

Introduction to 3D Animation with Blender

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One hand on mouse, one hand on keyboard

Common Blender Hotkeys

- G (grab) – used to move an object in the 3D world
- R (rotate) – used to rotate an object
- S (scale) – used to scale an object up or down
- X, Y, or Z – used with the grab, rotate, or scale tools to make the tool operate on one axis only
- Shift+X, Y, or Z – used to lock an axis, preventing it from changing
- Ctrl (snap) – make operator (grab, rotate, or scale) snap to the nearest 0.1
- Shift+A – bring up Add dialog, used for adding primitives
- Esc – cancel from any dialog or cancel value input
- Tab – with object selected, enter edit mode
- Spacebar – tool search dialog
- F12 – render image
- A – select all / none
- X or Del – delete selection
- I – insert keyframe
- Ctrl+Z/Ctrl+Y – undo / redo
- Ctrl+N – reload startup file
- Ctrl+S – save file
- Ctrl+O – open file (will not prompt to save)
- Ctrl+Q – quit
- B – box select
- N (in 3D view) – toggle properties panel, shows location, rotation, etc
- T (in 3D view) – toggle tool shelf, shows common functions

View Controls

- Right Mouse Button – select an object
- Shift+RMB – select multiple objects
- Left Mouse Button – move the 3D cursor
- Middle Mouse Button – rotate the 3D view (Alt+LMB with 2 button mouse)
- Ctrl+MMB (or Ctrl+Alt+LMB or scroll wheel) – zoom the 3D view
- Shift+MMB (or Shift+Alt+LMB) – pan the 3D view
- NUM 1 (or 1) – front view
- NUM 3 (or 3) – side view
- NUM 7 (or 7) – top view
- NUM 0 (or 0) – camera view
- NUM 5 (or 5) – toggle perspective / orthographic view