

Reference

Mode:

Object and Edit Modes

Shortcut:

`Ctrl` and/or `Shift`

Holding `Ctrl` during a transform operation (such as move, rotate or scale) will toggle [Transform Snapping](#). When using [Increment Snap](#) this allows the transformation to be performed in discrete amounts.

Holding `Shift` during a transform operation will transform the object at 1/10th the speed, allowing much finer control.

The magnitude of the transformation can be viewed in the 3D Viewport header. Releasing `Ctrl` or `Shift` during the transformation will cause the movement to revert back to its normal mode of operation.

Note

The snapping behaviors described on this page **only** apply when [Increment Snap](#) is selected.

Tip

It is possible to enable both snapping and precision mode, simply hold `Ctrl` and `Shift`. This has the following effects:

Move

Changes in 0.1 unit increments, regardless of zoom level.

Rotation

Changes in 1 unit increments.

Scale

Changes in 0.01 unit increments.

Usage

With Hotkeys

Press `G`, `R` or `S` and then hold either `Ctrl`, `Shift` or `Shift - Ctrl`.

With the Transform Gizmo

Select the gizmo handle then while moving the mouse hold `Ctrl`, `Shift` or `Shift - Ctrl` to activate precision control or snapping.

See also

[Read more about the Transform Gizmo.](#)

Tip

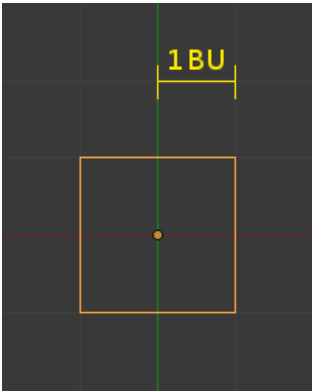
Combining with Other Controls

All of the precision controls detailed on the page can be combined with the [Axis Locking](#) controls and used with the different [Pivot Points](#).

Snapping

Move

Snapping while moving objects changes the object location in 1 unit increments. While in an [aligned view](#), The increment amount is changed based on the [zoom level](#). For example, at a base zoom level objects are moved in increments of 1 unit (i.e. between the two light gray lines). Zooming in enough to see the next set of gray lines will snap in increments of 1/10 of a unit. Zooming in further until will snap in increments of 1/100 of a unit and so on until the zoom limit is reached. Zooming out will have the opposite effect and cause movement to happen by increments of 10, 100 units, etc.



One unit (default zoom level).

Rotation

Holding `Ctrl` will cause rotations of 5 degrees.

Scale

Holding `Ctrl` will cause size changes in increments of 0.1 units.

Note

Snapping Modes

Note that when you are [Snapping To](#) something other than *Increment*, holding `Ctrl` will cause the selection to snap to that nearest element.

Read more about [snapping](#).

Precision

Holding `Shift` during transformations allows for very fine control that does not rely on fixed increments. Rather, large movements of the mouse across the screen only result in small transformations of the selection.

In rotation mode the selected element will be rotate in 0.01 degree increments.

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Last updated on 2025-05-10

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