

# Basic Key Commands

## Basic Blender Commands

*This is just a partial list of Blender commands. Please visit the [Blender.org](http://Blender.org) website for more details.*

- TAB key-** Toggles between **edit mode (vertex editing) and object select mode**. If you're in edit mode when you create a new object, it will be joined to the selected object.
- Ctrl "Z"-** The **global UNDO command**. With each press, one step will be undone (up to 32 steps possible by default). If in edit mode, it will only undo editing steps on the selected object.
- Space Bar-** Brings up a search window to find basic commands.
- "Z" key-** Toggles view from **wireframe to solid**.
- Alt "Z"-** Toggles a **texture/shaded view**.
- "R" key-** **Rotates** an object or selected vertices. (pressing X,Y,Z after "R" will limit effect)
- "S" key-** **Scales** a selected object or vertices. (pressing X,Y,Z after "S" will limit effect)
- "G" key-** **Grabs or moves** the object or selected vertices. (pressing X,Y,Z after "G" limits effect)
- "A" key-** While in edit mode it's good for **selecting all vertices** for commands like remove doubles and subdivize. Pressing "A" twice will clear selected and reselect.
- Alt "A"-** **Plays animation** in selected window. Your cursor must be in that window for it to play.
- Ctrl "A"-** After an object has been re-sized and/or rotated, this can **reset the object's data** to 1 and 0.
- "W" key-** Brings up a **"Specials"** menu while in edit mode of **specific edit mode options**.
- Shift-"D"-** **Duplicates or copies** selected objects or selected vertices.
- "E" key-** While in edit mode, selected vertices can be **extruded** by pressing "E".
- "O" key-** The "O" key (not zero) will put you into **proportional vertex editing** while in edit mode. Proportional editing now also works in object mode.
- "B" key-** Gives you a **box (window drag) to select multiple objects**. In edit mode, works the same to select multiple vertices.
- "C" key-** Gives you a **circle select** in edit mode that can be sized by scrolling the mouse wheel. Press LMB to select, press wheel to deselect. Right mouse click or "Esc" to exit.
- Shift-"A"-** Brings up the **tools menu** where you can add meshes, cameras, lights, etc.
- Number Pad-** **Controls your views**. "7" top, "1" front, "3" side, "0" camera, "5" perspective, "." zooms on selected object, "+" and "-" zoom in and out. The + - buttons also control affected vertices size in proportional vertex editing.
- Mouse-** Left to manipulate (**LMB**), right to select (**RMB**), center wheel to zoom and rotate view. If you hold down "shift" and center wheel you can pan around on the screen.
- Shift Key-** Hold down the shift key to **make multiple selections** with the right mouse button.
- Arrow Keys-** Used to **advance frames in animation**. Left/right goes 1 frame at a time, up/down goes 10 frames at a time.
- "P" key-** While in edit mode, pressing P will **seperate selected verticies**. In object mode, pressing P will cause you to enter into the **game (real-time) mode**. Press Esc to exit game mode.
- ATL/CTRL "P"-** Creates or breaks **child/parent relationships**. To create C/P relationships, hold down shift key and select child first, then parent. Hit Ctrl P. To clear a relationship, do the same except hit Alt P.
- "U" key-** In Object Mode, brings up the **Single-User menu to unlink materials, animations (IPOs)**, etc. for linked or copied objects.
- "M" key-** **Moves selected objects to other layers**.
- Ctrl "M"-** **Mirrors** an object. Select "M", then X,Y,or Z to mirror on that axis.
- "N" key-** Brings up the **numeric info. on a selected object** (location, rotation and size). Info. can then be changed in the panel.