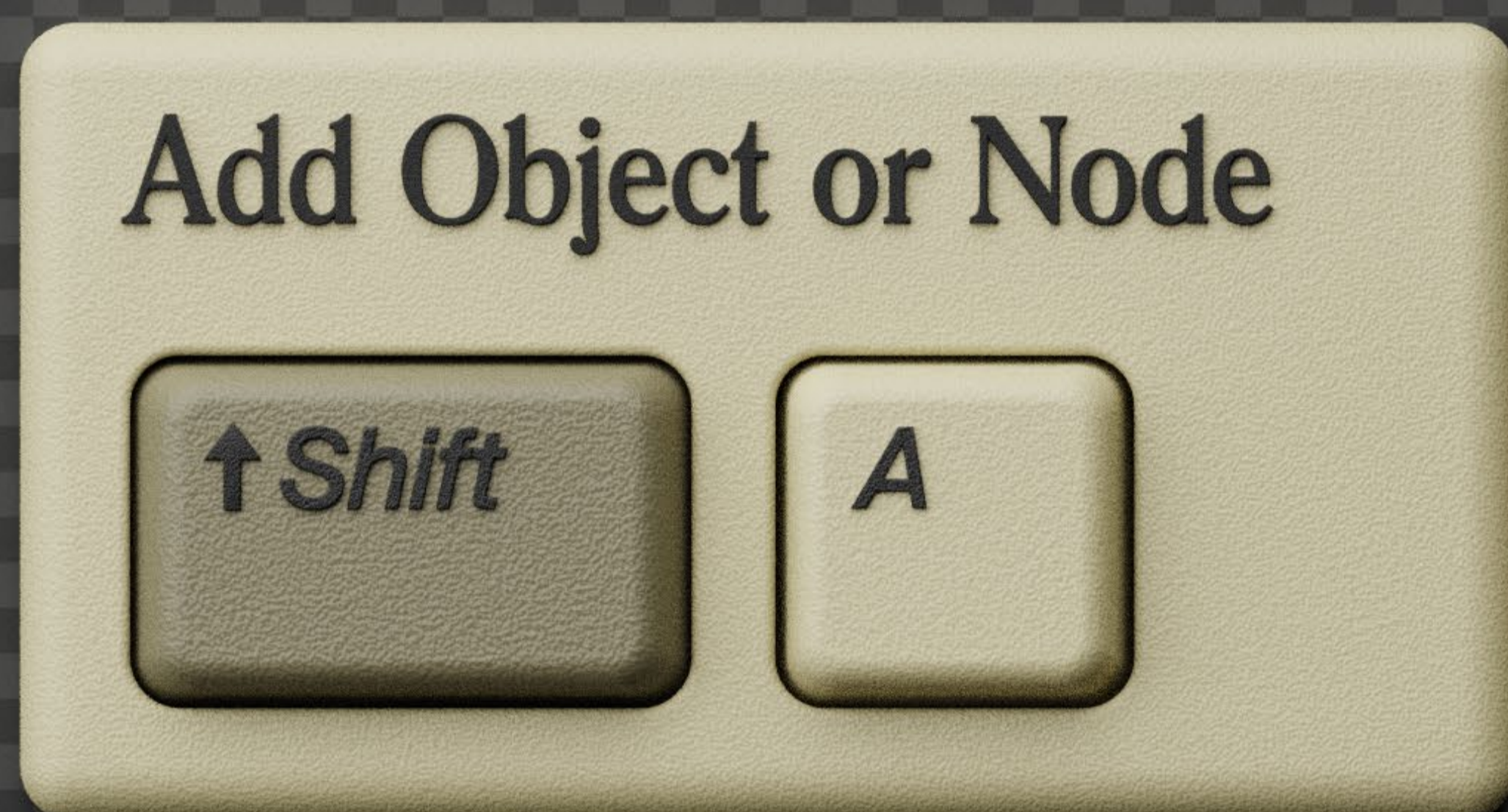
Move	Rotate	Scale
