

# Blender 3.6

## Keyboard Shortcuts and Mouse Actions

### Window

<b>Command</b>	<b>Description</b>
.....	Quick Favorites
.....	View Online Manual
.....	Rename Active Item
.....	Search Menu
.....	File Context Menu
.....	Fallback Tool Pie Menu
.....	New File
.....	Open
.....	Quit Blender
.....	Save Blender File
.....	Batch Rename
.....	Toolbar
.....	File Browser
.....	Movie Clip Editor
.....	Node Editor
.....	Python Console
.....	3D Viewport
.....	Graph Editor
.....	Properties
.....	Video Sequencer
.....	Outliner
.....	UV/Image Editor
.....	Text Editor
.....	Dope Sheet
.....	Open Recent
.....	Save As

### Screen

<b>Command</b>	<b>Description</b>
.....	Execute File Window
.....	Cancel File Load
.....	Cancel Render View
.....	Redo Last
.....	Show/Hide Render View
.....	Render
.....	Execute File Window
.....	Cycle Space Context – Next
.....	Toggle Maximize Area
.....	Undo Catalog Edits
.....	Undo
.....	Play Rendered Animation

### Command

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### Description

Render – Animation
Cycle Workspace – Prev
Cycle Workspace – Next
Toggle Maximize Area
Toggle Quad View
Repeat Last
Cycle Space Context – Prev
Redo Catalog Edits
Redo

### 3D View

#### Command

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#### Description

Orientation
Pivot Point
Local View
Box Select – Set
Circle Select – Set
Move
Rotate
Resize
Set Tool by Name – Select Box
Empty Cycle
Shading
View
Frame Camera Bounds
View Lock Center
Frame All
View Camera
View Axis – Front
View Orbit – Down
View Axis – Right
View Orbit – Left
View Perspective/Orthographic
View Orbit – Right
View Axis – Top
View Orbit – Up
View Orbit – Right
Zoom View +1
Zoom View -1
Local View
Frame Selected
Local View
Remove from Local View

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Clipping Region	.....	Rotate View
.....	Toggle X-Ray	.....	Zoom View -1
.....	Remove from Local View	.....	Zoom View +1
⌘ .....	Zoom View -1	.....	Rotate View
⌘ .....	Zoom View +1	.....	Select – Enumerate
.....	Skin Resize	.....	Center View to Mouse
.....	Set Render Region	.....	View Axis – Top
.....	Copy Objects	.....	View Axis – Bottom
.....	Mirror	.....	View Axis – Right
.....	Paste Objects	.....	View Axis – Left
.....	Context Toggle	.....	Select – Object Center
.....	Frame All	.....	Lasso Select – Add
.....	Set Active Object as Camera	.....	Zoom View 0
.....	View Axis – Back	.....	Select – Center Enumerate
⌘ .....	Pan View Direction – Down	.....	Select (Toggle) – Toggle
.....	View Axis – Left	.....	Set 3D Cursor
⌘ .....	Pan View Direction – Left	.....	Move
⌘ .....	Pan View Direction – Right	.....	Pan View
.....	View Axis – Bottom	.....	Select (Toggle) – Enumerate Toggle
⌘ .....	Pan View Direction – Up	.....	Select (Toggle) – Center Toggle
.....	Frame Selected	.....	Lasso Select – Sub
.....	Clear Render Region	.....	Dolly View 0
.....	Align Camera to View	.....	Select (Toggle) – Center Enumerate
.....	Context Toggle		Toggle
.....	Zoom to Border		
.....	Frame All – Center		
.....	Snap	.....	Hide Collection 10
.....	Interactive Light Track to Cursor	.....	Hide Collection 1
.....	Bend	.....	Hide Collection 2
.....	Toggle Shading Type – Wireframe	.....	Hide Collection 3
.....	View Navigation (Walk/Fly)	.....	Hide Collection 4
.....	View Axis – Front	.....	Hide Collection 5
.....	View Axis – Right	.....	Hide Collection 6
⌘ .....	View Roll – Left	.....	Hide Collection 7
⌘ .....	View Roll – Right	.....	Hide Collection 8
.....	View Axis – Top	.....	Hide Collection 9
⌘ .....	Dolly View +1	.....	(De)select All – Select
⌘ .....	Dolly View -1	.....	(De)select All – Deselect
.....	To Sphere	.....	Hide Objects
.....	Context Toggle	.....	Insert Keyframe Menu – Default
.....	Snapping – Keep Open	.....	Move to Collection
⌘ .....	Dolly View -1	.....	Context Toggle
⌘ .....	Dolly View +1	.....	Delete – Confirmation required
.....	View Axis – Back	.....	Select Hierarchy – Parent
.....	View Axis – Left	.....	Select Hierarchy – Child
.....	View Axis – Bottom	.....	Delete – No confirmation required
.....	Shear	.....	Object Context Menu
.....	Select – Deselect All	.....	Hide Collection 20
.....	Move	.....	Hide Collection 11

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Hide Collection 12	.....	Proportional Editing Falloff
.....	Hide Collection 13	.....	Delete – Confirmation required
.....	Hide Collection 14	.....	Select Hierarchy – Parent Extend
.....	Hide Collection 15	.....	Select Hierarchy – Child Extend
.....	Hide Collection 16	.....	Delete – No confirmation required
.....	Hide Collection 17	.....	Hide Collection 20 Extend
.....	Hide Collection 18	.....	Hide Collection 11 Extend
.....	Hide Collection 19	.....	Hide Collection 12 Extend
.....	(De)select All – Deselect	.....	Hide Collection 13 Extend
.....	Duplicate Linked	.....	Hide Collection 14 Extend
.....	Clear Location	.....	Hide Collection 15 Extend
.....	Show Hidden Objects	.....	Hide Collection 16 Extend
.....	Delete Keyframe – Confirmation required	.....	Hide Collection 17 Extend
.....	Clear Parent	.....	Hide Collection 18 Extend
.....	Clear Rotation	.....	Hide Collection 19 Extend
.....	Clear Scale	.....	Remove Selected from Active Collection
.....	Context Toggle	.....	Add Selected to Active Collection
.....	Subdivision Set 0	.....	Remove from All Collections
.....	Subdivision Set 1	.....	Set Active Keying Set – Default
.....	Subdivision Set 2	.....	Object Context Menu
.....	Subdivision Set 3		
.....	Subdivision Set 4		
.....	Subdivision Set 5		
.....	Apply	.....	Select Mode – Vertex Toggle
.....	Create New Collection	.....	Select Mode – Edge Toggle
.....	Hide Collection	.....	Select Mode – Face Toggle
.....	(De)select All – Invert	.....	(De)select All – Select
.....	Join	.....	(De)select All – Deselect
.....	Link/Transfer Data	.....	Extrude and Move on Normals
.....	Make Parent – Object	.....	Make Edge/Face
.....	Select More	.....	Hide Selected
.....	Select Less	.....	Inset Faces
.....	Remove from Collection	.....	Vertex Connect Path
.....	Hide Collection 10 Extend	.....	Knife Topology Tool
.....	Hide Collection 1 Extend	.....	Select Linked
.....	Hide Collection 2 Extend	.....	Merge
.....	Hide Collection 3 Extend	.....	Context Toggle
.....	Hide Collection 4 Extend	.....	Separate – Selected
.....	Hide Collection 5 Extend	.....	UV Mapping
.....	Hide Collection 6 Extend	.....	Rip
.....	Hide Collection 7 Extend	.....	Delete
.....	Hide Collection 8 Extend	.....	Split
.....	Hide Collection 9 Extend	.....	Delete
.....	Add Object	.....	Call Menu
.....	Duplicate Objects	.....	(De)select All – Deselect
.....	Select Grouped – Children Recursive	.....	Extend Vertices
.....	Hide Objects – Unselected	.....	Extrude
.....	Select Linked – Object Data	.....	Fill
.....	Link to Collection	.....	Reveal Hidden

