

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
Add Project	Ctrl+Shift+O
Open Project	Ctrl+O
Close All	Ctrl+Shift+W
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 Views (local)	Shift+V
Configure Views (global)	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
New Parent Object	Alt+Create Object
New Child Object	Shift+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
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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)	O
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+O
Nudge Track	Ctrl+Arrow Keys
Create User Track	Ctrl+LMB
Lasso Selection	LMB
Magnifying Glass	Alt

ATTRIBUTE MANAGER

Increase/Decrease parameter change speed with arrows	Alt / Shift 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+Vertical Drag
Extrude	D
Inner Extrude	I

Selection/Commands Pop-Up	U
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Select All	Ctrl+A
Deselect All	Ctrl+Shift+A
Free Selection	8
Live Selection	9
Rectangle Selection	0

Change Coordinates System (World/Obj.)	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 Template	Q
Move Template	T+LMB
Scale Template	T+RMB
Rotate Template	T+MMB

BODYPAIN 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.

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.