G	R	S
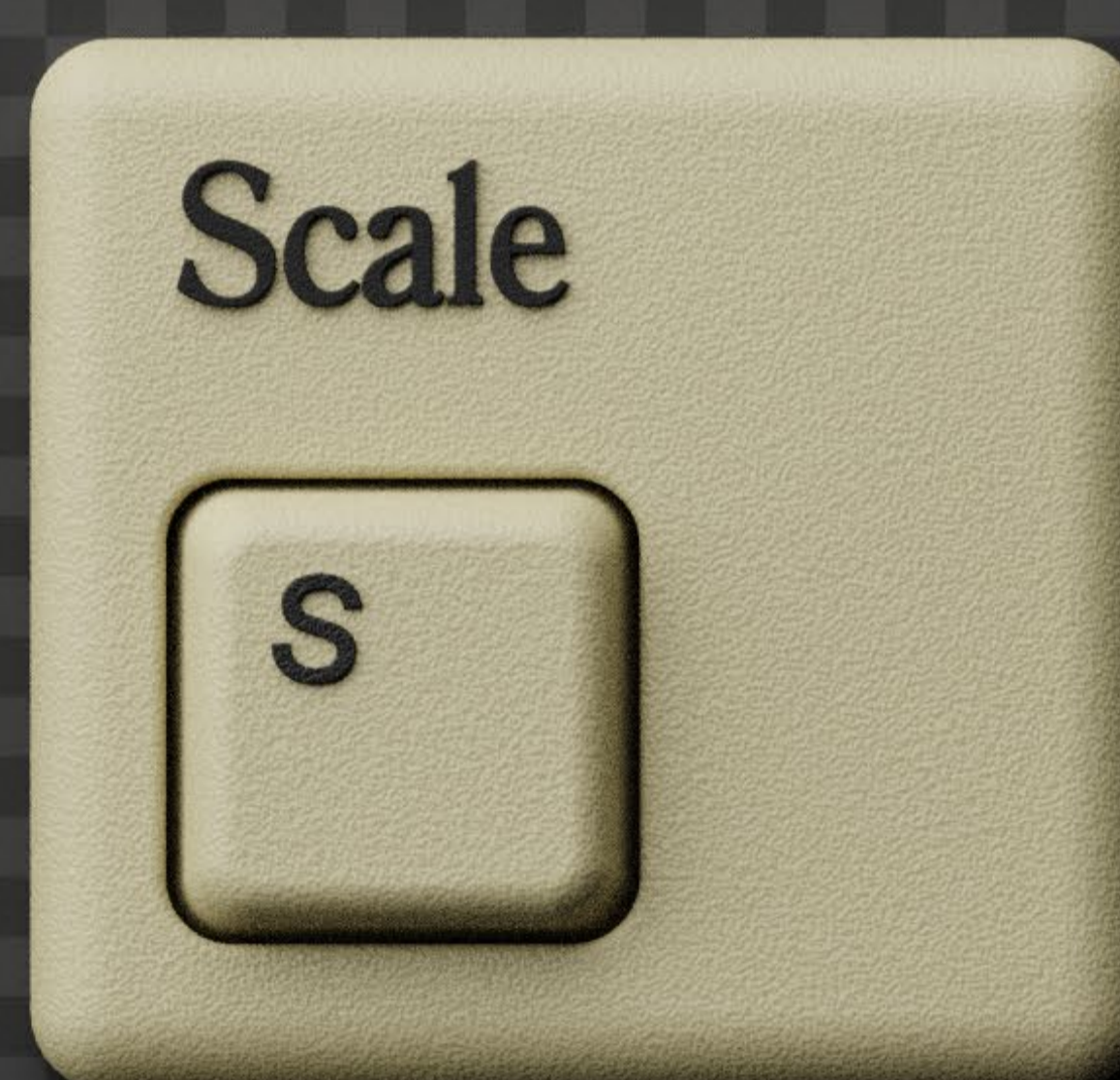