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
<b>Alt</b> + <b>J</b> .....	Tris to Quads	<b>↑</b> + <b>Ctrl</b> + <b>3</b> .....	Select Mode – Face
<b>Alt</b> + <b>L</b> .....	Point Normals to Target – Coordinates	<b>↑</b> + <b>Ctrl</b> + <b>B</b> .....	Multiple Selection Expand/Contract
<b>Alt</b> + <b>M</b> .....	Split	<b>↑</b> + <b>Ctrl</b> + <b>M</b> .....	Toggle
<b>Alt</b> + <b>N</b> .....	Normals	<b>↑</b> + <b>Ctrl</b> + <b>N</b> .....	Bevel
<b>Alt</b> + <b>O</b> .....	Context Toggle	<b>↑</b> + <b>Ctrl</b> + <b>R</b> .....	Select Mirror
<b>Alt</b> + <b>S</b> .....	Shrink/Fatten	<b>↑</b> + <b>Ctrl</b> + <b>T</b> .....	Recalculate Normals
<b>Alt</b> + <b>V</b> .....	Rip	<b>↑</b> + <b>Ctrl</b> + <b>NP +</b> ↵.....	Offset Edge Slide
<b>Ctrl</b> + <b>1</b> .....	Select Mode – Vertex	<b>↑</b> + <b>Ctrl</b> + <b>NP -</b> ↵.....	Triangulate Faces
<b>Ctrl</b> + <b>2</b> .....	Expand/Contract Toggle	<b>□</b> .....	Select Next Element
<b>Ctrl</b> + <b>3</b> .....	Select Mode – Edge	<b>Alt</b> + <b>□</b> .....	Select Previous Element
<b>Ctrl</b> + <b>B</b> .....	Expand/Contract Toggle	<b>Ctrl</b> + <b>□</b> .....	Call Menu
<b>Ctrl</b> + <b>E</b> .....	Select Mode – Face	<b>Ctrl</b> + <b>C</b> .....	Loop Select
<b>Ctrl</b> + <b>F</b> .....	Expand/Contract Toggle	<b>Ctrl</b> + <b>Alt</b> + <b>□</b> .....	Pick Shortest Path
<b>Ctrl</b> + <b>G</b> .....	Bevel	<b>↑</b> + <b>Alt</b> + <b>□</b> .....	Extrude to Cursor or Add
<b>Ctrl</b> + <b>H</b> .....	Edge	<b>↑</b> + <b>Ctrl</b> + <b>□</b> .....	Edge Ring Select
<b>Ctrl</b> + <b>I</b> .....	Face	<b>↑</b> + <b>Ctrl</b> + <b>C</b> .....	Loop Select – Toggle
<b>Ctrl</b> + <b>L</b> .....	Vertex Groups	<b>↑</b> + <b>Ctrl</b> + <b>Alt</b> + <b>□</b> .....	Pick Shortest Path
<b>Ctrl</b> + <b>P</b> .....	Hooks		Extrude to Cursor or Add
	(De)select All – Invert		Edge Ring Select – Toggle
<b>Ctrl</b> + <b>R</b> .....	Select Linked All		
<b>Ctrl</b> + <b>T</b> .....	Make Vertex Parent – Confirmation required	<b>☒</b> .....	
<b>Ctrl</b> + <b>V</b> .....	Loop Cut and Slide	<b>A</b> .....	Toggle Channel Editability – Protect
<b>Ctrl</b> + <b>X</b> .....	Triangulate Faces	<b>A</b> ⇄.....	Toggle
<b>Ctrl</b> + <b>Delete</b> .....	Vertex	<b>B</b> .....	Select All – Select
<b>Ctrl</b> + <b>NP +</b> ↵.....	Dissolve Selection	<b>X</b> .....	Select All – Deselect
<b>Ctrl</b> + <b>NP -</b> ↵.....	Dissolve Selection	<b>Delete</b> .....	Box Select – Extend
<b>Ctrl</b> + <b>Alt</b> + <b>G</b> .....	Select More	<b>Page Up</b> ↵.....	Delete Channels
<b>↑</b> + <b>1</b> .....	Select Less	<b>Page Down</b> ↵.....	Delete Channels
<b>↑</b> + <b>2</b> .....	Remove from Vertex Group	<b>NP +</b> .....	Move Channels – Up
<b>↑</b> + <b>3</b> .....	Select Mode – Vertex	<b>NP -</b> .....	Move Channels – Down
<b>↑</b> + <b>A</b> .....	Multiple Selection Toggle	<b>NP .</b> .....	Expand Channels – All
<b>↑</b> + <b>D</b> .....	Select Mode – Edge	<b>App</b> .....	Collapse Channels – All
<b>↑</b> + <b>E</b> .....	Multiple Selection Toggle	<b>Alt</b> + <b>A</b> .....	Frame Selected Channels
<b>↑</b> + <b>G</b> .....	Select Mode – Face	<b>Alt</b> + <b>W</b> .....	Dope Sheet Channel Context Menu
<b>↑</b> + <b>H</b> .....	Multiple Selection Toggle	<b>Ctrl</b> + <b>F</b> .....	Select All – Deselect
<b>↑</b> + <b>K</b> .....	Add Mesh	<b>Ctrl</b> + <b>G</b> .....	Disable Channel Setting – Protect
<b>↑</b> + <b>L</b> .....	Add Duplicate	<b>Ctrl</b> + <b>I</b> .....	Disable
<b>↑</b> + <b>N</b> .....	Edge Crease	<b>Ctrl</b> + <b>NP +</b> .....	Filter Channels
<b>↑</b> + <b>O</b> .....	Select Similar	<b>Ctrl</b> + <b>NP -</b> .....	Group Channels
<b>↑</b> + <b>V</b> .....	Hide Selected – Unselected	<b>Ctrl</b> + <b>Alt</b> + <b>G</b> .....	Select All – Invert
<b>↑</b> + <b>Ctrl</b> + <b>1</b> .....	Knife Topology Tool	<b>↑</b> + <b>W</b> .....	Expand Channels
	Select Linked	<b>↑</b> + <b>Page Up</b> .....	Collapse Channels
<b>↑</b> + <b>Ctrl</b> + <b>2</b> .....	Recalculate Normals	<b>↑</b> + <b>Page Down</b> .....	Ungroup Channels
	Proportional Editing Falloff	<b>↑</b> + <b>Ctrl</b> + <b>W</b> .....	Toggle Channel Setting – Protect
	Vertex Slide	<b>□</b> .....	Toggle
	Select Mode – Vertex	<b>□</b> .....	Move Channels – Top
	Multiple Selection Expand/Contract		Move Channels – Bottom
	Toggle		Enable Channel Setting – Protect
	Select Mode – Edge		Enable
	Multiple Selection Expand/Contract		Mouse Click on Channels
	Toggle		Box Select

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
	Rename Channels		Toggle Lock Selection
	Select Channel Keyframes		Context Toggle
	Dope Sheet Channel Context Menu		Rotate
+	Frame Channel Under Cursor		Resize
+	Mouse Click on Channels – Extend		Delete Track – Confirmation required
+	Box Select – Extend		Delete Track – Confirmation required
+	Mouse Click on Channels – Extend Range		Frame All
+	Box Select – Extend		View Zoom Ratio 1.00
+	Select Channel Keyframes – Extend		View Zoom Ratio 0.50
+	Mouse Click on Channels		View Zoom Ratio 0.25
			View Zoom Ratio 0.12
			Zoom In
			Zoom Out
			Frame Selected
			Context Menu
		+	(De)select All – Deselect
		+	Context Toggle
		+	Hide Tracks Clear
		+	Delete Keyframe
		+	Lock Tracks – Unlock
		+	Context Toggle
		+	Clear Track Path – Remained
		+	Copy Tracks
		+	(De)select All – Invert
		+	Join Tracks
		+	Lock Tracks – Lock
		+	Paste Tracks
		+	View Zoom Ratio 2.00
		+	View Zoom Ratio 4.00
		+	View Zoom Ratio 8.00
		+	Disable Markers – Toggle
		+	Select Grouped
		+	Hide Tracks – Unselected
		+	Clear Track Path – Upto
		+	Delete Marker – Confirmation required
		+	Delete Marker – Confirmation required
		+	View Zoom Ratio 2.00
		+	View Zoom Ratio 4.00
		+	View Zoom Ratio 8.00
		+	Clear Track Path – All
		+	Jump to Frame – Previous Failed
		+	Jump to Frame – Path Start
		+	Jump to Frame – Path Start
		+	Jump to Frame – Path End
			Change Frame
			Select – Deselect All
			Slide Marker
			Slide Plane Marker

## Graph Editor Generic

<b>Command</b>	<b>Description</b>
	Hide Curves
	Context Toggle – User Interface
+	Reveal Curves
+	Context Set Enum – Dope Sheet
+	Filter Channels
+	Set F-Curve Extrapolation – Constant
+	Hide Curves – Unselected

## Clip

<b>Command</b>	<b>Description</b>
	Context Toggle Values
	Tracking
	Context Toggle – User Interface
	Prefetch Frames
	Context Toggle – Toolbar
	View
+	Open Clip
+	Track Markers – Backwards
+	Track Markers
+	Track Markers – Sequence
+	Marker Settings
+	Solving
+	Reconstruction
+	Track Markers – Sequence Backwards

## Clip Editor

<b>Command</b>	<b>Description</b>
	Pivot Point
	(De)select All – Select
	(De)select All – Deselect
	Box Select – Set
	Circle Select – Set
	Frame All
	Move
	Hide Tracks
	Insert Keyframe

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
	Move		Extrude Forked
	Context Menu		Select Similar – Length
	Pan View		Hide Selected – Unselected
	Zoom Out		Select Linked
	Zoom In		Change Armature Layers
	Add Marker and Slide		Recalculate Roll – Position X
	View Zoom 0.00		Toggle Bone Options
	Lasso Select – Add		Select Hierarchy – Parent Extend
	Select – Extend		Select Hierarchy – Child Extend
	Set 2D Cursor		Select Mirror
	Pan View		Enable Bone Options
	Lasso Select – Sub		Armature Context Menu
<b>Armature</b>			Pick Shortest Path
<b>Command</b>			Extrude to Cursor
	(De)select All – Select	<b>Command</b>	<b>Font</b>
	(De)select All – Deselect	<b>Description</b>	
	Extrude		Delete – Previous or Selection
	Fill Between Joints		Line Break
	Hide Selected		Delete – Next or Selection
	Select Linked		Move Cursor – Line Begin
	Change Bone Layers		Move Cursor – Line End
	Separate Bones – Confirmation required		Move Cursor – Previous Page
	Delete		Move Cursor – Next Page
	Split		Move Cursor – Previous Line
	Select Hierarchy – Parent		Move Cursor – Next Line
	Select Hierarchy – Child		Move Cursor – Previous Character
	Delete		Move Cursor – Next Character
	Armature Context Menu		Text Context Menu
	(De)select All – Deselect		Insert Text – Accent
	Switch Direction		Change Character +1
	Reveal Hidden		Change Character –1
	Clear Parent		Change Spacing –1.00
	Clear Roll		Change Spacing +1.00
	Transform – Bone Envelope		Delete – Previous Word
	Disable Bone Options		Select All
	(De)select All – Invert		Toggle Style – Bold
	Select Linked All		Copy Text
	Make Parent – Connected		Toggle Style – Italic
	Transform – Bone Roll		Toggle Style – Small Caps
	Dissolve Selected Bone(s)		Toggle Style – Underline
	Show All Layers – All		Paste Text
	Dissolve Selected Bone(s)		Cut Text
	Select More		Delete – Next Word
	Select Less		Move Cursor – TEXT_BEGIN
	Align Bones		Move Cursor – TEXT_END
	Scale B-Bone		Move Cursor – Previous Word
	Add Bone		Move Cursor – Next Word
	Duplicate		Delete – Previous or Selection
			Move Select – Line Begin

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
+	Move Select – Line End	+	Grease Pencil Vertex Groups
+  ⌘	Move Select – Previous Page	+	Hide Selected
+  ⌘	Move Select – Next Page	+	(De)select All Strokes – Invert
+  ⌘	Move Select – Previous Line	+	Join Strokes – Join
+  ⌘	Move Select – Next Line	+	Select Linked
+  ⌘	Move Select – Previous Character	+	Mirror
+  ⌘	Move Select – Next Character	+	Paste Strokes – Active
+  +  ⌘	Change Spacing –0.10	+	Dissolve – Points
+  +  ⌘	Change Spacing +0.10	+	Dissolve – Points
+  +	Move Select – TEXT_BEGIN	+  ⌘	Select More
+  +	Move Select – TEXT_END	+  ⌘	Select Less
+  +  ⌘	Move Select – Previous Word	+	Add Grease Pencil – Empty
+  +  ⌘	Move Select – Next Word	+	Duplicate Strokes
	Text Context Menu	+	Transform – Gpencil Opacity
Any +  ⌘	Insert Text	+	Select Grouped – Layer
		+	Hide Layer(s) – Unselected
		+	Insert Blank Frame
		+	Alternated
		+	Proportional Editing Falloff
		+	Context Toggle
		+	Snap
		+	Bend
		+	Delete All Active Frames
		+	Delete All Active Frames
		+  +	Context Toggle
		+  +	To Sphere
		+  +	Interpolate Sequence – Linear
		+  +	Join Strokes – Join Copy
		+  +	Merge Down – Active
		+  +  +	Shear
			Select – Deselect All
			Move
			Call Menu
		+	Select – Entire Strokes
		+	Lasso Select Strokes – Add
		+  +	Lasso Select Strokes – Add
		+	Select (Extend) – Extend Toggle
		+  +	Select (Extend) – Entire Strokes
		+  +	Extend
		+  +  +	Lasso Select Strokes – Sub
		+  +  +	Lasso Select Strokes – Sub

