Blender key shortcuts 01 – screen navigation

A hyphen indicates the keystrokes should be entered one after the other; an underscore indicates they should be pressed at the same time.

Blender works best with a 3-button mouse. If you’re using a two-button mouse or a trackpad, enable **Emulate 3 Button Mouse** in the Input tab of User Preferences. It will have this effect:

<table>
<thead>
<tr>
<th>3-button Mouse</th>
<th>2-button Mouse</th>
<th>Apple Mouse</th>
</tr>
</thead>
<tbody>
<tr>
<td>LMB</td>
<td>LMB</td>
<td>LMB (mouse button)</td>
</tr>
<tr>
<td>MMB</td>
<td>Alt-LMB</td>
<td>Alt-LMB (Option/Alt key + mouse button)</td>
</tr>
<tr>
<td>RMB</td>
<td>RMB</td>
<td>Cmd-LMB (Command/Apple key + mouse button)</td>
</tr>
</tbody>
</table>

To rotate around the scene, click and drag with the middle mouse button (MMB). To zoom in and out, either scroll the mouse wheel or hold down Control then drag with the MMB. To pan from side to side, hold down Shift and drag with the MMB.

The 3D Window shows a single perspective view by default. To toggle to a traditional quad view, use Control-Alt-Q. To make the window your cursor is in full screen, use Control-UpArrow or Control-DownArrow; repeat this to return to the previous multi-window layout.

Move between Object Mode and Edit with the **Tab** key.

To see a searchable list of all commands in Blender, hit the **Spacebar**.

**Zooming**
To zoom to a selected object, hit **Period/Delete** on the keypad (you really need a keypad to navigate fast in Blender)
To zoom to all objects in the scene, use the **Home** key above the arrow keys (not on the keypad)
To zoom to a border you draw on the screen, use **Shift_B**
To zoom to see all objects in the scene and center the 3D Cursor, use **Shift_C**
Sometimes perspective mouse wheel zooming locks up. Either use **Period/Delete** on the keypad to zoom to the object, or toggle Ortho viewing with the **5** key on the keypad.

**Views**
The keypad is used for fast navigation, though you can also select options from the View pop-up at the foot of the 3D Window. The functions are:
1    front view; with Control pressed, back view
2    rotate view up; with Control pressed, pan down
3/Page Down left view; with Control pressed, right view
4    rotate view left; with Control pressed, pan left
5    toggle perspective/orthographic view
6    rotate view right; with Control pressed, pan right
7/Home top view; with Control pressed, bottom view
8    rotate view down; with Control pressed, pan up
9/Page Up rotate view 180 degrees
0/Insert toggle Camera view

Minus in 3D Window, zoom out; in other windows, reduce interface size
Plus in 3D Window, zoom in; in other windows, increase interface size
Slash toggle Isolation mode for selected objects
Period/Delete zoom to selection

NumLock no change in function
Asterisk no change in function
Enter no change in function

To toggle the 3D Window to a traditional four-window layout, use Control_Alt_Q.

Screen layouts
To cycle between screen layouts use Control_RightArrow or Control_LeftArrow.

Fly-ins
The left fly-in is toggled with the T key, the right with the N key. They can also be opened and closed by dragging the border with the mouse. When the fly-ins are completely closed they can be opened by LMB clicking on the small Plus icons near either side of the top of the 3D Window.

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