Blender Keyboard Shortcuts

Updated July 2022

NumPad 1 = Front View
NumPad 3 = Right View
NumPad 7 =Top View
NumPad 5 = Toggles Perspective/Orthographic
Ctrl + NumPad 1/3/7 = Back/Left/Bottom Views
G = Grab
R = Rotate
S = Scale
G/R/S then X/Y/Z = constrains the transformation to the axis (X, Y, or Z)
G/R/S then X/Y/Z then a NUMBER then ENTER = specifies an amount to be transformed (in scene units: meters and rotation degrees are default)
DELETE or X = deletes selected Object(s)
CTRL + Z = Undo
A = Select All
Alt + A = Deselect All
Shift + S = Snap Pie Menu