

**GENERAL**

Delete	<b>Backspace/ Del</b>
Cut	<b>Ctrl+X</b>
Copy	<b>Ctrl+C</b>
Paste	<b>Ctrl+V</b>
Undo	<b>Ctrl+Z</b>
Redo	<b>Ctrl+Y</b>
Undo the last action	<b>Shift+Z</b>
Commander	<b>Shift+C</b>
General duplicate command	<b>Ctrl+drag</b>
Sticky keys	<b>Hold shortcut</b>
Toggle active tool	<b>Space</b>

General pop-up	<b>V</b>
Project information	<b>Ctrl+I</b>
Project settings	<b>Ctrl+D</b>
Help PC	<b>Ctrl+F1</b>
Help Mac	<b>Cmd+F1</b>

**FILE**

New project	<b>Ctrl+N</b>
Merge project	<b>Ctrl+Shift+O</b>
Open project	<b>Ctrl+O</b>
Close All	<b>Ctrl+Shift+W</b>
Save as	<b>Ctrl+Shift+S</b>
Save	<b>Ctrl+S</b>

**VIEW**

Move camera	<b>1, Alt+MMB</b>
Scale camera	<b>2, Alt+RMB</b>
Rotate camera	<b>3, Alt+LMB</b>
Display pop-up	<b>N</b>
Redraw view	<b>A</b>
Isoline editing	<b>Alt+A</b>

Frame Selected Elements	<b>S</b>
Frame Selected Objects	<b>O</b>
Frame All	<b>H</b>

Configure active view	<b>Shift+V</b>
Configure all views	<b>Alt+V</b>
Render view	<b>Ctrl+R</b>
Change views	<b>F1, F2, F3, F4, F5</b>
Toggle active view	<b>PgUp, MMB</b>

Undo view	<b>Ctrl+Shift+Z</b>
Redo view	<b>Ctrl+Shift+Y</b>
Show axis	<b>Alt+D</b>
Timewarp	<b>J+LMB+horizontal drag</b>

**TRANSFORMATION TOOLS**

Move	<b>E</b>
Rotate	<b>R</b>
Scale	<b>T</b>
Move object	<b>4</b>
Scale object	<b>5</b>
Rotate object	<b>6</b>
Move Parent Object w/o Children	<b>7</b>
Lasso Selection	<b>8</b>
Live Selection	<b>9</b>

**MANAGER**

Object Manager	<b>Shift+F1</b>
Material Manager	<b>Shift+F2</b>
Timeline (Dope Sheet)	<b>Shift+F3</b>
Timeline (F-Curve)	<b>Shift+Alt+F3</b>
Layer Manager	<b>Shift+F4</b>
Attribute Manager	<b>Shift+F5</b>
Picture Manager	<b>Shift+F6</b>
Coordinates Manager	<b>Shift+F7</b>
Content Browser	<b>Shift+F8</b>
Structure Manager	<b>Shift+F9</b>
Console	<b>Shift+F10</b>
Script Manager	<b>Shift+F11</b>
Customize Commands Manager	<b>Shift+F12</b>

**OBJECT MANAGER**

Search bar	<b>Ctrl+F</b>
Show filter	<b>Ctrl+U</b>
Scroll to first active	<b>S</b>
Group objects	<b>Alt+G</b>
Expand object group	<b>Shift+G</b>
Multiple object creation as Parents of selected objects	<b>Alt+create object</b>
Multiple object creation as Children of selected objects	<b>Shift+create object</b>
Multiple object creation of selected objects (on same hierarchical level)	<b>Ctrl+create object</b>
Toggle Parent Generator	<b>Q</b>
Select object incl. Children	<b>MMB</b>

**MATERIAL MANAGER**

New material	<b>Ctrl+N, double-click</b>
Load materials	<b>Ctrl+Shift+O</b>
Replace material by another	<b>Alt+drag &amp; drop</b>

**ANIMATION / TIMELINE**

Dope Sheet/F-Curve mode	<b>Tab</b>
Create Marker in Timeline	<b>Ctrl+LMB</b>
Create Marker in Animation Palette	<b>Shift+Ctrl+LMB</b>
Record Active Objects	<b>F9</b>
Record Current State	<b>Q</b>
Play Backwards/Stop	<b>F6</b>
Stop	<b>F7</b>
Play Forwards/Stop	<b>Space, F8</b>

Autokeying	<b>Ctrl+F9</b>
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Go to Previous Frame	<b>F</b>
Go to Next Frame	<b>G</b>
Go to Previous Key	<b>Ctrl+F</b>
Go to Next Key	<b>Ctrl+G</b>
Go to Start of Animation	<b>Shift+F</b>
Go to End	<b>Shift+G</b>
Go to First Key	<b>Ctrl+P</b>
Go to Last Key	<b>Ctrl+O</b>

Frame Selected	<b>S</b>
Frame All	<b>H</b>

Go to Current Frame	<b>O</b>
Go to Start	<b>Alt+F</b>
Go to End	<b>Alt+G</b>
Frame Preview Range	<b>Alt+H</b>
Go to Next Marker	<b>Shift+N</b>
Go to Previous Marker	<b>Shift+P</b>
Go to First Marker	<b>Ctrl+Shift+P</b>
Go to Last Marker	<b>Ctrl+Shift+O</b>

Region tool	<b>R</b>
Ripple edit	<b>Alt+R</b>
Automatic mode	<b>Alt+A</b>
Search bar	<b>Ctrl+F</b>
Show filter	<b>Ctrl+U</b>