## Grease Pencil Stroke Edit Mode

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
1	Select Mode Toggle – Points	+	Proportional Editing Falloff
2	Select Mode Toggle – Strokes	+	Context Toggle
3	Select Mode Toggle – Points in Between	+	Snap
A	(De)select All Strokes – Select	+	Bend
A ↓	(De)select All Strokes – Deselect	+	Delete All Active Frames
B	Box Select – Set	+	Delete All Active Frames
C	Circle Select – Set	+  +	Context Toggle
E	Extrude Stroke Points	+  +	To Sphere
F	Set Cyclical State – Close	+  +	Interpolate Sequence – Linear
G	Move	+  +	Join Strokes – Join Copy
H	Hide Layer(s)	+  +	Merge Down – Active
I	Animation	+  +  +	Shear
L	Select Linked		Select – Deselect All
M	Move to Layer		Move
O	Context Toggle		Call Menu
P	Separate Strokes – Point	+	Select – Entire Strokes
R	Rotate	+	Lasso Select Strokes – Add
S	Resize	+  +	Lasso Select Strokes – Add
U	Context Toggle	+	Select (Extend) – Extend Toggle
V	Split Strokes	+  +	Select (Extend) – Entire Strokes
X	Delete	+  +	Extend
Y	Change Active Layer	+  +  +	Lasso Select Strokes – Sub
Delete	Delete	+  +  +	Lasso Select Strokes – Sub
NP *	Isolate Layer		
App	Call Menu		
Alt + A	(De)select All Strokes – Deselect	⌘	Delete – Previous Character
Alt + H	Show All Layers	⌘	Indent or Autocomplete
Alt + O	Context Toggle	⌘	Console Execute
Alt + S	Transform – Gpencil Shrinkfatten	⌘	Delete – Next Character
Ctrl + C	Copy Strokes		Move Cursor – Line Begin
Ctrl + E	Grease Pencil Interpolation		Move Cursor – Line End

## Console

<b>Command</b>	<b>Description</b>
⌘	Delete – Previous Character
⌘	Indent or Autocomplete
⌘	Console Execute
⌘	Delete – Next Character
	Move Cursor – Line Begin
	Move Cursor – Line End

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
	History Cycle – Reverse		Separate – Confirmation required
	History Cycle		Set Handle Type – Automatic
	Move Cursor – Previous Character		Delete
	Move Cursor – Next Character		Split
	Console Execute		Delete
	Console Context Menu		Curve Context Menu
	Delete – Previous Word		(De)select All – Deselect
	Insert		Toggle Cyclic – Cyclic U
	Copy to Clipboard		Reveal Hidden
	Paste from Clipboard		Context Toggle
	Delete – Next Word		Transform – Curve Shrinkfatten
	Move Cursor – Previous Word		Clear Tilt
	Move Cursor – Next Word		Hooks
	Context Int Cycle		(De)select All – Invert
	Context Int Cycle – Reverse		Select Linked All
	Delete – Previous Character		Make Vertex Parent – Confirmation required
	Unindent		Tilt 0.00
	Clear Line		Dissolve Vertices
	Clear Line		Dissolve Vertices
	Copy to Clipboard (as Script)		Select More
	Set Selection		Select Less
	Select Word		Add Curve
	Console Context Menu		Add Duplicate
	Context Int Cycle		Select Similar – Weight
	Context Int Cycle – Reverse		Hide Selected – Unselected
	Insert		Select Linked
			Recalculate Handles
			Proportional Editing Falloff
			Select Control Point Row
			Curve Context Menu
			Pick Shortest Path
			Extrude to Cursor or Add

## Image Generic

<b>Command</b>	<b>Description</b>
	Cycle Render Slot
	Context Toggle – User Interface
	Context Toggle – Toolbar
	View
	Cycle Render Slot – Reverse
	New Image
	Open Image
	Reload Image
	Save Image
	Open Cached Render
	Save As Image

## Curve

<b>Command</b>	<b>Description</b>
	(De)select All – Select
	(De)select All – Deselect
	Extrude Curve and Move
	Make Segment
	Hide Selected
	Select Linked
	Context Toggle

## Image

<b>Command</b>	<b>Description</b>
	Set Object Mode – Edit Toggle
	Pivot Point
	Context Set 0
	Context Set 1
	Context Set 2
	Context Set 3
	Context Set 4
	Context Set 5
	Context Set 6
	Context Set 7
	Context Set 8
	Frame All
	View Zoom Ratio 1.00
	View Zoom Ratio 0.50

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
NP 4	View Zoom Ratio 0.25	↑ + X	Delete Knot
NP 8	View Zoom Ratio 0.12	↑ + Delete	Delete Knot
NP + ⌘	Zoom In	↑ + Alt + T	Clear Track Path – All
NP - ⌘	Zoom Out	U	Select
NP .	View Center	U	Move
App	Mask Context Menu	↑ + U	Select – Extend
Ctrl + B	Render Region	↑ + C	Change Frame
Ctrl + ⌄	Context Toggle		
Ctrl + NP 2	View Zoom Ratio 2.00		
Ctrl + NP 4	View Zoom Ratio 4.00		
Ctrl + NP 8	View Zoom Ratio 8.00		
Ctrl + Alt + B	Clear Render Region		
↑ + B	Zoom to Border		
↑ + C	Cursor To Center View		
↑ + Home	Frame All		
↑ + NP 2	View Zoom Ratio 2.00		
↑ + NP 4	View Zoom Ratio 4.00		
↑ + NP 8	View Zoom Ratio 8.00		
↑ + Alt + Z	Context Toggle		
U	Change Frame 0		
C	Sample Color	A	Select All – Select
C	Mask Context Menu	A ⇤	Select All – Deselect
O	Pan View	B	Box Select – Set
⋮	Zoom Out	C	Circle Select – Set
⋮	Zoom In	E	Transform – Time Extend
Ctrl + C	Set Curves Point Black Point 1	G	Transform – Time Translate
Ctrl + O	Zoom View 0.00	I	Insert Keyframes – All
↑ + C	Set Curves Point White Point 1	K	Select All – Keys
↑ + O	Pan View	L	Select Linked
		M	Add Time Marker
		O	Context Toggle
		R	Set Keyframe Type – Keyframe
		S	Transform – Time Scale
		T	Set Keyframe Interpolation – Constant
		V	Set Keyframe Handle Type – Free
		X	Delete
		⋮	View
		{}	Select Left/Right – Left
		}	Select Left/Right – Right
		Delete	Delete Keyframes – No confirmation required
		Home	Frame All
		NP 0	Go to Current Frame
		NP .	Frame Selected
		App	Dope Sheet Context Menu
		Alt + A	Select All – Deselect
		Alt + B	Box Select – Set
		Alt + K	Select All – Markers Between
		Ctrl + B	Bind Camera to Markers

## File Browser Buttons

<b>Command</b>	<b>Description</b>
NP + ⌘	Increment Number in Filename +1
NP - ⌘	Increment Number in Filename -1
Ctrl + NP + ⌘	Increment Number in Filename +100
Ctrl + NP - ⌘	Increment Number in Filename -100
↑ + NP + ⌘	Increment Number in Filename +10
↑ + NP - ⌘	Increment Number in Filename -10

## Dopesheet

<b>Command</b>	<b>Description</b>
⤠	Toggle Channel Editability – Protect
A	Select All – Select
A ⇤	Select All – Deselect
B	Box Select – Set
C	Circle Select – Set
E	Transform – Time Extend
G	Transform – Time Translate
I	Insert Keyframes – All
K	Select All – Keys
L	Select Linked
M	Add Time Marker
O	Context Toggle
R	Set Keyframe Type – Keyframe
S	Transform – Time Scale
T	Set Keyframe Interpolation – Constant
V	Set Keyframe Handle Type – Free
X	Delete
⋮	View
{}	Select Left/Right – Left
}	Select Left/Right – Right
Delete	Delete Keyframes – No confirmation required
Home	Frame All
NP 0	Go to Current Frame
NP .	Frame Selected
App	Dope Sheet Context Menu
Alt + A	Select All – Deselect
Alt + B	Box Select – Set
Alt + K	Select All – Markers Between
Ctrl + B	Bind Camera to Markers

## Clip Graph Editor

<b>Command</b>	<b>Description</b>
A	(De)select All Markers – Select
A ⇤	(De)select All Markers – Deselect
B	Box Select – Extend
G	Move
L	Context Toggle
R	Rotate
S	Resize
X	Delete Curve – Confirmation required
	Delete Curve – Confirmation required
Delete	Delete Curve – Confirmation required
Home	Frame All
NP 0	Center Current Frame
Alt + A	(De)select All Markers – Deselect
Alt + T	Clear Track Path – Remained
Ctrl + I	(De)select All Markers – Invert
↑ + D	Disable Markers – Toggle
↑ + T	Clear Track Path – Upto

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Copy Keyframes	.....	Walk Select/Deselect File – Up
.....	Set Keyframe Easing Type – Auto	⌘ .....	Extend
.....	Filter Channels	⌘ .....	Walk Select/Deselect File – Down
.....	Jump to Keyframes	⌘ .....	Extend
.....	Select All – Invert	⌘ .....	Walk Select/Deselect File – Left
.....	Select All – Current Frame	⌘ .....	Extend
.....	Mirror Keys – Current Frame	⌘ .....	Walk Select/Deselect File – Right
.....	Paste Keyframes	⌘ .....	Extend
⌘ .....	Select More	⌘ .....	Walk Select/Deselect File – Up
⌘ .....	Select Less	⌘ .....	Extend Fill
.....	Set Preview Range to Selected	⌘ .....	Walk Select/Deselect File – Down
.....	Duplicate	⌘ .....	Extend Fill
.....	Set F-Curve Extrapolation – Constant	.....	Walk Select/Deselect File – Left
.....	Select All – Markers Column	.....	Extend Fill
.....	Proportional Editing Falloff	.....	Walk Select/Deselect File – Right
.....	Snap	.....	Extend Fill
.....	Transform – Time Slide	.....	Select – Deselect All
.....	Sample Keyframes	.....	Box Select – Set
.....	Paste Keyframes	.....	Apply Pose Asset
.....	Select Keyframes – Deselect All	.....	Select – Open Deselect All
.....	Box Select – Set	.....	Execute File
.....	Transform – Time Translate	.....	Assets Context Menu
.....	Dope Sheet Context Menu	.....	Previous Folder
.....	Select Keyframes – Column	.....	Next Folder
.....	Select Left/Right – Check	.....	Select – Extend
.....	Box Select – Sub	.....	Box Select – Sub
.....	Lasso Select – Add	.....	Select – Extend Fill
.....	Select Keyframes – Channel	.....	Box Select – Add
.....	Select Keyframes – Extend	.....	Sort from Column
.....	Box Select – Add	.....	Highlight File
.....	Change Frame 0.00		
.....	Select Keyframes – Column Extend		
.....	Select Left/Right – Check Extend		
.....	Lasso Select – Sub		
.....	Select Keyframes – Channel Extend		

