3.2.5.1 Editors - 3D View - Transforms - Introduction

Transforms

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Introduction

Transformations refer to a number of operations that can be performed on a selected Object or Mesh that alters its position or characteristics.

Each object can be moved, rotated and scaled in *Object Mode*. However, not all of these transformations have an effect on all objects. For example, scaling a camera has no effect on the render dimensions.

Basic transformations include:

- *Grabbing (moving)*
- *Rotating*
- *Scaling*

These three transforms are the three big ones however more, advanced transformations can be found in the *Advanced Transformations* section.

For making other changes to the geometry of editable objects, you should use *Edit Mode*.

Once you've added a basic object, you remain in *Object Mode*.

You can switch between *Object Mode* and *Edit Mode* by pressing `Tab`.

The object's wireframe should now appear orange. This means that the object is now selected and active.

The (*Selected object*) image shows both the solid view and wireframe view of the default cube. To switch between wireframe and solid view, press `Z`.