

Updated: Jun-07-2020	Default behavior under various conditions:			Modifier (shortcut) keys:		
Button	No selection	Orange Temp Layers (regardless of selection)	Selection/Path, but no Orange temp layers	<cmd/ctrl>	<option/alt>	<shift>
Mode (Normal, Live, Blendif) [CC panel only]	N/A	N/A	N/A	N/A	Reset blending modes to default (CC only)	N/A
+ [CC panel only]	N/A	N/A	N/A	Expand Mask	N/A	N/A
- [CC panel only]	N/A	N/A	N/A	Contract Mask	N/A	N/A
X	N/A	clear orange/red temp layers and Blendif	N/A	Toggle interface size	Reset blending modes to default (CC only)	Clear Blendif
				Normal mode: Advanced options. LIVE-S mode: Subtract Selection.	Invert preview (labeled as "not"). This is ideal to protect highlights/shadows (ie, select everything but Lights/Darks).	Normal / LIVE-M: Use Blendif (<ctrl/cmd><shift> for advanced options) LIVE-S mode: Subtract Selection.
Standard/Zone Previews (L2, Z9,...)	Create preview	N/A	N/A			Use Blendif (<ctrl/cmd><shift> for advanced options)
Zone Pickers	Create preview	N/A	Selection used to determine zone center	N/A	Invert ("not")	Use Blendif (<ctrl/cmd><shift> for advanced options)
Range Picker	Create preview	N/A	Selection used to determine tonal range	Use narrow/wide range	Protect a range of tones ("not")	Use Blendif (<ctrl/cmd><shift> for advanced options)
Diff (+/-)	Create preview	discarded	ignored	Skip popup and compare neighboring pixels	Protect a range of tones ("not")	Skip popup and compare layers
				Normal mode: Use alternate (legacy/new) method of creation. LIVE-M: Create luminosity selection.		
Saturation/Vibrance	Create preview	N/A	N/A		N/A	Create mask on HSL layer
Sel	Save or load selection	load as selection	Options to save/load selection, or convert to path	Quick save/load	Invert to protect ("not")	Force popup choices for feathering
Curve	Adjustment layer w/o mask	Adjustment w/ luminosity mask	Adjustment w/ selection mask	Luminosity blend mode (avoid color shift)		Create zone curves (CC) or use Brightness/Contrast layer (CS6) instead
Level				use Gradient Map layer instead		
Brightness / Contrast (CC only)				N/A		
Sel Color				use Color Balance adjustment layer instead		
HSL				Luminosity blend mode (color-specific luminosity adjustment)		
Color Balance (CC only)				Channel Mixer layer		
Solid	Prompt to select range for contrast	Use mask as basis of contrast enhancement	Use selected area as basis of contrast enhancement	Luminosity blend mode (avoid color shift)	Invert mask/selection, and use that as basis of contrast enhancement	use Photo Filter adjustment layer instead
Contrast						Force popup choices with an active selection/path/preview, or otherwise convert a layer mask to a vector mask to save space (if no active selection/path/preview)
Dodge	Dodge layer w/o mask	Dodge layer w/ luminosity mask	Dodge layer w/ selection mask	Load dodge/burn layer as selection.	Sponge	Toggle dodge popup (show if defaulting to visualization, or otherwise dodge with last settings)
Vignette	Default vignette	Vignette w/ luminosity mask	Darken outside selection	Luminosity blend mode (avoid color shift)	Inverse vignette (Lighten inside selection)	Add a Blendif mask for advanced control.
Sharp	Sharpen	Sharpen w/ luminosity mask	Sharpen w/ selection mask	Vivid light blend mode (increases effect)	Surface blur sharpening (ideal for portraits)	use last method again
				Turn orange previews or a selection into a layer, or convert Blendif into a layer mask to visualize/refine	Protect a range of tones ("not"). Creates black mask if no active selection/path.	Force popup choices with an active selection/path/preview, or otherwise convert a layer mask to a vector mask to save space (if no active selection/path/preview)
Mask	White mask (black if holding <alt/option>)	Replace current layer's mask w/ luminosity mask	Replace current layer's mask w/ current selection (mask will be feathered)	Immediately create edge layer (line art)	N/A	N/A
Edge	Refine mask	Refine mask	Refine selection (or deselect and refine mask if mask is present)			
Before	Toggle between Before/After views of the document			Use current state as the "Before"	Revert to using the default oldest state.	Paint to the "Before" state.
Group	Group w/ white mask	Group w/ luminosity mask	Group w/ selection mask	N/A	Protect a range of tones ("not"). Creates black mask if no active selection/path.	runs Combine after creating the new group. Can be used to apply a vector mask next to a layer mask.
Color	Color group mask	error	Selection used as group mask on the color group	Skip dialog and immediately use "Interactive" mode.	Protect a range of colors ("not")	Execute with last settings.
Combine	Apply group mask to child layers, or rasterize other layers' masks	N/A	N/A	Rasterize group masks without applying them to child layers	N/A	N/A
PreBlend	Prepare layers for blending	N/A	N/A	Blend with most common options (dark on top and black masks)	Toggle difference blend mode to aid in manual alignment of layers.	New Smart Object via Copy (for multi-processing RAW)
Map	Show 11-zone map	discarded	N/A	Mapping for traditional masks	Show only nearly blown highlight/shadow areas	N/A

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Split	Split-screen view of layer mask and blended image	discarded	N/A	Sync views.	Use opposite split (horizontal/vertical) based on default for image's aspect ratio.	Consolidate all documents to tabs (helpful after using Split with multiple open docs).	
If	Show where Blenlf is used.	ignored	N/A	N/A	N/A	Set overlay color	
✓ Sel	Reload selection from preview (red layers)	discarded	Show selection lik a mask, and allow editing.	Use ACR to modify the orange preview layers; Or subtract active selection from red layers when loading.	invert	add active selection to red layers when loading (also hold cmd/ctrl to intersect).	
✓ L	View luminosity of image	discarded	Selection used to determine boosted range	Select a tonal range to boost	View Saturation	View Hue	
✓ dust	Look for and fix dust spots	discarded	N/A	View in color	Gentler curve alternative	N/A	

Green shortcuts are ones that are generally important to be aware of.

Blue shortcuts are required to use some features on CS6 (the CC panel has corresponding buttons).

Purple shortcuts only apply to Photoshop CC.