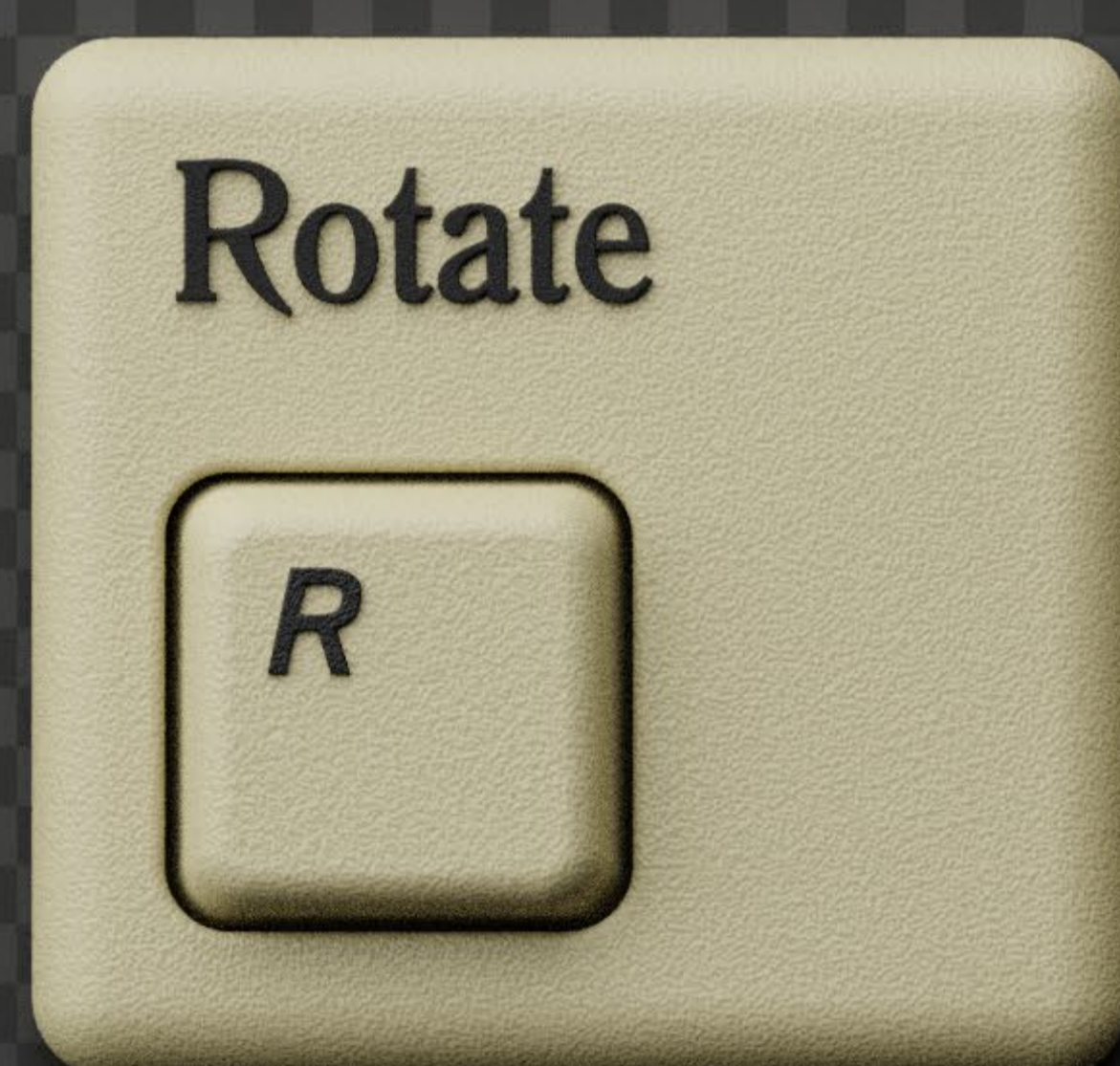
Confirm or Cancel an Action

