3.2.5.8.4 - Editors - 3D View - Transforms - Transform Controls - Transform Properties
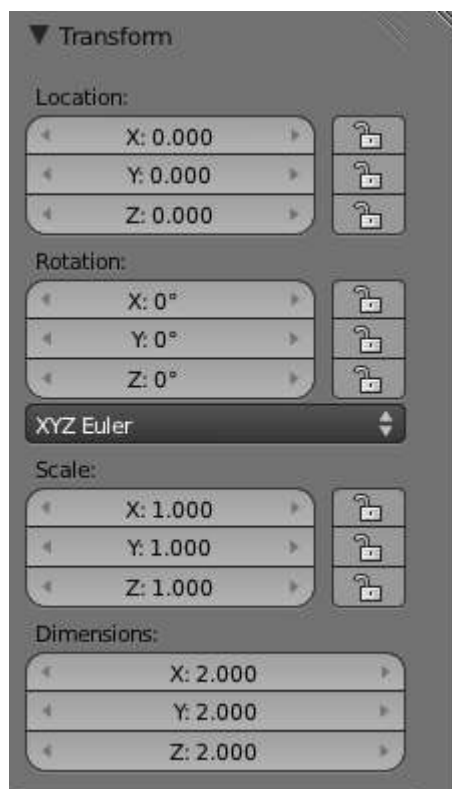
Transform Properties

Each object stores its position, orientation, and scale values. These may need to be manipulated numerically, reset, or applied.

Transform Properties Panel

Reference
Mode: *Edit* and *Object* modes Menu: Object ‣ Transform Properties Hotkey: N

The *Transform Properties* section in the *View Properties* panel allows you to view and manually/numerically control the position, rotation, and other properties of an object, in *Object* mode. In *Edit* mode, it mainly allows you to enter precise coordinates for a vertex, or median position for a group of vertices (including an edge/face). As each type of object has a different set of options in its *Transform Properties* panel in *Edit* mode, see their respective descriptions in the *Modeling chapter.*

Options in Object mode

Transform Properties panel in Object mode.

Location
The object's center location in global coordinates.
Rotation
The object's orientation, relative to the global axes and its own center.
Scale
The object's scale, relative to its center, in local coordinates (i.e. the *Scale X* value represents the scale along the local X-axis). Each object (cube, sphere, etc.), when created, has a scale of one blender unit in each local direction. To make the object bigger or smaller, you scale it in the desired dimension.
Dimensions
The object's basic dimensions (in blender units) from one outside edge to another, as if measured with a ruler. For multi-faceted surfaces, these fields give the dimensions of the bounding box (aligned with the local axes - think of a cardboard box just big enough to hold the object).

Use this panel to either edit or display the object's transform properties such as position, rotation and/or scaling. These fields change the object's center and then affects the aspect of all of its *vertices* and faces.

Transform Properties Locking

The locking feature of the Location, Rotation and Scale fields allows you to control a transform property solely from the properties panel. Once a lock has been activated any other methods used for transformation are blocked. For example, if you locked the *Location X* field then you can't use the mouse to translate the object along the global X axis. However, you can still translate it using the *Location X* edit field. Consider the locking feature as a rigid constraint only changeable from the panel.

To lock a field, click the padlock icon next to the field. The field is unlocked if the icon appears as (

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