GENERAL

Delete	Backspace/Del
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Undo	Ctrl+Z
Redo	Ctrl+Y
Undo the last action	Shift+Z
Commander	Shift+C
General duplicate command	Ctrl+drag
Sticky keys	Hold shortcut
Toggle active tool	Space
General pop-up	V
Project information	Ctrl+I
Project settings	Ctrl+D
Help PC	Ctrl+F1
Help Mac	Cmd+F1

FILE

New project	Ctrl+N
Merge project	Ctrl+Shift+O
Open project	Ctrl+O
Save as	Ctrl+Shift+S
Save	Ctrl+S

VIEW

Move camera	1, Alt+MMB
Scale camera	2, Alt+RMB
Rotate camera	3, Alt+LMB
Display pop-up	N
Redraw view	A
Isoline editing	Alt+A
Frame Selected Elements	S
Frame Selected Objects	O
Frame All	H
Configure active view	Shift+V
Configure all views	Alt+V
Render view	Ctrl+R
Change views	F1, F2, F3, F4, F5
Toggle active view	PgUp, MMB
Undo view	Ctrl+Shift+Z
Redo view	Ctrl+Shift+Y
Show axis	Alt+D
Timewarp	J+LMB+horizontal drag

TRANSFORMATION TOOLS

Move	E
Rotate	R
Scale	T
Move object	4
Scale object	5
Rotate object	6
Move Parent Object w/o Children	7
Lasso Selection	8
Live Selection	9

MANAGER

Object Manager	Shift+F1
Material Manager	Shift+F2
Timeline (Dope Sheet)	Shift+F3
Timeline (F-Curve)	Shift+Alt+F3
Layer Manager	Shift+F4
Attribute Manager	Shift+F5
Picture Manager	Shift+F6
Coordinates Manager	Shift+F7
Content Browser	Shift+F8
Structure Manager	Shift+F9
Console	Shift+F10
Script Manager	Shift+F11
Customize Commands Manager	Shift+F12

OBJECT MANAGER

Search bar	Ctrl+F
Show filter	Ctrl+U
Scroll to first active	S
Group objects	Alt+G
Expand object group	Shift+G
Multiple object creation as	
Parents of selected objects	Alt+create object
Multiple object creation as	
Children of selected objects	Shift+create object
Multiple object creation of	
selected objects	
(on same hierarchical level)	Ctrl+create object
Toggle Parent Generator	Q
Select object incl. Children	MMB

MATERIAL MANAGER

New material	Ctrl+N, double-click
Load materials	Ctrl+Shift+O
Replace material	
by another	Alt+drag & drop

ANIMATION / TIMELINE

Dope Sheet/F-Curve mode	Tab
Create Marker in Timeline	Ctrl+LMB
Create Marker in Animation Palette	Shift+Ctrl+LMB
Record Active Objects	F9
Record Current State	Q
Play Backwards/Stop	F6
Stop	F7
Play Forwards/Stop	Space, F8
Autokeying	Ctrl+F9
Go to Previous Frame	F
Go to Next Frame	G
Go to Previous Key	Ctrl+F
Go to Next Key	Ctrl+G
Go to Start of Animation	Shift+F
Go to End	Shift+G
Go to First Key	Ctrl+P
Go to Last Key	Ctrl+O
Frame Selected	S
Frame All	H
Go to Current Frame	O
Go to Start	Alt+F
Go to End	Alt+G
Frame Preview Range	Alt+H
Go to Next Marker	Shift+N
Go to Previous Marker	Shift+P
Go to First Marker	Ctrl+Shift+P
Go to Last Marker	Ctrl+Shift+O
Region tool	R
Ripple edit	Alt+R
Automatic mode	Alt+A
Search bar	Ctrl+F
Show filter	Ctrl+U

KEY INTERPOLATION

Timeline pop-up	T
Auto Tangents	A
Break Tangents	B
Zero Angle (Tangents)	0
Zero Length (Tangents)	L
Clamp	C
Linear	Alt+L
Step	Alt+T
Soft	Alt+S
Ease In	Alt+I
Ease Ease	Alt+E
Ease Out	Alt+O

