

# Push/Pull

Reference

Mode:

Object and Edit Modes

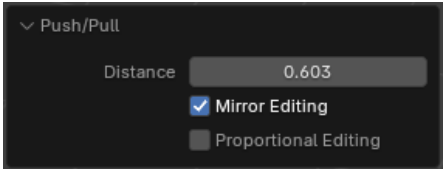
Tool:

Toolbar ▶ Shrink/Fatten ▶ Push/Pull

Menu:

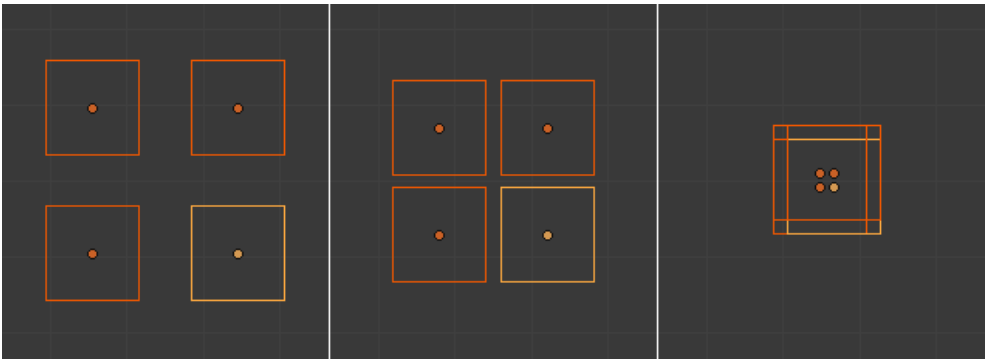
Object/Mesh ▶ Transform ▶ Push/Pull

Moves the selected elements closer to (Push) or further away from (Pull) the pivot point, all by the same distance. You can control this distance by moving the mouse up or down, typing a number, or using the slider in the [Adjust Last Operation](#) panel.

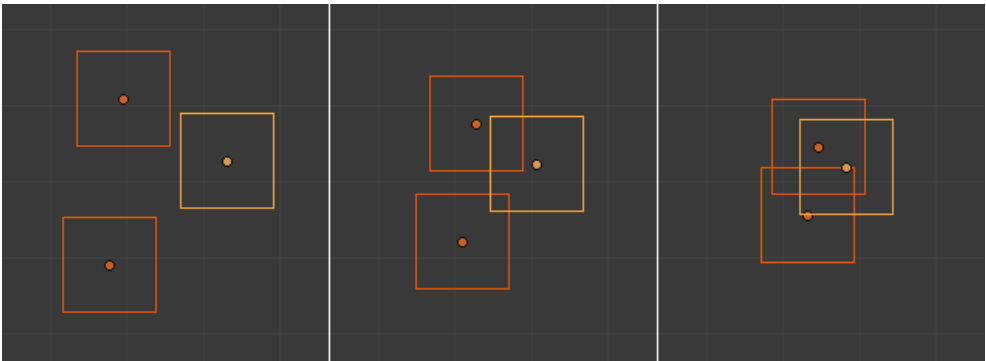


Push/Pull distance.

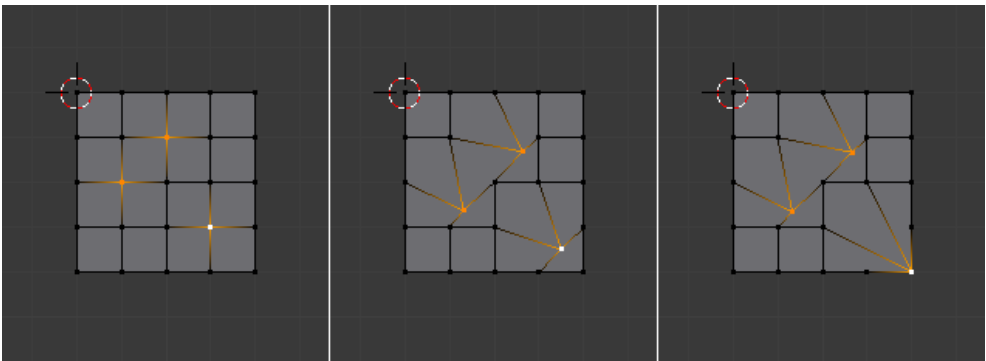
## Examples



Equidistant objects being pushed together.



Random objects being pushed together.



Push (middle) vertices around the 3D cursor compared to Scale (right).

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Last updated on 2025-05-10

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