## File Browser Main

<b>Command</b>	<b>Description</b>
.....	(De)select All Files – Select
.....	(De)select All Files – Deselect
.....	Box Select – Set
.....	Walk Select/Deselect File – Up
.....	Walk Select/Deselect File – Down
.....	Walk Select/Deselect File – Left
.....	Walk Select/Deselect File – Right
.....	Frame Selected
.....	Assets Context Menu
.....	(De)select All Files – Deselect
.....	(De)select All Files – Invert

## Text Generic

<b>Command</b>	<b>Description</b>
.....	Find
.....	Find & Set Selection
.....	Replace
.....	Jump
.....	Context Toggle – User Interface

## Graph Editor

<b>Command</b>	<b>Description</b>
.....	Toggle Channel Editability – Protect Toggle
.....	Pivot Point
.....	Select All – Select
.....	Select All – Deselect
.....	Box Select – Set
.....	Circle Select – Set
.....	Transform – Time Extend
.....	Move
.....	Insert Keyframes – All
.....	Select All – Keys
.....	Select Linked
.....	Add Time Marker

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
O.....	Context Toggle	Ctrl + C.....	Click-Insert Keyframes
R.....	Rotate	Ctrl + L.....	Lasso Select – Add
S.....	Resize	Ctrl + Alt + L.....	Select Keyframes – Curves
T.....	Set Keyframe Interpolation – Constant	↑ + L.....	Select Keyframes – Extend
V.....	Set Keyframe Handle Type – Free	↑ + L.....	Box Select – Add
X.....	Delete	↑ + L.....	Set Cursor
\.....	View	↑ + Alt + L.....	Select Keyframes – Column Extend
{.....	Select Left/Right – Left	↑ + Ctrl + L.....	Select Left/Right – Check Extend
}.....	Select Left/Right – Right	↑ + Ctrl + L.....	Click-Insert Keyframes – Extend
Delete.....	Delete Keyframes – No confirmation required	↑ + Ctrl + L.....	Lasso Select – Sub
Home.....	Frame All	↑ + Ctrl + Alt + L.....	Select Keyframes – Curves Extend
↑ ⌘.....	Jump to Keyframe – Next		
↓ ⌘.....	Jump to Keyframe		
NP 0.....	Go to Current Frame	P.....	Set Preview Range
NP .....	Frame Selected	Alt + P.....	Clear Preview Range
App.....	F-Curve Context Menu	Ctrl + T.....	Context Toggle
Alt + A.....	Select All – Deselect	Ctrl + Home.....	Set Start Frame
Alt + B.....	Box Select – Set	Ctrl + End.....	Set End Frame
Alt + C.....	Bake Curve – Confirmation required		
Alt + D.....	Blend		
Alt + K.....	Select All – Markers Between		
Alt + O.....	Smooth Keys		
Alt + S.....	Smooth		
Ctrl + C.....	Copy Keyframes		
Ctrl + E.....	Set Keyframe Easing Type – Auto		
Ctrl + G.....	Jump to Keyframes		
Ctrl + H.....	Context Toggle		
Ctrl + I.....	Select All – Invert		
Ctrl + K.....	Select All – Current Frame		
Ctrl + M.....	Mirror Keys – Current Frame		
Ctrl + V.....	Paste Keyframes		
Ctrl + NP + ⌘.....	Select More		
Ctrl + NP - ⌘.....	Select Less		
Ctrl + Alt + P.....	Set Preview Range to Selected		
↑ + D.....	Duplicate		
↑ + K.....	Select All – Markers Column		
↑ + O.....	Proportional Editing Falloff		
↑ + S.....	Snap		
↑ + Alt + O.....	Sample Keyframes	E.....	Context Enum Menu
↑ + Ctrl + M.....	Add F-Curve Modifier – Null	F.....	Radial Control – Brush Size
↑ + Ctrl + V.....	Paste Keyframes	M.....	Context Toggle
⋮.....	Select Keyframes – Deselect All	S.....	Sample Color
⋮.....	Box Select – Set	X.....	Swap Colors
⋮.....	Move	{ ⌘.....	Scale Sculpt/Paint Brush Size 0.90
⋮.....	F-Curve Context Menu	} ⌘.....	Scale Sculpt/Paint Brush Size 1.11
Alt + ⌘.....	Select Keyframes – Column	App.....	Texture Paint Context Menu – Keep Open
Ctrl + ⌘.....	Select Left/Right – Check	Ctrl + F.....	Radial Control – Texture Angle
Ctrl + ⌘.....	Box Select – Sub	Ctrl + Alt + F.....	Radial Control – Mask Texture Angle

## Animation

<b>Command</b>	<b>Description</b>
P.....	Set Preview Range
Alt + P.....	Clear Preview Range
Ctrl + T.....	Context Toggle
Ctrl + Home.....	Set Start Frame
Ctrl + End.....	Set End Frame

## Frames

<b>Command</b>	<b>Description</b>
.....	Play Animation
Esc.....	Cancel Animation
↑ ⌘.....	Jump to Keyframe – Next
↓ ⌘.....	Jump to Keyframe
← ⌘.....	Frame Offset –1
→ ⌘.....	Frame Offset +1
▶.....	Play Animation
■.....	Cancel Animation
◀.....	Jump to Keyframe
▶▶.....	Jump to Keyframe – Next
↑ + ← ⌘.....	Jump to Endpoint
↑ + → ⌘.....	Jump to Endpoint – End
↑ + Ctrl + ⌘.....	Play Animation – Reverse
Alt + ⌘.....	Frame Offset –1
Alt + ⌘.....	Frame Offset +1

## Image Paint

<b>Command</b>	<b>Description</b>
E.....	Context Enum Menu
F.....	Radial Control – Brush Size
M.....	Context Toggle
S.....	Sample Color
X.....	Swap Colors
{ ⌘.....	Scale Sculpt/Paint Brush Size 0.90
} ⌘.....	Scale Sculpt/Paint Brush Size 1.11
App.....	Texture Paint Context Menu – Keep Open
Ctrl + F.....	Radial Control – Texture Angle
Ctrl + Alt + F.....	Radial Control – Mask Texture Angle

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
+ F	Radial Control		Delete Selected Files
+ S	Context Toggle	F2	Rename File or Directory
	Image Paint – Normal	NP + ⌘	Increment Number in Filename +1
	Grab Clone	NP - ⌘	Increment Number in Filename -1
	Stencil Brush Control – Translation	App	Files Context Menu
	Primary	Alt +	Parent Directory
	Texture Paint Context Menu – Keep Open	Alt +	Previous Folder
	Stencil Brush Control – Translation	Alt +	Next Folder
	Secondary	Ctrl + B	Add Bookmark
	Image Paint – Invert	Ctrl + F	Filter
	Stencil Brush Control – Rotation	Ctrl + L	Edit Directory Path
	Primary	Ctrl + NP + ⌘	Increment Number in Filename +100
	Stencil Brush Control – Rotation	Ctrl + NP - ⌘	Increment Number in Filename -100
	Secondary	+	Next Folder
	Stencil Brush Control – Scale	+ NP + ⌘	Increment Number in Filename +10
	Primary	+ NP - ⌘	Increment Number in Filename -10
	Stencil Brush Control – Scale		Select
	Secondary		Files Context Menu

## Metaball

<b>Command</b>	<b>Description</b>
	(De)select All – Select
↴	(De)select All – Deselect
	Hide Selected
	Context Toggle
	Delete – Confirmation required
	Delete – Confirmation required
	Metaball Context Menu
+	(De)select All – Deselect
+	Reveal Hidden
+	Context Toggle
+	(De)select All – Invert
+	Add Metaball – Ball
+	Duplicate
+	Select Similar – Type
+	Hide Selected – Unselected
+	Proportional Editing Falloff
	Metaball Context Menu

## File Browser

<b>Command</b>	<b>Description</b>
	Previous Folder
	Context Toggle
	Create New Directory – No confirmation required
	Context Toggle
	Parent Directory
	Refresh File List
	Refresh Asset Library
	Context Toggle – Toolbar
	Delete Selected Files
	View

## Markers

<b>Command</b>	<b>Description</b>
	(De)select all Markers – Select
↴	(De)select all Markers – Deselect
	Marker Box Select – Set
	Move Time Marker
	Add Time Marker
	Delete Markers – Confirmation required
	Delete Markers – No confirmation required
	Rename Marker
+	(De)select all Markers – Deselect
+	Bind Camera to Markers
+	(De)select all Markers – Invert
+	Duplicate Time Marker
	Select Time Marker
	Move Time Marker
	Marker Box Select – Set
+	Select Time Marker – Camera
+	Select Time Marker – Extend
+  +	Select Time Marker – Camera Extend

## UV Editor

<b>Command</b>	<b>Description</b>
1	Select Mode – Vertex Toggle
1	UV Select Mode – Vertex
2	Select Mode – Edge Toggle
2	UV Select Mode – Edge
3	Select Mode – Face Toggle
3	UV Select Mode – Face

