

Object Origin

Each object has an origin point. The location of this point determines where the object is located in 3D space. When an object is selected, a small circle appears, denoting the origin point. The location of the origin point is important when translating, rotating or scaling an object. See [Pivot Points](#) for more.

The color of the origin changes based on the [selection](#) state of the object.

Yellow:

Object is active.

Orange:

Object is selected, but not active.

White:

Object is not linked and not selected.

Turquoise:

Object is linked.

Light Turquoise:

Object is selected, linked, but not active.

Note

Colors are themeable and might appear different. The colors described here are from the default Dark Theme.

Set Origin

Reference

Mode:

Object Mode

Menu:

Object ▸ Set Origin

The object origin and geometry can be moved relative to each other and to the 3D cursor.

Type

Geometry to Origin

Moves the model to the origin and this way the origin of the object will also be at the center of the object.

Origin to Geometry

Moves the origin to the center of the object.

Origin to 3D Cursor

Moves the origin of the model to the position of the 3D cursor.

Origin to Center of Mass

Moves the origin to the calculated center of mass of model (assuming the mesh has a uniform density).

Center

Median Point Center, Bounding Box Center

Tip

To transform an object's origin directly, enable [Affect Only Origins](#) in the *Tool Settings Options*.

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