

Snap

Reference

Mode:

Object, Edit, and Pose Mode

Menu:

Object/Object type ▸ Snap

Shortcut:

Shift - S

The *Snap* menu (also available from the 3D header in both *Object Mode* and *Edit Mode* Object ▸ Snap and Mesh ▸ Snap). This menu provides a number of options to move the cursor or your selection to a defined point (the cursor, selection or the grid).

Selection to Grid

Snaps the currently selected object(s) to the nearest grid point.

Selection to Cursor

Moves each one of the currently selected object(s) to the cursor location.

Selection to Cursor (Offset)

Places the selection at the position of the 3D cursor. If there are multiple objects selected, they are not moved individually at the cursor position; instead, they are centered around the 3D cursor, maintaining their relative distances.

Selection to Active

Moves the selection to the origin of the active object.

Cursor to Selected

Places the cursor to the center of the current selection, unless see below.

Cursor to World Origin

Places the cursor to the origin of the world (location 0, 0, 0).

Cursor to Grid

Places the cursor to the nearest grid point.

Cursor to Active

Places the cursor to the origin of the *active* (last selected) object.

The *Cursor to Selected* option is also affected by the current [Pivot Point](#). For example:

- With the *Bounding Box Center* pivot point active, the *Cursor to Selected* option will snap the 3D cursor to the center of the bounding box surrounding the objects' origins.
- When the *Median Point* pivot point is selected, *Cursor to Selected* will snap the 3D cursor to the [median](#) of the object origins.

[Previous](#)
[Apply](#)

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
Duplica