

BLENDER VSE

SHORTCUT PDF

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BLENDER SHORTCUT GUIDE

Introduction

Blender is a free and open source 3D computer graphics software. Its a multi-purpose application designed to do some very complex things. These include 3D modelling, sculpting, visual effects, creating animated film, motion graphics, 3D-printed models, the list seems endless. Luckily for us the creators simplified the interface and squeezed most commands into shortcut key and mouse button combinations. Granted there is a steep learning curve but once mastered you'll wonder what all the fuss was about.

The secret to mastering (at least the most common ones) is to practice! Start a project and start Blending!

To help you get a better experience the following are settings I like to change that enhance navigating Blender.

Go to Edit - Preferences - Navigation

Put a check mark in "Zoom to mouse position"

This lets you zoom to the position of the cursor on screen in the 3D view.

Put a check mark in "Orbit around selection"

This allows you rotate around the selected object

In the bottom left corner click the three line icon and ensure "Auto-save preferences" is checked. This will save any changes you make.

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Essentials

It is recommended, and to get full interface integration use a three button mouse, preferably with a scroll wheel as the centre button.

Blender will work most efficiently for you with one hand on your three button mouse and the other on a keyboard. Below are some of the most commonly used short cut key combinations.

Abbreviations

LMB (Left Mouse Button)

MMB (Middle Mouse Button)

RMB (Right Mouse Button)

In most instances select with LMB and cancel with RMB.

Usually when you buy a new high tech product you unpack it. Then straight away open the user manual to help avoid years of confusion!....Yeah more like "what? there's a manual?". The best way I found to learn new keys in Blender has been to try out every combination listed below. Just open up Blender and start working through them a couple of times, you'll be amazed at what you discover.

The following are the shortcut keys I use regularly, and are by no means a complete list, and I'm sure there are some great ones I have yet to discover.

Platform Specific Keys



for all but a few exceptions which conflict with the operating system.

To open preferences on a use Cmd + Comma

On a Mac the Alt key is also known as the Option Key

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Middle Mouse Button (MMB) Combinations

MMB + Hold + Drag - Rotates the 3D View — Drag the

Editors Up/Down/Left/right

MMB Roll - Zooms in and Out in the 3D View — Rolls

menus Up/Down

MMB + Shift — Pan

MMB + CTRL + Drag — Zooms

MMB + Alt + Left click and Drag in one direction — Switch

Views

Left Mouse Button (LMB) Combinations

LMB Click — Selects and Confirms Actions

LMB Click + Drag — Box Selects (When Select Box is the Selection Type)

Right Mouse Button (RMB) Combinations

RMB + Shift — Place 3D Cursor

RMB + CTRL — Lasso Select

RMB — With an Object Selected Bring up an Object

Context Menu

RMB — Cancels an Operation

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