Shortcut	Action
Basics	
Shift + A	Add object/node
X or Delete	Delete
F3	Search for function
G	Move freely
S	Scale freely
R	Rotate freely
R + X	Rotate in X axis
R + Y	Rotate in Y axis
R + Z	Rotate in Z axis
R + XX/YY/ZZ	Rotate along mentioned axis
Right Click	Cancel any rotation or scale
Double press R	Free rotate with trackball
Shift (hold)	Precise movement
Ctrl (hold)	Incremental movement
Shift + D	Duplicate
Alt + D	Duplicate linked
H	Hide
Alt + H	Unhide all
Shift + H	Hide all except selected
D (hold) + Left Mouse Button (LMB) (drag)	Annotate
D (hold) + Right Mouse Button (RMB) (drag)	Erase annotation
Q	Quick favorites
Window Shortcuts	
T	Toolbar
N	Properties bar
Ctrl + Space	Maximize area (but keep toolbar)
Ctrl + Alt + Space	Full screen area
Ctrl + Alt + Q	Quad view
Alt + Z	Toggle X-Ray view
NumPad 7	Top view
NumPad 1	Front view
NumPad 3	Right view
Ctrl + NumPad 3	Left view
NumPad ,	Center selected

Shortcut	Action
Shift + ^	Walk navigation
Change Windows	
Shift + F2	Movie Clip
Shift + F3	Nodes
Shift + F4	Python Console
Shift + F5	3D Viewport
Shift + F6	Graph
Shift + F7	Properties
Shift + F8	Video Sequencer
Shift + F9	Outliner
Shift + F10	UV/Image
Shift + F11	Text
Shift + F12	Dope Sheet
General Selections	
LMB	Select
A	Select all
Alt + A or Double press A	Deselect all
B or LMB (drag)	Marquee box select
C	Circle select
Ctrl + RMB	Lasso select
Ctrl + i	Invert selection
Shift + L	Select linked
Shift + G	Select similar
Alt + LMB	Select from many
Navigation	
Middle Mouse Button (MMB) or Roll Wheel	Orbit
Shift + MMB	Pan
Scroll or Ctrl + MMB	Zoom in/out
Shift + ~	Fly
Object Mode	
Ctrl + Tab	Open pie menu
Tab	Edit OR Object mode toggle
Ctrl + M then X/Y/Z (or MMB(drag)	Mirror
Ctrl + P	Set parent (last selected)
Alt + P	Clear parent

Shortcut	Action
Shift + Tab	Toggle snapping
Alt + G	Reset position
Alt + R	Reset rotation
Alt + S	Reset scale
Ctrl + A	Apply location / scale / rotation
Ctrl + J	Join selected objects
Ctrl + L	Copy attributes to new objects
Ctrl + 0/1/2/3/4/5	Add subdivision level
Alt + B	Mask view to region OR Clear mask
Shift + C	Center 3D cursor
M	Move active object to collection
Ctrl + Alt + NumPad 0	Move active camera to view
Ctrl + NumPad 0	Set as active camera
Selection in Edit Mode	
Ctrl + L	Select connected mesh
L	Select connected mesh under cursor
Alt + LMB	Select edge loop
Ctrl + Alt + RMB	Select edge ring
1	Vertex select mode
2	Edge select mode
3	Face select mode
Ctrl + Shift + M	Mirror current selection
Ctrl +/-	Grow/Shrink image
Ctrl + E	Edge crease
Curve Editing	
E or Ctrl + RMB	Add new handle
V	Change handle type
Ctrl + X	Delete but maintain connection
Alt + C	Close curve
Ctrl + T	Tilt
Alt + T	Clear tilt
Modeling	
E	Extrude
i	Inset
Ctrl + B	Bevel