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
4 .....	Select Mode – Vertex Toggle	↑ + S .....	Snap
4 .....	UV Select Mode – Island	↑ + W .....	Align
A .....	(De)select All – Select	↑ + Alt + Z .....	Context Toggle
A ↓ .....	(De)select All – Deselect	↑ + Ctrl + ↵ .....	Context Enum Menu
B .....	Box Select – Set	↑ + Ctrl + 1 .....	Select Mode – Vertex
C .....	Circle Select – Set	↑ + Ctrl + 2 .....	Multiple Selection Expand/Contract Toggle
G .....	Move	↑ + Ctrl + 3 .....	Select Mode – Edge
H .....	Hide Selected	↑ + Ctrl + Alt + S .....	Multiple Selection Expand/Contract Toggle
L .....	Select Linked Pick – Extend	↓ .....	Select Mode – Face
M .....	Merge	↓ .....	Multiple Selection Expand/Contract Toggle
O .....	Context Toggle	↓ .....	Shear
P .....	Pin	Alt + ↓ .....	Select – Deselect All
R .....	Rotate	Ctrl + ↓ .....	Move
S .....	Resize	Ctrl + Alt + ↓ .....	UV Context Menu
U .....	Unwrap	Ctrl + Alt + S .....	Loop Select
V .....	UV Rip Move	Ctrl + Alt + T .....	Pick Shortest Path
W .....	Set Tool by Name – Select Box	Ctrl + Alt + U .....	Lasso Select UV – Add
Empty Cycle	Empty Cycle	Ctrl + Alt + V .....	Edge Ring Select
Select Split	Select Split	Ctrl + Alt + W .....	Select (Toggle) – Toggle
UV Context Menu	UV Context Menu	Ctrl + Alt + X .....	Set 2D Cursor
(De)select All – Deselect	(De)select All – Deselect	Ctrl + Alt + Y .....	Move
Reveal Hidden	Reveal Hidden	Ctrl + C .....	Loop Select – Extend
Split	Split	Ctrl + C .....	Pick Shortest Path
Pin	Pin	Ctrl + C .....	Lasso Select UV – Sub
Stitch – Vertex	Stitch – Vertex	Ctrl + C .....	Edge Ring Select – Extend
UV Select Mode	UV Select Mode	Ctrl + C .....	
Select Mode – Vertex	Select Mode – Vertex	Ctrl + C .....	
Expand/Contract Toggle	Expand/Contract Toggle	Ctrl + C .....	
Select Mode – Edge	Select Mode – Edge	Ctrl + C .....	
Expand/Contract Toggle	Expand/Contract Toggle	Ctrl + C .....	
Select Mode – Face	Select Mode – Face	Ctrl + C .....	
Expand/Contract Toggle	Expand/Contract Toggle	Ctrl + C .....	
Box Select – Set	Box Select – Set	Ctrl + C .....	
Mark Seam	Mark Seam	Ctrl + C .....	
(De)select All – Invert	(De)select All – Invert	Ctrl + C .....	
Select Linked	Select Linked	Ctrl + C .....	
Mirror	Mirror	Ctrl + C .....	
Context Toggle	Context Toggle	Ctrl + C .....	
Select More	Select More	Ctrl + C .....	
Select Less	Select Less	Ctrl + C .....	
Context Toggle	Context Toggle	Ctrl + C .....	
Select Mode – Vertex	Select Mode – Vertex	Ctrl + C .....	
Multiple Selection Toggle	Multiple Selection Toggle	Ctrl + C .....	
Select Mode – Edge	Select Mode – Edge	Ctrl + C .....	
Multiple Selection Toggle	Multiple Selection Toggle	Ctrl + C .....	
Select Mode – Face	Select Mode – Face	Ctrl + C .....	
Multiple Selection Toggle	Multiple Selection Toggle	Ctrl + C .....	
Select Similar – PIN	Select Similar – PIN	Ctrl + C .....	
Hide Selected – Unselected	Hide Selected – Unselected	Ctrl + C .....	
Select Linked Pick	Select Linked Pick	Ctrl + C .....	
Proportional Editing Falloff	Proportional Editing Falloff	Ctrl + C .....	
Selected Pinned	Selected Pinned	Ctrl + C .....	
		↓ .....	Show Active
		Alt .....	Toggle Selected – Select
		Alt ↓ .....	Toggle Selected – Deselect
		B .....	Box Select – Set
		C .....	New Collection
		E .....	Disable from View Layer
		H .....	Hide
		I .....	Insert Keyframe – Default
		K .....	Keying Set Add Selected
		M .....	Move to Collection
		X .....	Delete
		~ .....	View
		Delete .....	Delete
		F2 .....	Rename
		Home .....	Show Hierarchy
		Page Up ↵ .....	Scroll Page – Up
		Page Down ↵ .....	Scroll Page – Down
		↑ ↵ .....	Walk Select – Up
		↓ ↵ .....	Walk Select – Down
		← ↵ .....	Walk Select – Left

## Outliner

### Command

### Description

..	Show Active
A .....	Toggle Selected – Select
A ↓ .....	Toggle Selected – Deselect
B .....	Box Select – Set
C .....	New Collection
E .....	Disable from View Layer
H .....	Hide
I .....	Insert Keyframe – Default
K .....	Keying Set Add Selected
M .....	Move to Collection
X .....	Delete
~ .....	View
Delete .....	Delete
F2 .....	Rename
Home .....	Show Hierarchy
Page Up ↵ .....	Scroll Page – Up
Page Down ↵ .....	Scroll Page – Down
↑ ↵ .....	Walk Select – Up
↓ ↵ .....	Walk Select – Down
← ↵ .....	Walk Select – Left

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
→ ↘ .....	Walk Select – Right	Alt + O .....	Context Toggle
NP + .....	Show/Hide One Level – Open	Ctrl + I .....	(De)select All – Invert
NP - .....	Show/Hide One Level	Ctrl + L .....	Select Linked
NP . .....	Show Active	Ctrl + NP + ↘ .....	Select More
Alt + A .....	Toggle Selected – Deselect	Ctrl + NP - ↘ .....	Select Less
Alt + E .....	Enable in View Layer	↑ + O .....	Proportional Editing Falloff
Alt + H .....	Unhide All		
Alt + I .....	Delete Keying – Set Keyframe – Default		
Alt + K .....	Keying Set Remove Selected	F .....	Radial Control
Ctrl + C .....	Outliner ID Data Copy	H .....	Hide Layer(s)
Ctrl + D .....	Add Drivers for Selected	I .....	Animation
Ctrl + I .....	Toggle Selected – Invert	U .....	Change Active Material
Ctrl + V .....	Outliner ID Data Paste	X .....	Delete
Ctrl + Alt + D .....	Delete Drivers for Selected	Y .....	Change Active Layer
↑ + A .....	Expand/Collapse All	{ ↗ .....	Scale Sculpt/Paint Brush Size 0.90
↑ + M .....	Link to Collection	} ↗ .....	Scale Sculpt/Paint Brush Size 1.11
↑ + ↑ ↗ .....	Walk Select – Up Extend	App .....	Draw Context Menu – Keep Open
↑ + ↓ ↗ .....	Walk Select – Down Extend	Alt + H .....	Show All Layers
↑ + ← ↗ .....	Walk Select – Left	Ctrl + E .....	Grease Pencil Interpolation
↑ + → ↗ .....	Walk Select – Right	↑ + F .....	Radial Control – Pen Strength
☰ .....	Select – Deselect All	↑ + H .....	Hide Layer(s) – Unselected
☰ .....	Open/Close	↑ + I .....	Insert Blank Frame
☰ .....	Box Select – Set	↑ + X .....	Delete All Active Frames
☰ .....	Open/Close	↑ + Delete .....	Delete All Active Frames
☰ .....	Drag and Drop	↑ + Ctrl + E .....	Interpolate Sequence – Linear
☰ .....	Rename	↑ + Ctrl + M .....	Merge Down – Active
☰ .....	Context Menu	C .....	Draw Context Menu – Keep Open
Ctrl + U .....	Outliner Context Menu		
Ctrl + U .....	Select – Deselect All Extend		
↑ + U .....	Box Select – Sub	A .....	(De)select All – Select
↑ + U .....	Select – Deselect All Extend Range	A ⇄ .....	(De)select All – Deselect
↑ + U .....	Open/Close – All	B .....	Box Select – Set
↑ + U .....	Box Select – Add	C .....	Circle Select – Set
↑ + U .....	Drag and Drop	G .....	Move
↑ + Ctrl + U .....	Select – Deselect All Extend Range	H .....	Set Restrict View
Any + Ⓛ .....	Extend	I .....	Insert Shape Key
	Update Highlight	L .....	Select Linked
		O .....	Context Toggle
		R .....	Rotate
		S .....	Resize
		V .....	Set Handle Type – Auto
		X .....	Delete – Confirmation required
		Delete .....	Delete – Confirmation required
		Alt + A .....	(De)select All – Deselect
		Alt + C .....	Toggle Cyclic
		Alt + H .....	Clear Restrict View
		Alt + I .....	Clear Shape Key
		Alt + N .....	New Mask

## Curves

<b>Command</b>	<b>Description</b>
1 .....	Set Select Mode – Point
2 .....	Set Select Mode – Curve
A .....	(De)select All – Select
A ⇄ .....	(De)select All – Deselect
O .....	Context Toggle
X .....	Delete
Delete .....	Delete
Alt + 1 .....	CURVES_OT_disable_selection
Alt + 2 .....	CURVES_OT_disable_selection
Alt + A .....	(De)select All – Deselect

## Grease Pencil Stroke Paint Mode

<b>Command</b>	<b>Description</b>
F .....	Radial Control
H .....	Hide Layer(s)
I .....	Animation
U .....	Change Active Material
X .....	Delete
Y .....	Change Active Layer
{ ↗ .....	Scale Sculpt/Paint Brush Size 0.90
} ↗ .....	Scale Sculpt/Paint Brush Size 1.11
App .....	Draw Context Menu – Keep Open
Alt + H .....	Show All Layers
Ctrl + E .....	Grease Pencil Interpolation
↑ + F .....	Radial Control – Pen Strength
↑ + H .....	Hide Layer(s) – Unselected
↑ + I .....	Insert Blank Frame
↑ + X .....	Delete All Active Frames
↑ + Delete .....	Delete All Active Frames
↑ + Ctrl + E .....	Interpolate Sequence – Linear
↑ + Ctrl + M .....	Merge Down – Active
C .....	Draw Context Menu – Keep Open

## Mask Editing

<b>Command</b>	<b>Description</b>
A .....	(De)select All – Select
A ⇄ .....	(De)select All – Deselect
B .....	Box Select – Set
C .....	Circle Select – Set
G .....	Move
H .....	Set Restrict View
I .....	Insert Shape Key
L .....	Select Linked
O .....	Context Toggle
R .....	Rotate
S .....	Resize
V .....	Set Handle Type – Auto
X .....	Delete – Confirmation required
Delete .....	Delete – Confirmation required
Alt + A .....	(De)select All – Deselect
Alt + C .....	Toggle Cyclic
Alt + H .....	Clear Restrict View
Alt + I .....	Clear Shape Key
Alt + N .....	New Mask

