# Move

Reference

Mode:
    Object Mode, Edit Mode, and Pose Mode
Menu:
    Object/Mesh/Curve/Surface ‣ Transform ‣ Move
Shortcut:
    `G`

In Object Mode, the move option lets you move objects. Translation means changing location of objects. It also lets you move any elements that make up the object within the 3D space of the active 3D Viewport.

Pressing `G` activates "Move" transformation mode. The selected object or element then moves freely according to the mouse pointer's location and camera. To confirm the action, press `LMB`. While moving items, the amount of change along the X, Y, and Z axis is displayed in the header of the 3D Viewport.
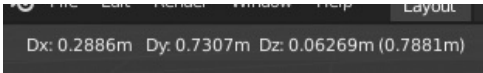
Translation Display.

Tip

Moving an object in Object Mode changes the object's origin. Moving the object's vertices/edges/faces in Edit Mode does not change the object's origin.

See also

Using a combination of shortcuts gives you more control over your transformation. See Transform Control.

Options

Move X, Y, Z
    The amount to move the selection on the respected axis.

Orientation
    Aligns the transformation axes to a specified orientation constraint. See Transform Orientations for more information.

Proportional Editing
    The extruded face will affect nearby geometry. See Proportional Editing for a full reference.