Shortcut	Action
Ctrl + Shift + B	Bevel vertices
Ctrl + R	Loopcut
G,G	Vertex/Edge Slide
K	Knife
F	Fill face
Ctrl + Shift + Alt + S	Shear
Shift + W	Bend
Y	Split
V	Rip
Alt + V	Rip fill
Alt + M	Merge
Shift + N	Recalculate normals
Ctrl + Shift + N	Invert normals
O	Proportional editing on/off
Shift + O	Proportional falloff type
P	Separate to new object
Texturing	
U	Unwrap
Ctrl + E	Mark seam
UV Editor	
L (under cursor) or Ctrl + L	Select island
V	Stitch
Shift + W	Weld
P	Pin
Alt + P	Unpin
Shift + P	Select pinned
Image Editor	
N	Properties, Scopes, Slots and Metadata
1 (NumPad)	View at 100%
Shift + Home	View to fit
J	Next render slot
Alt + J	Previous render slot
1-8	Select render slot
Alt + S	Save image
Shift + S	Save image as

Shortcut	Action
Image Editor (Paint)	
Alt + N	Create new blank image
Alt + O	Open image
N	Brush properties
F	Brush size
Shift + F	Brush strength
S	Sample color
X	Flip brush colors
Nodes	
Ctrl + RMB (drag)	Cut connection
F	Connect selected
N	Properties
Ctrl + X	Delete selected but maintain connection
Ctrl + Shift + D	Duplicate selected and maintain connection
M	Mute selected
Ctrl + G	Group selected
Ctrl + Alt + G	Ungroup selected
Tab	Enter/Exit group (Toggle)
Ctrl + J	Frame selected nodes
Ctrl + H	Show/Hide inactive nodes
Compositor	
Alt + MMB	Move backdrop
V / Alt + V	Zoom backdrop
N	Properties and performance
Sculpting	
Shift + Space	Brush image
F	Brush size
Shift + F	Brush strength
Ctrl + F	Brush angle
R	Angle control
E	Stroke control
B	Mask (box)
M	Mask (brush)
Alt + M	Clear mask
Ctrl + i	Invert mask

Shortcut	Action
H	Hide (box)
Rendering	
F12	Render
Ctrl + F12	Render animation
Ctrl + F11	Playback rendered animation
Ctrl + B	Set render region
Ctrl + Alt + B	Reset render region
Animation (General)	
Space	Play/Pause playback
Ctrl + Shift + Space	Reverse play
Alt + Scroll	Scroll through frames
Left/Right Arrow	Next/Previous frame
Shift + Left/Right Arrow	First/Last frame
Up/Down Arrow	Jump to keyframe
I	Add keyframe
Alt + i	Delete keyframe
Animation (Dopesheet)	
Ctrl + Tab	Toggle Dopesheet
Ctrl + T	Toggle frames/seconds
Home or NumPad .	Zoom to fit active keyframes
T	Set keyframe interpolation
V	Set keyframe handle type
Shift + E	Set keyframe extrapolation
Ctrl + M	Mirror keyframes
P then LMB (drag)	Set preview range
Ctrl + Alt + P	Auto set preview range
Alt + P	Clear preview
M	Marker
Ctrl + M	Rename marker
Ctrl + B	Bind selected camera to selected marker
[/]	Select keyframes before/after current frame
Ctrl + K	Select all keyframes on current frame
Graph Editor	
Ctrl + RMB	Add keyframe at cursor
N	Properties and modifiers

Shortcut	Action
Tab	Lock selected channel
Rigging (Armatures)	
E	Add new bone
Shift + D	Duplicate bone
Shift + W	Bone settings
Ctrl + R	Roll
Alt + R	Clear roll
Shift + N	Recalculate roll
Ctrl + Alt + A	Align bone
Alt + F	Switch bone direction
Alt + M	Merge bones
Ctrl + X	Dissolve bones
Y	Split
P	Separate
] and [	Scroll hierarchy
Posing Mode	
i	Add keyframe
Alt + G	Clear location
Alt + R	Clear rotation
Alt + S	Clear scale
Ctrl + A	Apply pose
Alt + P	Propagate pose
Ctrl + E	Push pose from breakdown
Alt + E	Relax pose to breakdown
Shift + E	Pose Breakdowner tool
Ctrl + C	Copy pose