# Skip to content **Transform Orientation Items**

#### **GLOBAL:**

Global.

Align the transformation axes to world space.

# LOCAL:

Align the transformation axes to the selected objects' local space.

#### **NORMAL:**

Normal.

Align the transformation axes to average normal of selected elements (bone Y axis for pose mode).

## **GIMBAL:**

Gimbal.

Align each axis to the Euler rotation axis as used for input.

### VIEW:

View.

Align the transformation axes to the window.

# **CURSOR:**

Cursor.

Align the transformation axes to the 3D cursor.

## **PARENT:**

Parent.

Align the transformation axes to the object's parent space.

**Previous** Subdivision Boundary Smooth Items Report issue on this page

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