

ESC End All	201 Layout F1 Help	Deformers false Restore Model F2 Tools	Deformers true Render F3 Sculpt	F4 Animate	Run Script F5 History	F6 Presets	F7 Graph Edit	F8 Preview	Render Visible Render Select F9 Render	Render View F10	F11	Save Config F12		
Viewport Pie	GL Pie	GL Shading	GL Viewports	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6	Layer 7	Layer 8	Layer 9	Layer 10	Collapse
Tools Pie Lists Pie Palettes	Select Verts 1 Vertex	Select Edges 2 Edge	Select Polys 3 Polygon	4 Materials	5 Item	6 Pivot	7 Center	8	9	0 Handles	- Reduce	= Increase	Delete Delete Selected	
Modeling Pie Tab Smooth Mesh	Quit App Grow Quads Select/Trans Pie	Close Scene Close All W. Map Weight Action Origin	Bend Pivot Axis Rotate	Repeat Action Uniform Scale Repeat Action	Soft Drag Element-Snap Triangles	Run Micro Flex	Unhide All	Load Image	Open Scene	Closed Curve	Open Curve	Viewport Prefs	Create Face Invert Connected Close Loop	
Cap Lock	Align Selected Fit & Align Fit All Action Auto Select All Fit Items	Save Save As... Smooth Action Select Swap Color	Reset Tool Subdivide Auto Axis Subdivide	Action Screen F Flip Normal	Group Between Group Select	Invert Select Hide Unselect	Lock Unselect	Split Poly Radial Sweep Select Ring	Return					
Shift Shift Click- Add to Selection	Undo Redo Action Element Z Extend Edge	Cut X Extrude	Copy Poly Knife Loop Slice V Edge Spin	Paste Mirror Spin Quads B Edge Bevel	Verts to Poly Poly Bevel Sketch Extrude N New Layer	New Scene	V. Map Morph	Zoom Out 2x Zoom Out	Zoom In 2x Zoom In	Align 3D View Turntable	Shift Shift Click- Add to Selection			
Ctrl Control Click - Subtracts from Selection	Alt Alt Drag- Rotates Viewport	Cmd	ViewPorts Next Mode Item Quick Access Popover				Cmd	Alt Alt Drag- Rotates Viewport	Ctrl Control Click - Subtracts from Selection	Space Next Selection Mode				

F13 help	F14 home Align wp geo	F15 page up Workplane in	F16 clear	F17 = Smoothing	F18 / Wire Color Wire Uniform	F19 * Workplane
delete Remove	End Reset Plane	page dn Workplane out	7 Wireframe	8 Sketch	9 Vertex Map	- Decrease Subdivision Level
4 Shade	5 Texture	6 Reflection	+ Increase Subdivision Level	Bottom 1 Top View	Back 2 Front View	Left 3 Right View
0 Maximize Selected	.Perspective	Enter				

Standard

Open	⌘+O	Ctrl+O
Copy	⌘+C	Ctrl+C
Cut	⌘+X	Ctrl+X
Paste	⌘+V	Ctrl+V
Undo	⌘+Z	Ctrl+Z
Redo	⌘+Shift+Z	Ctrl+Shift+Z
Save	⌘+S	Ctrl+S
Save As	⌘+Shift+S	Ctrl+Shift+S
Close Window	⌘+W	Ctrl+W
Select All	⌘+A	Ctrl+A
Quit	⌘+Q	Ctrl+Q
Escape from Operation or Selection	Esc	

Quick Menus

Quick Access Menu	Alt+Space Bar
Viewport Pie Menu	Ctrl+Space Bar
Viewport Pie	Ctrl+`
Tools Pie	Shift+`
Lists Pie	Alt+`
GL Pie	Ctrl+1
GL Shading	Ctrl+2
GL Viewports	Ctrl+3
Modeling Pie	Ctrl+Tab
Viewports Pie	Ctrl+Space Bar
Materials	M
Tool Prefs	K
ViewPort Prefs	O

Action Center

Action Center Auto	Alt+A
Action Center Select	Alt+S
Action Center Auto Axis	Alt+D
Action Center Element	Alt+Z
Action Center Local	Alt+X
Action Center Screen	Alt+F
Action Center Origin	Alt+W

Layers

Layer 1	Shift+1
Layer 2	Shift+2
Layer 3	Shift+3
Layer 4	Shift+4
Layer 5	Shift+5
Layer 6	Shift+6
Layer 7	Shift+7
Layer 8	Shift+8
Layer 9	Shift+9
Layer 10	Shift+0

Workplane

Reset Workplane	End
Set Tab Last	Shift+Ctrl+End
Workplane Options	Shift+End
Step Workplane In	Page Up
Tab Next	Shift+Ctrl+Page Up
Workplane Rotate 0 90	Shift+Page Up
Workplane out	Page Down
Set Tap Previous	Shift+Ctrl+Page Dn
Workplane Rotate 2 90	Shift+Page Down
Align Workplane to Geometry	Home
Align Workplane to Selection	Shift+Home
Set Tab First	Shift+Ctrl+Home
Align Workplane to View	Ctrl+Home

