

# Grab/Move

## Access:

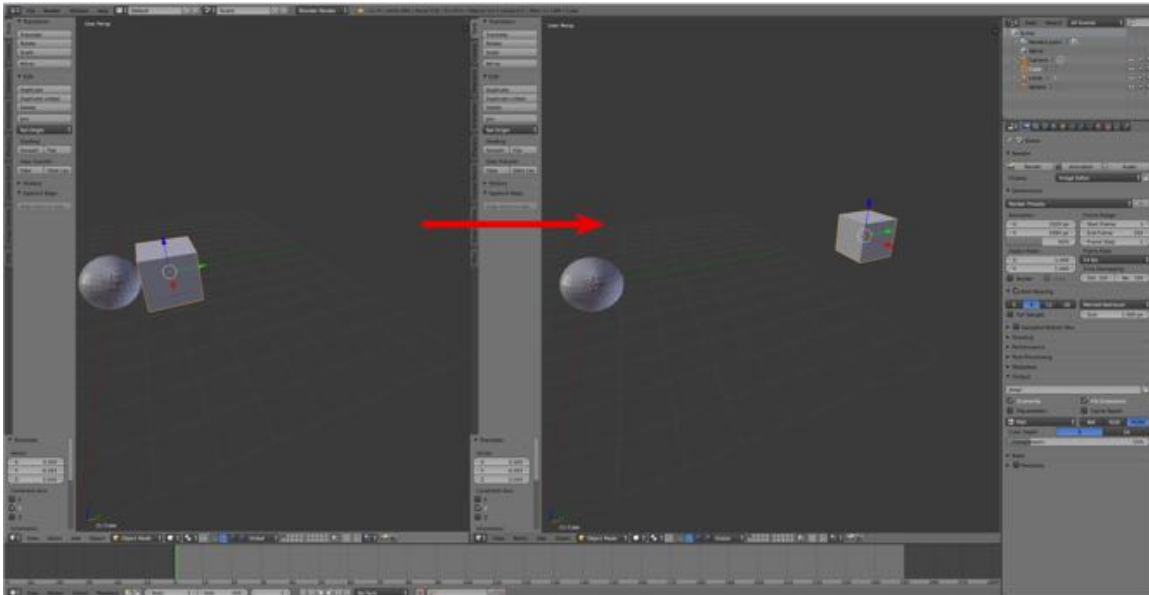
Keyboard shortcut: **G-KEY** (G for “Grab”)

Mode: 3D Editor: Object Mode  
3D Editor: Edit Mode

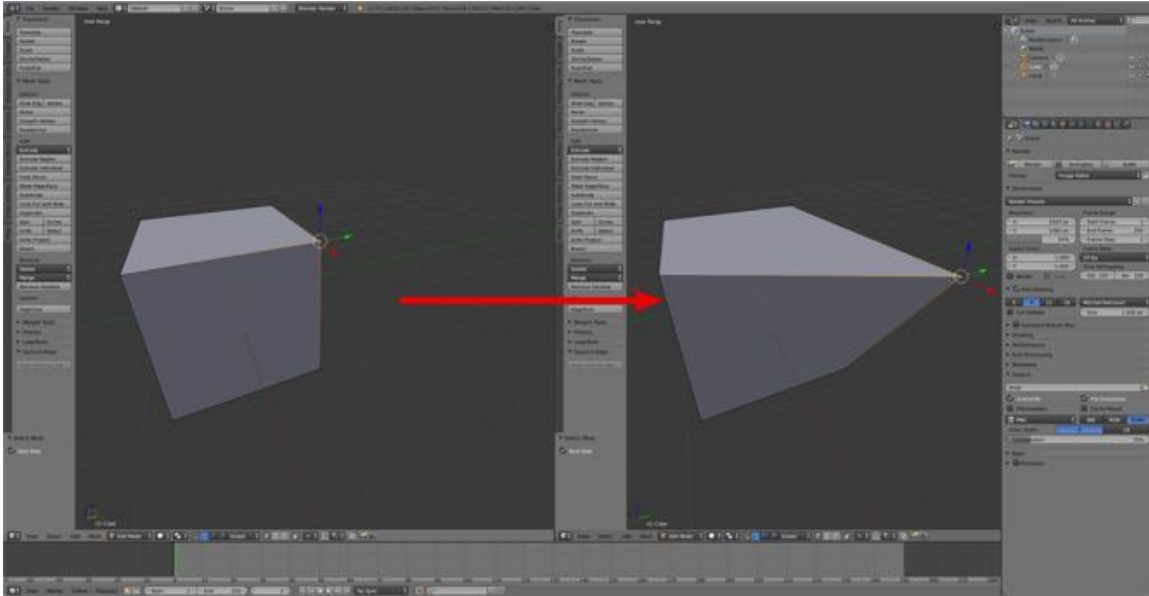
Panel: 3D Editor > Tool Shelf > Tools Tab > Translate

Menu: Object Mode: Object > Transform > Grab/Move  
Edit Mode: Mesh > Transform > Grab/Move

## Description:



Mesh moved.