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Clear Parent	.....	Hide Collection 20
.....	Transform – Mask Shrinkfatten	.....	Hide Collection 11
.....	Copy Splines	.....	Hide Collection 12
.....	(De)select All – Invert	.....	Hide Collection 13
.....	Select Linked All	.....	Hide Collection 14
.....	Make Parent	.....	Hide Collection 15
.....	Paste Splines	.....	Hide Collection 16
.....	Select More	.....	Hide Collection 17
.....	Select Less	.....	Hide Collection 18
.....	Add Mask	.....	Hide Collection 19
.....	Add Duplicate	.....	(De)select All – Deselect
.....	Set Restrict View – Unselected	.....	Relax Pose to Breakdown 0.50
.....	Select Linked	.....	Flip Quats
.....	Recalculate Handles	.....	Clear Pose Location
.....	Proportional Editing Falloff	.....	Reveal Selected
.....	To Sphere	.....	Delete Keyframe – Confirmation required
.....	Shear	.....	Propagate
.....	Slide Point	.....	Clear Pose Rotation
.....	Slide Spline Curvature	.....	Clear Pose Scale
.....	Move	.....	Disable Bone Options
.....	Add Vertex and Slide	.....	Apply
.....	Select	.....	Copy Pose
.....	Lasso Select – Add	.....	Push Pose from Breakdown 0.50
.....	Select (Toggle) – Toggle	.....	Bone Groups
.....	Set 2D Cursor	.....	(De)select All – Invert
.....	Move	.....	Select Connected
.....	Add Feather Vertex and Slide	.....	Make Parent – Object
.....	Lasso Select – Sub	.....	Set Rotation Mode – Quaternion
<b>Pose</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Hide Collection 10	.....	Show All Layers – All
.....	Hide Collection 1	.....	Clear Pose Constraints
.....	Hide Collection 2	.....	Remove IK
.....	Hide Collection 3	.....	Scale B-Bone
.....	Hide Collection 4	.....	Hide Collection 10 Extend
.....	Hide Collection 5	.....	Hide Collection 1 Extend
.....	Hide Collection 6	.....	Hide Collection 2 Extend
.....	Hide Collection 7	.....	Hide Collection 3 Extend
.....	Hide Collection 8	.....	Hide Collection 4 Extend
.....	Hide Collection 9	.....	Hide Collection 5 Extend
.....	(De)select All – Select	.....	Hide Collection 6 Extend
.....	(De)select All – Deselect	.....	Hide Collection 7 Extend
.....	Hide Selected	.....	Hide Collection 8 Extend
.....	Insert Keyframe Menu – Default	.....	Hide Collection 9 Extend
.....	Select Connected	.....	Pose Breakdowner 0.50
.....	Change Bone Layers	.....	Select Grouped – Layer
.....	Select Hierarchy – Parent	.....	Hide Selected – Unselected
.....	Select Hierarchy – Child	.....	Add IK to Bone
.....	Pose Context Menu	.....	Change Armature Layers
			Select Parent Bone

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
+	Toggle Bone Options		Select Linked Vertices Pick
+ { ↵	Select Hierarchy – Parent Extend	+ A	(De)select All – Deselect
+ } ↵	Select Hierarchy – Child Extend	+ H	Reveal Faces/Vertices
+ Alt + 0	Hide Collection 20 Extend	+ I	(De)select All – Invert
+ Alt + 1	Hide Collection 11 Extend	+ L	Select Linked Vertices
+ Alt + 2	Hide Collection 12 Extend	+ NP +	Select More
+ Alt + 3	Hide Collection 13 Extend	+ NP -	Select Less
+ Alt + 4	Hide Collection 14 Extend	+ H	Vertex Select Hide – Unselected
+ Alt + 5	Hide Collection 15 Extend	+ L	Select Linked Vertices Pick
+ Alt + 6	Hide Collection 16 Extend	+ C	Lasso Select – Add
+ Alt + 7	Hide Collection 17 Extend	+ Ctrl + C	Lasso Select – Sub
+ Alt + 8	Hide Collection 18 Extend		
+ Alt + 9	Hide Collection 19 Extend		
+ Alt + E	Blend to Neighbor 0.50		
+ Ctrl + C	Add Constraint (with Targets)		
+ Ctrl + M	Select Mirror		
+ Ctrl + V	Paste Pose		
+ Ctrl + W	Enable Bone Options		
+ Ctrl + Alt + I	Set Active Keying Set – Default		
	Pose Context Menu		

## Grease Pencil Stroke Weight Mode

<b>Command</b>	<b>Description</b>
D	Weight Paint Toggle Direction
F	Radial Control
I	Animation
Y	Change Active Layer
{ ↵	Scale Sculpt/Paint Brush Size 0.90
} ↵	Scale Sculpt/Paint Brush Size 1.11
App	Weight Paint Context Menu – Keep Open
Ctrl + F	Radial Control
+ F	Radial Control
+ I	Insert Blank Frame
+ Q	Context Toggle
+ X	Delete All Active Frames
+ Delete	Delete All Active Frames
+ Alt + Q	Context Toggle
+ Ctrl + M	Merge Down – Active
	Weight Paint Context Menu – Keep Open
Ctrl + O	Select
Ctrl + C	Weight Paint Sample Weight

## Paint Vertex Selection (Weight, Vertex)

<b>Command</b>	<b>Description</b>
A	(De)select All – Select
A ⇄	(De)select All – Deselect
B	Box Select – Set
C	Circle Select – Set
H	Vertex Select Hide

## SequencerCommon

<b>Command</b>	<b>Description</b>
N	Context Toggle – User Interface
T	Context Toggle – Toolbar
W	Set Tool by Name – Select Box
Empty Cycle	Empty Cycle
Ctrl + ↪	Context Toggle Values
Ctrl + R	Refresh Sequencer
+ O	Context Toggle

## Paint Curve

<b>Command</b>	<b>Description</b>
↶	Draw Curve
A	Select Paint Curve Point – Toggle
G	Move
R	Rotate
S	Resize
X	Remove Paint Curve Point
Delete	Remove Paint Curve Point
NP ↶	Draw Curve
↶	Select Paint Curve Point
↶	Move
↶	Slide Paint Curve Point
Ctrl + C	Add Curve Point and Slide
↶	Select Paint Curve Point – Extend
↶	Slide Paint Curve Point
+ Ctrl + C	Place Cursor

## Info

<b>Command</b>	<b>Description</b>
A	(De)select All – Select
A ⇄	(De)select All – Deselect
B	Box Select – Set
R	Replay Operators
X	Delete Reports
Delete	Delete Reports
App	Info Context Menu
Alt + A	(De)select All – Deselect
Ctrl + C	Copy Reports to Clipboard

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	(De)select All – Invert	.....	Jump to Strip – Center Next
.....	Select Report	.....	Jump to Strip – Center
.....	Box Select – Set	.....	Swap Strip – Left
.....	Info Context Menu	.....	Swap Strip – Right
.....	Select Report – Extend	.....	Box Select – Set
<b>Sequencer</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Remove Gaps	.....	(De)select All – Invert
.....	Toggle Meta Strip	.....	Select Linked
.....	Split Multicam 10	.....	Paste
.....	Split Multicam 1	.....	Select More
.....	Split Multicam 2	.....	Select Less
.....	Split Multicam 3	.....	UnMeta Strip
.....	Split Multicam 4	.....	Unlock Strips
.....	Split Multicam 5	.....	Remove Gaps – All
.....	Split Multicam 6	.....	Context Toggle
.....	Split Multicam 7	.....	Insert Gaps
.....	Split Multicam 8	.....	Add Sequencer
.....	Split Multicam 9	.....	Duplicate Strips
.....	(De)select All – Select	.....	Select Grouped – Type
.....	(De)select All – Deselect	.....	Mute Strips – Unselected
.....	Box Select – Set	.....	Split Strips – Mouse Hard
.....	Change	.....	Select Pick Linked – Extend
.....	Transform – Time Extend	.....	Snap Strips to the Current Frame 0
.....	Sequence Slide	.....	Unmute Strips – Unselected
.....	Mute Strips	.....	Reload Strips
.....	Split Strips – Mouse Soft	.....	Context Toggle
.....	Select Pick Linked	.....	Paste
.....	Add Time Marker	.....	Select – Deselect All
.....	Context Set 0	.....	Box Select – Set
.....	Reassign Inputs	.....	Sequence Slide
.....	Slip Strips	.....	Sequencer Context Menu
.....	Delete Strips	.....	Select – Linked Handle
.....	Separate Images	.....	Select – Linked Time Side Of Frame
.....	View	.....	Box Select – Sub
.....	Select Side of Frame – Left	.....	Select (Toggle) – Toggle
.....	Select Side of Frame – Right	.....	Box Select – Add
.....	Delete Strips	.....	Select (Extend) – Linked Handle
.....	Frame All	.....	Select (Extend) – Linked Time
&lt; .....	Jump to Strip – Next		Side Of Frame Extend
&gt; .....	Jump to Strip		
.....	Go to Current Frame	<b>NLA Generic</b>	
.....	Frame Selected	<b>Command</b>	<b>Description</b>
.....	Sequencer Context Menu	.....	Enter Tweak Mode
.....	(De)select All – Deselect	.....	Exit Tweak Mode
.....	Unmute Strips	.....	Context Toggle – User Interface
.....	Clear Strip Offset	.....	Filter Channels
.....	Reload Strips	.....	Enter Tweak Mode
.....	Swap Inputs	.....	Exit Tweak Mode

**Command | Description**
**Sculpt**

<b>Command</b>	<b>Description</b>
A	Mask Edit
B	Mask Box Gesture – Value
C	Brush Select – Draw Clay
E	Context Enum Menu
F	Radial Control
G	Brush Select – Draw Grab
H	Face Sets Visibility – Toggle
I	Brush Select – Draw Inflate
K	Brush Select – Draw Snake Hook
L	Brush Select – Draw Layer
M	Brush Select – Draw Mask Toggle
P	Brush Select – Draw Pinch
R	Edit Dyntopo Detail Size
R	Edit Voxel Size
S	Sample Color
W	Face Sets Edit
X	Brush Select – Draw Draw
{ ⌘	Scale Sculpt/Paint Brush Size 0.90
} ⌘	Scale Sculpt/Paint Brush Size 1.11
Page Up ⌘	Subdivision Set +1
Page Down ⌘	Subdivision Set -1
App	Sculpt Context Menu – Keep Open
Alt + A	Automasking
Alt + H	Reveal All
Alt + M	Mask Flood Fill – Value
Ctrl + 0	Subdivision Set 0
Ctrl + 1	Subdivision Set 1
Ctrl + 2	Subdivision Set 2
Ctrl + 3	Subdivision Set 3
Ctrl + 4	Subdivision Set 4
Ctrl + 5	Subdivision Set 5
Ctrl + D	Dynamic Topology Toggle
Ctrl + F	Radial Control
Ctrl + I	Mask Flood Fill – Invert
Ctrl + M	Context Toggle
Ctrl + R	Voxel Remesh
Ctrl + W	Edit Face Set – Grow
Ctrl + Alt + R	QuadriFlow Remesh – Faces
Ctrl + Alt + W	Edit Face Set – Shrink
↑ + A	Expand – Mask
↑ + C	Brush Select – Draw Crease
↑ + F	Radial Control
↑ + H	Face Sets Visibility – Hide Active
↑ + S	Brush Select – Draw Smooth
↑ + S	Context Toggle
↑ + T	Brush Select – Draw Flatten
↑ + W	Expand – Face Sets

