3.2.5.8.11.1 Editors - 3D View - Transforms - Transform Controls - Pivot Point - Index
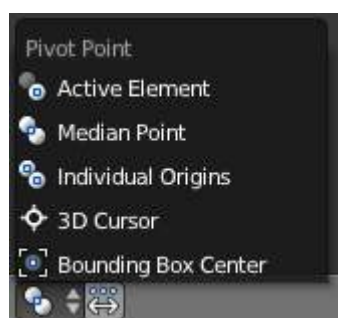
Pivot Point

Reference

Mode: *Object mode* and *Edit mode*
```
Menu: Droplist in the header of the 3D view
```


Pivot Point modes.

The pivot point is the point in space around which all rotations, scalings and mirror transformations are centered. You can choose one of five *Pivot Points* from a drop-down list in the header of any 3D area, as seen here in (*Pivot Point modes*). The pages linked below describe each *Pivot Point* mode in more detail.

- Active Element as Pivot
    - In Object mode
    - In Edit mode
- Median Point as Pivot
    - In Object Mode
    - In Edit Mode
- Individual Origins as Pivot
    - In Object mode
    - In Edit mode
- 3D Cursor as Pivot
- Bounding Box Center as Pivot
    - In Object mode
    - In Edit mode

Note that even if the above examples use meshes, the same rules apply for other types (curves, surfaces...) as well.