Viewport

Fit Items to Viewport	A
Fit Selected Items to Viewport	Shift+A
Fit All And Align	Ctrl+Shift+A
Align Selected	Ctrl+A
Select All	Alt+Shift
Go to Mouse Location in Viewport	G
Zoom Out	←
Zoom Out X2	Shift+←
Zoom In	→
Zoom In X2	Shift+→
Selected Viewport Turntable	/
Align to 3D Viewport	Shift+/
Switch Foreground & Background Items	`
Hide Selected Geometry	H
Unhide Geometry	U
Unhide All	Shift+U
New Mesh Layer	N
Hide Unselected Items	Shift+H
Invert Selection	Ctrl+H
Zoom to Mouse	Ctrl+Alt+Drag Mouse (LMB)
Zoom to Mouse	Scroll Wheel
Pan Viewport	Shift+Alt+Drag Mouse (LMB)
Rotate Viewport	Alt+Drag Mouse (LMB)
Zoom to Area	Ctrl+Alt+ Drag Mouse (RMB)
Load Image	Ctrl+I
Run Micro	Ctrl+Y
Swap Color	S

Selection Modes

Vertex Mode	1
Edge Mode	2
Polygon Mode	3
Material Mode	4
Item Mode	5
Pivot Mode	6
Center Mode	7
Next Selection Mode	Space
Select More	Up arrow
Add More to Selected	Shift+Up Arrow
Select Less	Down Arrow
Add to Less Selected	Shift+Down Arrow
Select Previous Loop	Left Arrow
Add to Previous	Shift+ Left Arrow
Select Next Loop	Right Arrow
Add to Next Loop	Shift+Right Arrow
Add to Current Selection	Shift+Click on Item
Subtracts from Current Selection	Ctrl+Click on Item
Remove Selected	Backspace
Delete Selected	Delete
Invert Selection	/
Select All Connected Geometry	
Select Between	Shift+G
Group Selection	Ctrl+G
Select Ring	Alt+L
Select Through Mode (on/off)	;

Mouse Select

Select	Left Mouse Button
Lasso Select	Right Mouse Button
Select Through	Middle Mouse Button

Geometry Tools

Bevel Edge Tool	B
Bevel Polygon Tool	Shift+B
Sketch Extrude	Alt+B
Convert Selected Poly to Verts	Ctrl+B
Extrude	X
Edge Slice Tool	C
Poly Knife	Shift+C
Loop Slice	Alt+C
Extend Edge	Z
Element Move Tool	T
Convert Poly to Triple	Shift+T
Transform	Y
Flex	Shift+Y
Bend	Ctrl+E
Smooth	Shift+S
Edge Spin	V
Spin Quads	Alt+V
Mirror	Shift+V
Loop Slice	Alt+C
Flip Poly Normals	F
Reduce Scale of Handles	-
Increase Scale of Handles	=
Reset Tool(Component Mode)	Ctrl+D
Repeat last Command	Alt+R
Axis Rotate	Shift+Alt+E
Transform/Rotate	E
Bend	Ctrl+E
Pivot	Alt+E
Activate Move Tool	W
Scale Tool	R
Uniform Scale	Shift+R
Drop Current Tool	Q
Smooth Mesh	Tab
Subdivide Polygons	Shift+D
Make Polygons from Verts	Ctrl+B
Create Polygon Face	P
Close Curve	Ctrl+P
Lock Selected Geometry	L
Unlock All Geometry	I
Mirror	Shift+V
Sketch Extrude	Alt+B
Radial Sweep	Shift+L
Collapse	Ctrl+Delete
Grow Quads	Shift+Q
Vertex Morph Map	Shift+M

F-Key Commands and Properties

Help Mode (On/Off)	F1
201 Default Layout	Alt-F1
Tools	F2
Deformers False	Shift+F2
Restores Model	Alt+F2
Sculpt	F3
Deformers True	Shift+F3
Restore Render	Alt+F3
Animate	F4
History	F5
Run Script	Shift+F5
Presets	F6
Graph Edit	F7
Preview	F8
Render	F9
Render Select	Shift+F9
Render Visable	Ctrl+F9
Render View	Shift+F10
Save Config	Alt+12

Keypad Functions/Views

Maximize Selected Viewports	0 on Keypad
Go to Top View	1 on Keypad
Go to Bottom View	Shift+ 1 on KP
Go to Front View	2 on Keypad
Go to Back View	Shift+2 on KP
Go to Right View	3 on Keypad
Go to Left View	Shift+3 on KP
Shaded View	4 on Keypad
Textured View	5 on Keypad
Reflection View	6 on Keypad
Wireframe	7 on Keypad
Sketch View	8 on Keypad
Vertex View	9 on Keypad
Perspective	. on Keypad
Increase Subdivision Level	+ on Keypad
Decrease Subdivision Level	= on Keypad
Smoothing	- on Keypad
Workplane	* on Keypad
Show Wireframe	/ on Keypad
Show Wire Color	Ctrl+/ on KP
Show Wire Uniform	Shift+/ on KP