**Command**

↑ + Alt + A	.....	Expand – Mask
↑ + Alt + D	.....	Set Detail Size
↑ + Alt + W	.....	Expand – Face Sets
□	.....	Sculpt – Normal
□	.....	Stencil Brush Control – Translation
□	.....	Primary
Alt + □	.....	Sculpt Context Menu – Keep Open
Ctrl + □	.....	Stencil Brush Control – Translation
Ctrl + □	.....	Secondary
Ctrl + Alt + □	.....	Sculpt – Invert
↑ + □	.....	Stencil Brush Control – Rotation
↑ + □	.....	Primary
Ctrl + Alt + □	.....	Stencil Brush Control – Rotation
Ctrl + □	.....	Secondary
↑ + □	.....	Sculpt – Smooth
↑ + □	.....	Stencil Brush Control – Scale
↑ + Alt + □	.....	Primary
↑ + Ctrl + □	.....	Stencil Brush Control – Scale
↑ + Ctrl + □	.....	Secondary
.....	.....	Mask Lasso Gesture – Value

**Paint Face Mask (Weight, Vertex, Texture)**
**Command**

A	.....	(De)select All – Select
A ⇄	.....	(De)select All – Deselect
H	.....	Face Select Hide
L	.....	Select Linked Pick
Alt + A	.....	(De)select All – Deselect
Alt + H	.....	Reveal Faces/Vertices
Ctrl + I	.....	(De)select All – Invert
Ctrl + L	.....	Select Linked
Ctrl + NP +	.....	Select More
Ctrl + NP -	.....	Select Less
↑ + H	.....	Face Select Hide – Unselected
↑ + L	.....	Select Linked Pick

**Node Editor**
**Command**

◀	.....	Edit Group
A	.....	(De)select All – Select
A ⇄	.....	(De)select All – Deselect
B	.....	Box Select – Set
C	.....	Circle Select – Set
F	.....	Make Links
G	.....	Move and Attach
G	.....	Move
H	.....	Hide
L	.....	Select Linked From
M	.....	Toggle Node Mute
P	.....	Separate – Copy
R	.....	Rotate

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
S	Resize	Alt + ⌘	Select
V ⌘	Background Image Zoom 0.83	Alt + ⌥	Detach
X	Delete	Alt + ⌡	Backimage Sample
Z	Render Changed Layer	Alt + ⌠	Detach
ˋ	View	Alt + ⌢	Background Image Move
Delete	Delete	Ctrl + ⌘	Select
Home	Frame All	Ctrl + ⌥	Link Nodes
NP ↵	Frame Selected	Ctrl + ⌡	Cut Links
App	Node Context Menu	Ctrl + Alt + ⌘	Select
Alt + A	(De)select All – Deselect	Ctrl + Alt + ⌥	Lasso Select – Add
Alt + D	Duplicate Linked	Ctrl + Alt + ⌡	Mute Links
Alt + P	Detach Nodes	↑ + ⌘	Select (Toggle) – Toggle
Alt + V ⌘	Background Image Zoom 1.20	↑ + ⌥	Add Reroute
Alt + Home	Background Image Fit	↑ + Alt + ⌘	Select (Toggle) – Toggle
Ctrl + ⌂	Edit Group	↑ + Ctrl + ⌘	Link Viewer
Ctrl + B	Viewer Region	↑ + Ctrl + ⌥	Select (Toggle) – Toggle
Ctrl + C	Copy to Clipboard	↑ + Ctrl + Alt + ⌘	Select (Toggle) – Toggle
Ctrl + F	Find Node	↑ + Ctrl + Alt + ⌥	Lasso Select – Sub
Ctrl + G	Make Group		
Ctrl + H	Toggle Hidden Node Sockets		
Ctrl + I	(De)select All – Invert		
Ctrl + J	Join Nodes		
Ctrl + P	Make Parent		
Ctrl + R	Read View Layers		
Ctrl + V	Paste from Clipboard		
Ctrl + X	Delete with Reconnect		
Ctrl + Delete	Delete with Reconnect		
Ctrl + Alt + B	Clear Viewer Region		
Ctrl + Alt + G	Ungroup		
↑ + ⌂	Context Toggle		
↑ + A	Add Node		
↑ + D	Duplicate		
↑ + F	Make Links		
↑ + G	Select Grouped – Type		
↑ + H	Toggle Node Preview		
↑ + L	Select Linked To		
↑ + {	Activate Same Type Next/Prev		
↑ + }	Activate Same Type Next/Prev		
↑ + Alt + Z	Context Toggle		
↑ + Ctrl + ⌂	Context Enum Menu		
↑ + Ctrl + D	Duplicate		
↑ + Ctrl + G	Select Grouped – Type Extend		
⌃	Select – Deselect All		
⌃	Box Select – Set		
⌃	Link Nodes		
⌃	Resize Node		
⌃	Move and Attach		
⌃	Move		
⌃	Node Context Menu		

## Text

<b>Command</b>	<b>Description</b>
← ⌘	Delete – Previous Character
→ ⌘	Indent or Autocomplete
↓ ⌘	Line Break
Delete ⌘	Delete – Next Character
Insert	Toggle Overwrite
Home	Move Cursor – Line Begin
End	Move Cursor – Line End
Page Up ⌘	Move Cursor – Previous Page
Page Down ⌘	Move Cursor – Next Page
↑ ⌘	Move Cursor – Previous Line
↓ ⌘	Move Cursor – Next Line
← ⌘	Move Cursor – Previous Character
→ ⌘	Move Cursor – Next Character
NP ⌂	Line Break
Alt + N	New Text
Alt + O	Open Text
Alt + P	Run Script
Alt + R	Reload
Alt + S	Save
Ctrl + ⌂ ⌘	Delete – Previous Word
Ctrl + /	Toggle Comments – Toggle
Ctrl + A	Select All
Ctrl + C	Copy
Ctrl + D ⌘	Duplicate Line
Ctrl + E	Move Cursor – Line End
Ctrl + V ⌘	Paste
Ctrl + X	Cut
Ctrl + Delete ⌘	Delete – Next Word
Ctrl + Insert	Copy

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Move Cursor – File Top	.....	Hooks
.....	Move Cursor – File Bottom	.....	(De)select All – Invert
⌘ .....	Move Cursor – Previous Word	.....	Make Vertex Parent – Confirmation required
⌘ .....	Move Cursor – Next Word	.....	Select More
.....	Context Int Cycle	.....	Select Less
.....	Context Int Cycle – Reverse	.....	Proportional Editing Falloff
⌘ .....	Delete – Previous Character	.....	Lattice Context Menu
⌘ .....	Unindent		
.....	Cut		
⌘ .....	Paste		
.....	Move Select – Line Begin		
.....	Move Select – Line End		
⌘ .....	Move Select – Previous Page		
⌘ .....	Move Select – Next Page		
⌘ .....	Move Select – Previous Line		
⌘ .....	Move Select – Next Line		
⌘ .....	Move Select – Previous Character		
⌘ .....	Move Select – Next Character		
.....	Select Line		
.....	Move Cursor – Line End		
.....	Move Select – File Top		
.....	Move Select – File Bottom		
⌘ .....	Move Lines – Up		
⌘ .....	Move Lines – Down		
⌘ .....	Move Select – Previous Word		
⌘ .....	Move Select – Next Word		
.....	Save As		
.....	Scrollbar – Lines +1		
.....	Set Cursor		
.....	Set Selection		
⌄ .....	Select Word		
.....	Call Menu		
.....	Scrollbar – Lines +1		
.....	Scroll – Lines +1		
.....	Scroll – Lines –1		
.....	Scroll – Lines +1		
.....	Context Int Cycle		
.....	Context Int Cycle – Reverse		
.....	Set Selection		
⌘ .....	Line Number		
⌘ .....	Insert		
<b>Lattice</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	(De)select All – Select	.....	Swap Strips
⌄ .....	(De)select All – Deselect	.....	Clear Scale
.....	Context Toggle	.....	Apply Scale
.....	Lattice Context Menu	.....	Add Meta–Strips
.....	(De)select All – Deselect	.....	(De)select All – Invert
.....	Flip (Distortion Free)	.....	Remove Meta–Strips
<b>Toolbar Popup</b>			
<b>Command</b>	<b>Description</b>		
	Set Tool by Name – Cursor Empty		
.....	Set Tool by Name – Select Lasso		
.....	Empty		
.....	Set Tool by Name – Measure Empty		
.....	Set Tool by Name – Transform Empty		
	Set Tool by Name – Select Empty		
<b>NLA Editor</b>			
<b>Command</b>	<b>Description</b>		
.....	(De)select All – Select		
⌄ .....	(De)select All – Deselect		
.....	Box Select – Set		
.....	Transform – Time Extend		
.....	Transform – Translation		
.....	Toggle Muting		
.....	Add Time Marker		
.....	Transform – Time Scale		
.....	Make Single User – Confirmation required		
.....	Delete Strips		
.....	Split Strips		
.....	View		
.....	Select Left/Right – Left		
.....	Select Left/Right – Right		
.....	Delete Strips		
⌘ .....	Frame All		
⌘ .....	Move Strips Up		
.....	Move Strips Down		
.....	Go to Current Frame		
.....	Frame Selected		
.....	NLA Context Menu		
.....	(De)select All – Deselect		
.....	Box Select – Set		
.....	Duplicate Linked		
.....			
.....			
.....			
.....			
.....			

