

Blender Cheat Sheet

Command	Mode	Shortcut Prompt
Hide all but selected	Object	SHIFT + H
Unhide all	Object	ALT + H
Go into Edit/Object mode	Object/Edit	TAB
Add a new Mesh	Object/Edit	SHIFT + A
Recalculate Normals (Select All first – CNTRL A)	Edit	SHIFT + N
Join shapes	Object	SHIFT + J
Separate shapes	Edit	Select desired part. Hit L/Right click. Go down to Separate → Selected.
Duplicate	Object/Edit	SHIFT + D
Increase subdivisions/polygons	Sculpt	SHIFT + R
Remesh	Sculpt	CNTRL + R
Vertices	Edit	1
Edges	Edit	2
Faces	Edit	3
Fill in faces (select desired edges)	Edit	F
Move	Edit	G (X, Y or Z)
Multiple loop cuts	Edit	CNTRL + R. Scroll mouse for multiple (before committing by left/right clicking, while still yellow) Left click, right click to set them where they appear.
New “Remove Doubles”	Edit	Select All. Go to Mesh→Clean Up→Merge By Distance
Merge/Dissolve two faces	Edit	Go to edge select in edit mode (CNTRL + Tab → EDGE), select the middle edge of the two faces. Then X → dissolve edges.
Reposition central point	Object	Move the cursor to the desired spot (the red and white lined circle). Right click, set Origin to 3D cursor.
Select vertice	Edit	Hit CNTRL + I to invert your selection Hit X to delete and select ‘vertices’. You’ll be left with one vertice.
Invert Selection	Edit	CNTRL + I
Delete	Edit	X
Snap to grid	Object	Z or Y or X to choose Axis And control to snap to the grid floor when close
Spin tool	Edit	Select pie shape tool on Left menu SELECT mode – pick a vertice for pivot point SHIFT + S – Cursor to selected Left click on circle to extrude in that direction – it will spin off wherever the axis point is.

		Spins from the POV, so XYZ.
Wireframe view	Edit/Object	Z (then select a view)
Loop Cut	Edit	CNTRL + R
Colour a piece in	Object	Select what you want to colour. Select the red ball in the right hand menu called Material Properties – name the material and select Surface – Base Color.
Merge Edges to Create Joined Faces	Edit	Limited Dissolve (Hit X, Limited Dissolve)
Reduce File Size	Object	Decimate Modifier (can often go down to 0.1-0.3). An option that didn't seem to work that great, but you can try is to tick UnSubdivide and add 1 iteration, more if needed. Lastly, make sure in Edit – Preferences – Save and Load that you check 'Compress file'. Back up before trying these in case they affect your detailing.
Scale down by percentage	Object	Hit S – then 0.90 for 90% scale, or 0.85 for 85% scale etc. (so it would shrink by 10% or 15% respectively)
Smooth	Object	Right click, shade smooth. And then if you want CNTRL + 2. Keep in mind this is aesthetic only and won't smooth anything for 3D printing.
Copy	Object	SHIFT + E
Join/close vertices	Edit	Right click – Merge – At first (or at Centre seemed to work)
Solidify Modifier	Object	Choose a wall thickness like 0.15m. Helps when adding a Boolean.