

# Center Selection

## Access:

Keyboard shortcut: **NUMPAD-PERIOD-KEY**

Mode: UV/Image Editor

Panel: None

Menu: None

## Description:

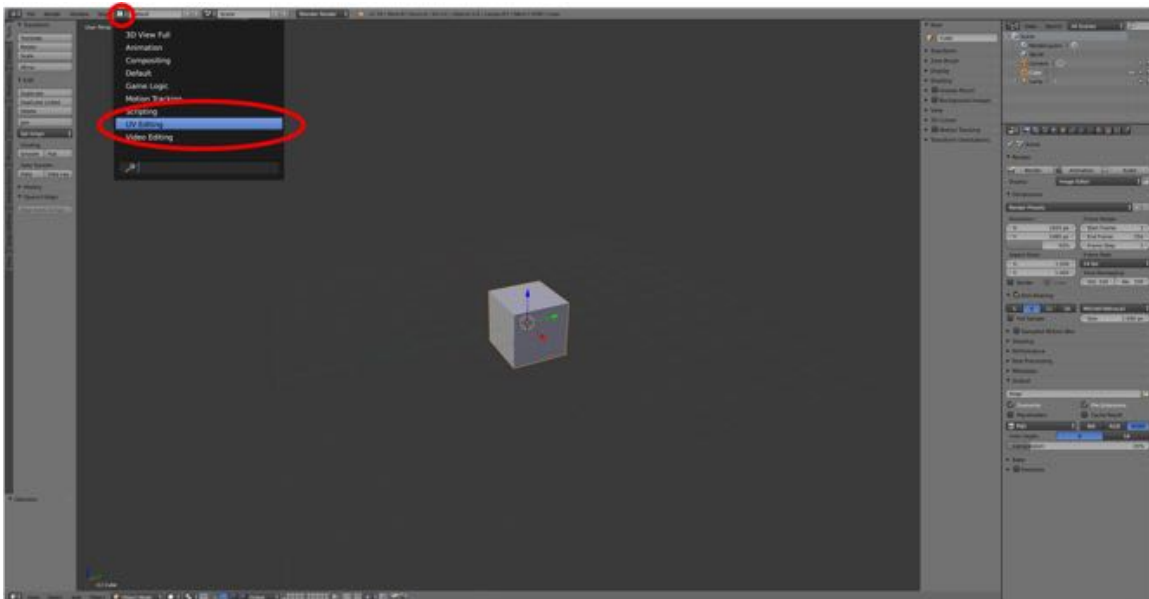
Being able to center a selection and then zoom in to scale, position, etc. facilitates manipulating UV maps. This can be done with the NUMPAD-PERIOD-KEY keyboard combination.

## To Use the Tool:

- Select the portion of the UV map to be centered.
- Press NUMPAD-PERIOD-KEY.

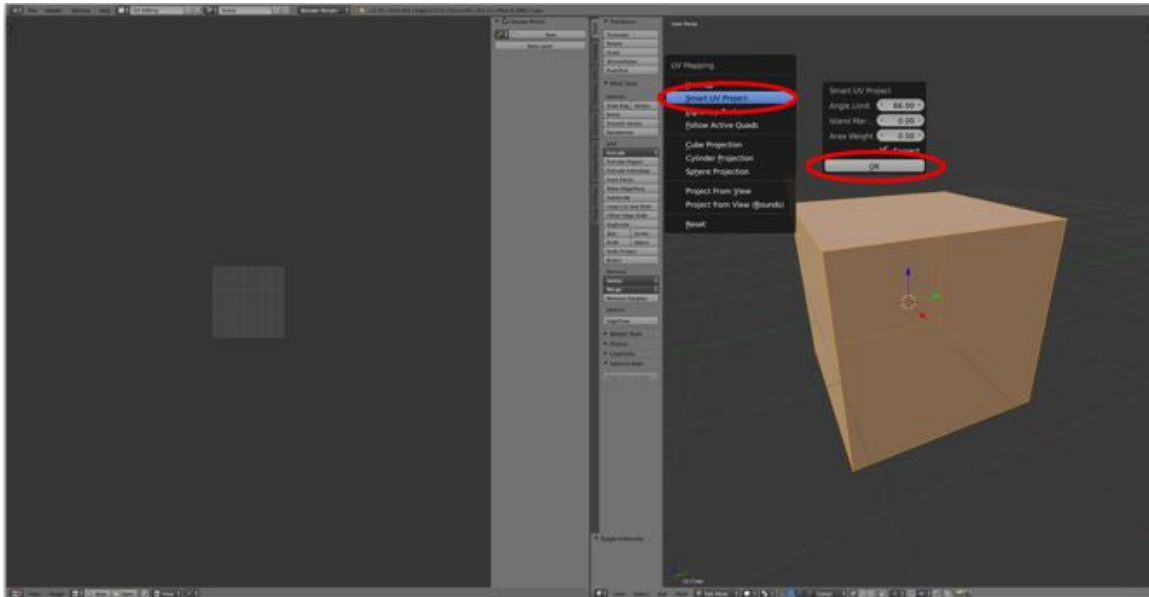
## Let's Try It:

- **Open Blender and switch to the UV Editing Layout (Information Editor > Choose Screen Layout Icon > select UV Editing).**



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- In the **3D Editor's Edit Mode** select (**A-KEY**) the **Default Cube** and **UV unwrap** using **Smart UV Project (U-KEY > select Smart UV Project >select OK)**.



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- In the UV/Image Editor select the lower left vertex.



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- To **center** and zoom in on the vertex, **press NUMPAD-PERIOD-KEY**.



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### **Additional Comments:**

It's a simple process but you will find you are using it all the time.

### **For More Information:**

Blender Reference Manual, **UV/Image Editor > Navigate**

[https://www.blender.org/manual/editors/uv\\_image/introduction.html#navigating](https://www.blender.org/manual/editors/uv_image/introduction.html#navigating)