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Set Preview Range to Selected	.....	Duplicate Constraint
.....	Add Action Strip	.....	Set Active Modifier
.....	Duplicate	.....	Context Menu
.....	Add Sound Clip	.....	Cycle Space Context – Prev
.....	Snap	.....	Cycle Space Context – Next
.....	Add Transition		
.....	Add F-Modifier – Null		
.....	Select – Deselect All		
.....	Box Select – Set		
.....	Transform – Translation		
.....	NLA Context Menu		
.....	Select Left/Right – Check		
.....	Box Select – Sub		
.....	Select – Extend		
.....	Box Select – Add		
.....	Change Frame 0.00		
.....	Select Left/Right – Check Extend		
<b>NLA Channels</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Delete Tracks	.....	Zoom In
.....	Delete Tracks	.....	Zoom Out
.....	NLA Channel Context Menu	.....	Zoom to Border
.....	Add Tracks	.....	Scroller Activate
.....	Add Tracks – Above Selected	.....	Scroller Activate
.....	Mouse Click on NLA Channels	.....	Pan View
.....	NLA Channel Context Menu	.....	Scroll Up
.....	Mouse Click on NLA Channels – Extend	.....	Scroll Left
		.....	Scroll Down
		.....	Scroll Right
		.....	Zoom Out
		.....	Zoom In
		.....	Zoom 2D View
		.....	Scroll Left
		.....	Scroll Right
		.....	Pan View
		.....	Scroll Up
		.....	Scroll Down
<b>Property Editor</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Remove Modifier – Report	.....	Context Set Enum – Path
.....	Remove Grease Pencil Modifier – Report	.....	Context Set Enum – Point
.....	Remove Grease Pencil Effect – Report	.....	Context Set Enum – Tip
.....	Delete Constraint – Report	.....	(De)select All – Select
.....	Remove Modifier – Report	.....	(De)select All – Deselect
.....	Remove Grease Pencil Modifier – Report	.....	Radial Control
.....	Remove Grease Pencil Effect – Report	.....	Hide Selected
.....	Delete Constraint – Report	.....	Select Linked
.....	Clear Filter	.....	Context Toggle
.....	Apply Modifier – Report	.....	Delete – Particle
.....	Apply Modifier – Report	.....	Delete – Particle
.....	Apply Constraint – Report	.....	Particle Context Menu
.....	Filter	.....	(De)select All – Deselect
.....	Copy Modifier	.....	Reveal
.....	Copy Modifier	.....	(De)select All – Invert
.....	Copy Effect	.....	Select Linked All
		.....	Select More
		.....	Select Less
		.....	Radial Control
		.....	Hide Selected – Unselected
		.....	Weight Set 1.00

<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Select Linked	.....	Context Toggle
.....	Proportional Editing Falloff	.....	Sequencer View Zoom Ratio 2.00
.....	Brush Edit	.....	Sequencer View Zoom Ratio 4.00
.....	Particle Context Menu	.....	Sequencer View Zoom Ratio 8.00
.....	Brush Edit	.....	Context Toggle
<b>User Interface</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Reset to Default Value – All	.....	Select – Deselect All
.....	Eyedropper	.....	Move
.....	Eyedropper Colorband	.....	Sequencer Preview Context Menu
.....	Eyedropper Data-Block	.....	Select – Center
.....	Eyedropper Depth	.....	Select (Toggle) – Toggle
.....	Insert Keyframe (Buttons) – All	.....	Set 2D Cursor
.....	Add to Keying Set – All	.....	Move
.....	Eyedropper Colorband (Points)	.....	Select (Toggle) – Center Toggle
.....	Delete Keyframe (Buttons) – All		
.....	Remove from Keying Set		
.....	Add Driver		
.....	List Filter		
.....	Remove Driver – All		
.....	Clear Keyframe (Buttons) – All		
.....	Copy Data Path		
.....	Copy Data Path – Full Path		
<b>SequencerPreview</b>			
<b>Command</b>	<b>Description</b>	<b>Command</b>	<b>Description</b>
.....	Pivot Point	.....	(De)select All Strokes – Select
.....	(De)select All – Select	↴ .....	(De)select All Strokes – Deselect
↴ .....	(De)select All – Deselect	.....	Box Select – Set
.....	Box Select – Set	.....	Circle Select – Set
.....	Move	.....	Set Tool by Name – Draw Empty
.....	Border Offset View	.....	Radial Control
.....	Rotate	.....	Animation
.....	Resize	.....	Select Linked
.....	Delete Strips	.....	Change Active Layer
.....	View	↴ .....	Scale Sculpt/Paint Brush Size 0.90
.....	Delete Strips	↵ .....	Scale Sculpt/Paint Brush Size 1.11
.....	Frame All	.....	(De)select All Strokes – Deselect
.....	Sequencer View Zoom Ratio 1.00	.....	(De)select All Strokes – Invert
.....	Sequencer View Zoom Ratio 0.50	.....	Select Linked
.....	Sequencer View Zoom Ratio 0.25	↴ .....	Select More
.....	Sequencer View Zoom Ratio 0.12	↴ .....	Select Less
.....	Frame Selected	.....	Radial Control
.....	Sequencer Preview Context Menu	.....	Select Grouped – Layer
.....	(De)select All – Deselect	.....	Insert Blank Frame
.....	Clear Strip Transform – Position	.....	Alternated
.....	Clear Strip Transform – Rotation	.....	Context Toggle
.....	Clear Strip Transform – Scale	.....	Delete All Active Frames
.....	(De)select All – Invert	.....	Delete All Active Frames
		.....	Context Toggle
		.....	Merge Down – Active
		.....	Vertex Paint Context Menu – Keep Open
		.....	Select – Entire Strokes
		.....	Lasso Select Strokes – Add
		.....	Lasso Select Strokes – Add
		.....	Select (Extend) – Extend Toggle
		.....	Select (Extend) – Entire Strokes
		.....	Extend
		.....	Lasso Select Strokes – Sub
			Lasso Select Strokes – Sub

**Command | Description**
**Vertex Paint**

<b>Command</b>	<b>Description</b>
E	Context Enum Menu
F	Radial Control
M	Vertex Group Locks
S	Context Toggle – Mask
V	Context Toggle – Mask Vertex
X	Scale Sculpt/Paint Brush Size 0.90
{ ↵	Scale Sculpt/Paint Brush Size 1.11
} ↵	Weights Context Menu – Keep Open
App	Reveal Faces/Vertices
Alt + H	Radial Control – Brush Weight
Ctrl + F	Radial Control – Brush Strength
↑ + F	Set Weight
↑ + K	Context Toggle
↑ + S	Weight Paint – Normal
U	Weights Context Menu – Keep Open
C	Weight Gradient – Linear
Alt + U	Select
Ctrl + U	Weight Paint Sample Weight
Ctrl + C	Weight Gradient – Radial
↑ + C	Weight Paint Sample Group
Alt + U	Vertex Paint Context Menu – Keep Open
Ctrl + U	Stencil Brush Control – Translation
Ctrl + C	Primary
↑ + U	Vertex Paint – Normal
↑ + Alt + U	Stencil Brush Control – Translation
↑ + C	Secondary
Alt + Alt + U	Vertex Paint – Invert
Ctrl + U	Stencil Brush Control – Rotation
Ctrl + C	Primary
Ctrl + Alt + U	Stencil Brush Control – Rotation
↑ + U	Secondary
↑ + Alt + U	Stencil Brush Control – Scale
↑ + C	Primary
Alt + Alt + U	Stencil Brush Control – Scale
Ctrl + U	Secondary

**Sculpt Curves**

<b>Command</b>	<b>Description</b>
1	Set Select Mode – Point
2	Set Select Mode – Curve
A	(De)select All – Select
A ⇄	(De)select All – Deselect
F	Radial Control
R	Edit Minimum Distance
Alt + A	(De)select All – Deselect
Ctrl + I	(De)select All – Invert
↑ + A	Select Grow
↑ + F	Radial Control
U	Stroke Curves Sculpt – Normal
Ctrl + U	Stroke Curves Sculpt – Invert
↑ + U	Stroke Curves Sculpt – Smooth

**Weight Paint**
**Command**

<b>Command</b>	<b>Description</b>
E	Context Enum Menu
F	Radial Control
K	Vertex Group Locks
M	Context Toggle – Mask
V	Context Toggle – Mask Vertex
{ ↵	Scale Sculpt/Paint Brush Size 0.90
} ↵	Scale Sculpt/Paint Brush Size 1.11
App	Weights Context Menu – Keep Open
Alt + H	Reveal Faces/Vertices
Ctrl + F	Radial Control – Brush Weight
↑ + F	Radial Control – Brush Strength
↑ + K	Set Weight
↑ + S	Context Toggle
U	Weight Paint – Normal
C	Weights Context Menu – Keep Open
Alt + U	Weight Gradient – Linear
Ctrl + U	Select
Ctrl + C	Weight Paint Sample Weight
Ctrl + Alt + U	Weight Gradient – Radial
↑ + C	Weight Paint Sample Group

**Image Editor Tool: Uv, Sculpt Stroke**

<b>Command</b>	<b>Description</b>
F	Radial Control
{ ↵	Scale Sculpt/Paint Brush Size 0.90
} ↵	Scale Sculpt/Paint Brush Size 1.11
↑ + F	Radial Control
U	Sculpt UVs – Normal
Ctrl + U	Sculpt UVs – Invert
↑ + U	Sculpt UVs – Close

**Grease Pencil Stroke Sculpt Mode**

<b>Command</b>	<b>Description</b>
A	(De)select All Strokes – Select
A ⇄	(De)select All Strokes – Deselect
B	Box Select – Set
C	Circle Select – Set
F	Radial Control – Brush Size
I	Animation
L	Select Linked
U	Change Active Material
Y	Change Active Layer
{ ↵	Scale Sculpt/Paint Brush Size 0.90
} ↵	Scale Sculpt/Paint Brush Size 1.11
App	Sculpt Context Menu – Keep Open
Alt + A	(De)select All Strokes – Deselect
Ctrl + C	Copy Strokes
Ctrl + I	(De)select All Strokes – Invert
Ctrl + L	Select Linked
Ctrl + NP + ↵	Select More

<b>Command</b>	<b>Description</b>	<b>Legend</b>
	Select Less	
	Radial Control	
	Select Grouped – Layer	
	Insert Blank Frame	
	Alternated	
	Context Toggle	
	Delete All Active Frames	
	Delete All Active Frames	
	Automasking	
	Context Toggle	
	Merge Down – Active	
	Sculpt Context Menu – Keep Open	
	Select – Entire Strokes	
	Lasso Select Strokes – Add	
	Lasso Select Strokes – Add	
	Select (Extend) – Extend Toggle	
	Select (Extend) – Entire Strokes	
	Extend	
	Lasso Select Strokes – Sub	
	Lasso Select Strokes – Sub	

## View2D Buttons List

<b>Command</b>	<b>Description</b>
	Reset View
	Scroll Up – Page
	Scroll Down – Page
	Zoom In
	Zoom Out
	Scroller Activate
	Scroller Activate
	Pan View
	Scroll Up
	Scroll Down
	Zoom 2D View

## Grease Pencil

<b>Command</b>	<b>Description</b>
	Annotation Draw – Draw
	Annotation Draw – Eraser
	Annotation Draw – Draw Straight
	Annotation Draw – Draw
	Annotation Draw – Draw Poly

## Dopesheet Generic

<b>Command</b>	<b>Description</b>
	Context Toggle – User Interface
	Context Set Enum – Graph Editor
	Set F-Curve Extrapolation – Constant

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