Confirm Action	Cancel Action
Enter ↵	*Esc*

3D BLENDER COURSE

Switch to Edit or Object Mode

Switch to Object / Edit Mode

`Tab ⇄`

Edit Mode tools and Commands

Extrude

`E`

Extrude on a Single Axis

`E` → `X` , `Y` or `Z`

Inset Face

`I`

Bevel Tool

`Ctrl` `B`

Loop Cut

`Ctrl` `R`

Shrink / Fatten

`Alt` `S`

Dissolve

`Ctrl` `X`

UV Mapping Menu

`U`

Separate Menu

`P`

Recalculate Normals

`Ctrl` `N`

Toggle Proportional Editing

`O`

Making Selections

Select All
A

Deselect All
A **A**

Box Select
B

Circle Select
C

Add to Selection
⬆ *Shift* +

Select Edge Loop
Alt +

Add Edge / Face Loop to Selection
⬆ *Shift* *Alt* +

Invert Selection
Ctrl *I*

Select Linked
Ctrl *L*

BLENDER COURSE

Toolbar & Menus

Reveal Item Panel
`N`

Show / Hide Toolbar
`T`

Create / Move to Collection
`M`

Open Snap Menu
`↑ Shift` `S`

Changing View Modes

Camera View
`0`

Right Side View
`3`

Front View
`1`

Top View
`7`

Local View
`\`

Switch View Mode
`Z`

3D BLENDER COURSE

Object-related Actions

Copy Object
`Ctrl` `C`

Paste Object
`Ctrl` `V`

Join Objects
`Ctrl` `J`

Parent Objects
`Ctrl` `P`

Duplicate Object
`↑ Shift` `D`

Apply Property
`Ctrl` `A`

Other Actions

Save File
`Ctrl` `S`

Undo Last Action
`Ctrl` `Z`

Repeat Last Action
`↑ Shift` `R`

Play Animation / Simulation
`Spacebar`

3D BLENDER COURSE

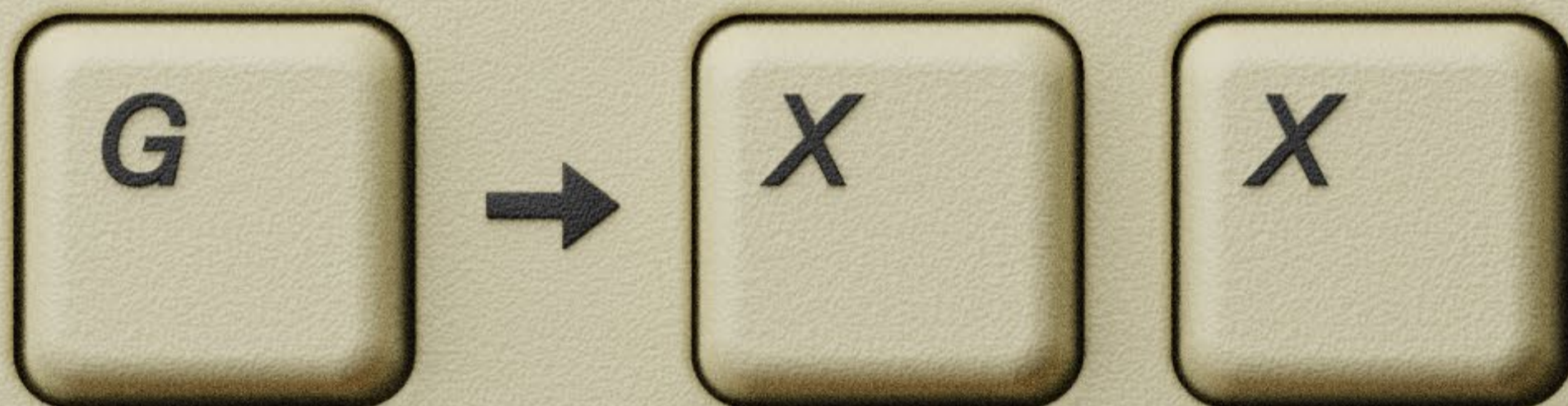## Advanced Transforms

Move on a Single Axis

`G` → `X` , `Y` *or* `Z`

You can Rotate and Scale on a single axis like this too, by pressing R or S instead of G.

Move on all but the Z Axis

`G` → `↑ Shift` `Z`

You can Rotate and Scale on all but a single axis like this too, by pressing R or S instead of G. You can also select any other axis by pressing X or Y instead of Z.

Move on Local X Axis

`G` → `X` `X`

You can Move on any local axis you need by pressing Y or Z twice instead of X. You can also do this with the Rotate and Scale commands, by pressing R or S instead of G.

Move on the local X and Y Axes

`G` → `↑ Shift` `Z` *twice*

You can Move on all local axes but one by pressing Shift and X, Y or Z twice. You can also do this with the Rotate and Scale commands, by pressing R or S instead of G.

Add-on Shortcuts

Add Texture Nodes

`Ctrl` `T`

Node Wrangler add-on required.

Bool Tool

`↑ Shift` `Ctrl` `B`

Bool Tools add-on required.

Rendering

Render Image

`F12`

View Render

`F11`

Save Image

`Alt` `S`