**KEY INTERPOLATION**

Timeline pop-up	<b>T</b>
Auto Tangents	<b>A</b>
Break Tangents	<b>B</b>
Zero Angle (Tangents)	<b>O</b>
Zero Length (Tangents)	<b>L</b>
Clamp	<b>C</b>
Linear	<b>Alt+L</b>
Step	<b>Alt+T</b>
Soft	<b>Alt+S</b>
Ease In	<b>Alt+I</b>
Ease Ease	<b>Alt+E</b>
Ease Out	<b>Alt+O</b>

**MOTION TRACKING**

Move footage	<b>Alt+MMB</b>
Scale footage	<b>Alt+RMB</b>
Footage to fullscreen	<b>Alt+O</b>
Nudge Track	<b>Ctrl+arrow keys</b>
Create User Track	<b>Ctrl+LMB</b>
Lasso Selection	<b>LMB</b>
Magnifying glass	<b>Alt</b>

**ATTRIBUTE MANAGER**

Increase/Decrease parameter	<b>Alt/Shift</b>
Change speed with arrows	<b>+ LMB on arrows</b>
Parameter to default	<b>RMB on arrows</b>

**PICTURE VIEWER**

Fullscreen Mode	<b>Ctrl+F</b>
Play	<b>Space</b>
Set as A	<b>A</b>
Set as B	<b>B</b>
Swap AB	<b>S</b>
Set as Preview Start	<b>I</b>
Set as Preview End	<b>O</b>
Zoom In/Out	<b>+ / -</b>
Auto Zoom	<b>H</b>
Switch to 100% and fullscreen	<b>Double-click</b>

**CONTENT BROWSER**

New Browser	<b>Ctrl+N</b>
Search Bar	<b>Ctrl+F, F3</b>
Computer	<b>U</b>
Desktop	<b>D</b>
Home Directory	<b>H</b>
Presets	<b>P</b>
Catalogs	<b>C</b>
Recent Items	<b>R</b>
Search Results	<b>S</b>
Favorites	<b>F</b>

**STRUCTURE MANAGER**

Jump Next Selection	<b>N</b>
Jump Last Selection	<b>Shift+N</b>
Jump Page Up	<b>PgUp</b>
Jump Page Down	<b>PgDown</b>
Jump End	<b>End</b>
Jump Home	<b>Home</b>
Vertex Map	<b>V</b>
Points	<b>P</b>
Polygons	<b>O</b>
UVW	<b>U</b>

**RENDER**

Render Active Viewport	<b>Ctrl+R</b>
Render to Picture Viewer	<b>Shift+R</b>
Team Render to Picture Viewer	<b>Ctrl+Shift+R</b>
Interactive Render Region	<b>Alt+R</b>
Make Preview	<b>Alt+B</b>
Render Settings	<b>Ctrl+B</b>

**MODELING**

Switch component mode	<b>Enter</b>
Modeling pop-up	<b>M</b>
Snap pop-up	<b>P</b>
Modeling settings	<b>Shift+M</b>
Snapping on/off	<b>Shift+S</b>
Quantizing on/off	<b>Shift+Q</b>
Locked Workplane on/off	<b>Shift+X</b>

Bridge	<b>B</b>
Line Cut	<b>KK, MK</b>
Plane Cut	<b>KJ, MJ</b>
Loop/Path Cut	<b>KL, ML</b>
Weight	
Subdivision Surface	<b>.+LMB+horizontal drag</b>
Extrude	<b>D</b>
Extrude Inner	<b>I</b>

Selection/commands pop-up	<b>U</b>
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Select All	<b>Ctrl+A</b>
Deselect All	<b>Ctrl+Shift+A</b>
Free Selection	<b>8</b>
Live Selection	<b>9</b>
Rectangle Selection	<b>0</b>

Change coordinates system (world/object)	<b>W</b>
Axis modification	<b>L</b>
X-axis (heading) on/off	<b>X</b>
Y-axis (pitch) on/off	<b>Y</b>
Z-axis (bank) on/off	<b>Z</b>

**SCULPTING**

Change brush size	<b>MMB+horizontal drag</b>
Change brush pressure	<b>MMB+vertical drag</b>
Smooth for all brushes	<b>Shift</b>
Reverse brush effect	<b>Ctrl</b>
Switch symmetry mode	<b>Alt+X, Y, Z</b>
Switch to wireframe mode	<b>W</b>
Show/hide stencil	<b>Q</b>
Move stencil	<b>T+LMB</b>
Scale stencil	<b>T+RMB</b>
Rotate stencil	<b>T+MMB</b>

**BODYPAIN 3D**

Change brush size	<b>MMB+horizontal drag</b>
Change brush pressure	<b>MMB+vertical drag</b>

Increase brush size	<b>. / ]</b>
Decrease brush size	<b>, / [</b>
Increase brush hardness	<b>Shift+. / Shift+]</b>
Decrease brush hardness	<b>Shift+, / Shift+[</b>
Increase brush pressure	<b>Ctrl+. / Ctrl+]</b>
Decrease brush pressure	<b>Ctrl+, / Ctrl+[</b>
Rotate brush clockwise	<b>Alt+. / Alt+]</b>
Rotate brush counterclockwise	<b>Alt+, / Alt+[</b>

**Info for Mac Users**

When using OSX, the Cmd key can be used instead of the Ctrl key.

Use fn+arrow keys for page jumps (Structure Manager):  
 Page Up: fn+up arrow  
 Page Down: fn+down arrow  
 End: fn+right arrow  
 Home: fn+left arrow

The fn key must be pressed when using the F keys.

Alternatively, the F-key function can be toggled in the System Settings' Keyboard menu. In this case, special functions (e.g., brightness, dashboard, etc.) can be accessed by also pressing fn+F key.

**General Info**

All shortcuts are customizable in the Customize Commands Manager to suit your personal needs.

