

Move, Rotate, Scale

Reference

Mode:

Edit Mode

Tool:

Toolbar ▶ Move, Rotate, Scale

Menu:

Mesh ▶ Transform ▶ Move, Rotate, Scale

Shortcut:

G , R , S

Once you have a selection of one or more elements, you can move [G](#) , rotate [R](#) or scale [S](#) them, like many other things in Blender, as described in the [Manipulation in 3D Space](#) section. To move, rotate and scale selected components, either use the *Move*, *Rotate*, and *Scale* buttons, the [transform gizmo](#) or the shortcuts: [G](#) , [R](#) , and [S](#) respectively.

After moving a selection, the options in the [Adjust Last Operation](#) panel allow you to fine-tune your changes, limit the effect to certain axes, turn Proportional Editing on and off, etc. Of course, when you move an element of a given type (e.g. an edge), you also modify the implicitly related elements of other kinds (e.g. vertices and faces).

Pressing [G](#) twice enters either *Edge Slide* or *Vertex Slide* tool depending on the selection. You also have in *Edit Mode* an extra option when using the basic manipulations: the [Proportional Editing](#).

Transform Panel

Reference

Mode:

Edit Mode

Panel:

Sidebar region ▶ Transform

When nothing is selected, the panel is empty. When more than one vertex is selected, the median values is edited and “Median” is added in front of the labels.

Vertex

The first controls (X, Y, Z) show the coordinates of the selected vertex or the median point.

Space

The Space radio buttons let you choose if those coordinates are relative to the object origin (local) or the global origin (global).

Global, Local

Vertex Data

Bevel Weight

This vertex property, a value between (0.0 to 1.0), is used by the [Bevel Modifier](#) to control the bevel intensity of the vertices, when the *Only Vertices* option is active.

Crease

This vertex property, a value between (0.0 to 1.0), is used by the [Subdivision Surface Modifier](#) to control the sharpness of the vertices in the subdivided mesh.

Edge Data

When an edge is selected, the following options are available. More buttons appear:

Bevel Weight

This edge property, a value between (0.0 to 1.0), is used by the [Bevel Modifier](#) to control the bevel intensity of the edges.

This property can also be set using the [Edge Bevel Weight](#) operator.

Crease

This edge property, a value between (0.0 to 1.0), is used by the [Subdivision Surface Modifier](#) to control the sharpness of the edges in the subdivided mesh.

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[Transformation](#)

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