

[Skip to content](#)

# Transforming

Transform tools to [move](#), [rotate](#) and [scale](#) are also available in Sculpt Mode, but with an important difference to other modes. Sculpt Mode uses its own pivot point, which can be manually positioned `Shift - RMB` or automatically positioned with [Mask Expand](#). This ensures that the pivot point can be more freely placed and always moves with the transformed geometry.

Optionally instead of keeping the transform tools active, you can enable the [viewport gizmos](#) to have access to the gizmo at all times.

## Note

The gizmo can in some cases block areas from being sculpted on. In that case move the pivot point somewhere else to be able to click on the desired surface.

Apart from the transform tools there are also special brushes to move, rotate and scale the topology like [Pose](#), [Boundary](#) and [Elastic Deform](#).

[Previous](#)  
[Filters](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)

[No](#)  
[Paint](#)