MOTION TRACKING

Move footage	Alt+MMB
Scale footage	Alt+RMB
Footage to fullscreen	Alt+0
Nudge Track	Ctrl+arrow keys
Create User Track	Ctrl+LMB
Lasso Selection	LMB
Magnifying glass	Alt

ATTRIBUTE MANAGER

Increase/Decrease parameter	Alt/Shift
Change speed with arrows	+ LMB on arrows
Parameter to default	RMB on arrows

PICTURE VIEWER

Fullscreen Mode	Ctrl+F
Play	Space
Set as A	A
Set as B	B
Swap AB	S
Set as Preview Start	I
Set as Preview End	O
Zoom In/Out	+ / -
Auto Zoom	H
Switch to 100% and fullscreen	Double-click

CONTENT BROWSER

New Browser	Ctrl+N
Search Bar	Ctrl+F, F3
Computer	U
Desktop	D
Home Directory	H
Presets	P
Catalogs	C
Recent Items	R
Search Results	S
Favorites	F

STRUCTURE MANAGER

Jump Next Selection	N
Jump Last Selection	Shift+N
Jump Page Up	PgUp
Jump Page Down	PgDown
Jump End	End
Jump Home	Home
Vertex Map	V
Points	P
Polygons	O
UVW	U

RENDER

Render Active Viewport	Ctrl+R
Render to Picture Viewer	Shift+R
Team Render to Picture Viewer	Ctrl+Shift+R
Interactive Render Region	Alt+R
Make Preview	Alt+B
Render Settings	Ctrl+B

MODELING

Switch component mode	Enter
Modeling pop-up	M
Snap pop-up	P
Modeling settings	Shift+M
Snapping on/off	Shift+S
Quantizing on/off	Shift+Q
Locked Workplane on/off	Shift+X
Bridge	B
Line Cut	KK, MK
Plane Cut	KJ, MJ
Loop/Path Cut	KL, ML
Weight	
Subdivision Surface	.+LMB+horizontal drag
Extrude	D
Extrude Inner	I
Selection/commands pop-up	U
Select All	Ctrl+A
Deselect All	Ctrl+Shift+A
Free Selection	8
Live Selection	9
Rectangle Selection	0
Change coordinates system (world/object)	W
Axis modification	L
X-axis (heading) on/off	X
Y-axis (pitch) on/off	Y
Z-axis (bank) on/off	Z

SCULPTING

Change brush size	MMB+horizontal drag
Change brush pressure	MMB+vertical drag
Smooth for all brushes	Shift
Reverse brush effect	Ctrl
Switch symmetry mode	Alt+X, Y, Z
Switch to wireframe mode	W
Show/hide stencil	Q
Move stencil	T+LMB
Scale stencil	T+RMB
Rotate stencil	T+MMB

BODYPAINT 3D

Change brush size	MMB+horizontal drag
Change brush pressure	MMB+vertical drag
Increase brush size	. /]
Decrease brush size	, /[
Increase brush hardness	Shift+. / Shift+]
Decrease brush hardness	Shift+, / Shift+[
Increase brush pressure	Ctrl+. / Ctrl+]
Decrease brush pressure	Ctrl+, / Ctrl+[
Rotate brush clockwise	Alt+. / Alt+]
Rotate brush counterclockwise	Alt+, / Alt+[

Info for Mac Users

When using OSX, the Cmd key can be used instead of the Ctrl key.

Use fn+arrow keys for page jumps (Structure Manager):
Page Up: fn+up arrow
Page Down: fn+down arrow
End: fn+right arrow
Home: fn+left arrow

The fn key must be pressed when using the F keys.

Alternatively, the F-key function can be toggled in the System Settings' Keyboard menu. In this case, special functions (e. g., brightness, dashboard, etc.) can be accessed by also pressing fn+F key.

General Info

All shortcuts are customizable in the Customize Commands Manager to suit your personal needs.

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