Element (vertex) moved.

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When you see “Translate” in Blender, think “Move”. In Object Mode, translating is to move a mesh or meshes from one place to another. In Edit Mode, translating is to move a mesh, part of a mesh, a vertex or vertices, edge(s) and/or face(s) from one place to another. In the broader sense it also refers to rotating and scaling... (see Tool Shelf > Translate Tab).

There are two ways to Grab/Move in the 3D Editor

- Use the **keyboard shortcut (G-KEY)**.
- Use the **Transform Widget**.

With the **keyboard shortcut** movement can be constrained to an axis by pressing the G-KEY then **X-**, **Y-** or **Z-KEY** and the amount of movement can be specified by then typing in a numeric value.

The **Transform Widget** can be toggle on or off in the 3D Editor’s Header. Dragging on the red, green or blue arrows of the Transform Widget, respectively, may then move the selected mesh(es). Selected mesh(es) may moved freely by dragging on the white circle.

Note: The Transform Widget is used for moving, rotating and scaling. Click on the 3D Editor Mode Icons in the header to invoke or change the mode.

In Object Mode, **ALT/OPT + G-KEY** removes all translations and places the mesh at the origin of the scene (X=0, Y=0, Z=0).

## To Use the Tool:

- **Open Blender.**
- **Select the mesh/element (RMB) or meshes/elements (SHIFT + RMB)** to be moved.
- **Press the G-KEY**, constrain to an axis (**X-KEY, Y-KEY or Z-KEY**), and specify a distance (**type in a numeric value**), or just drag.

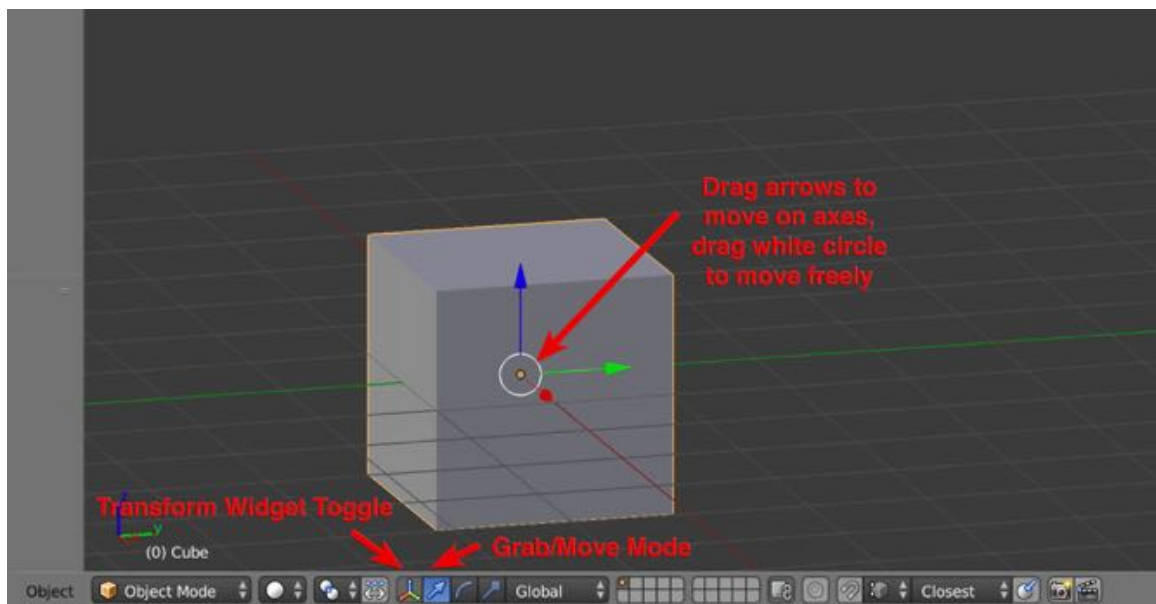
or

- **Press the G-KEY** followed **LMB** to **confirm**.
- In the Tool Shelf's **Operator Pane** and **specify** the **axis** and the **distance**.

## Let's Try It:

### Object Mode

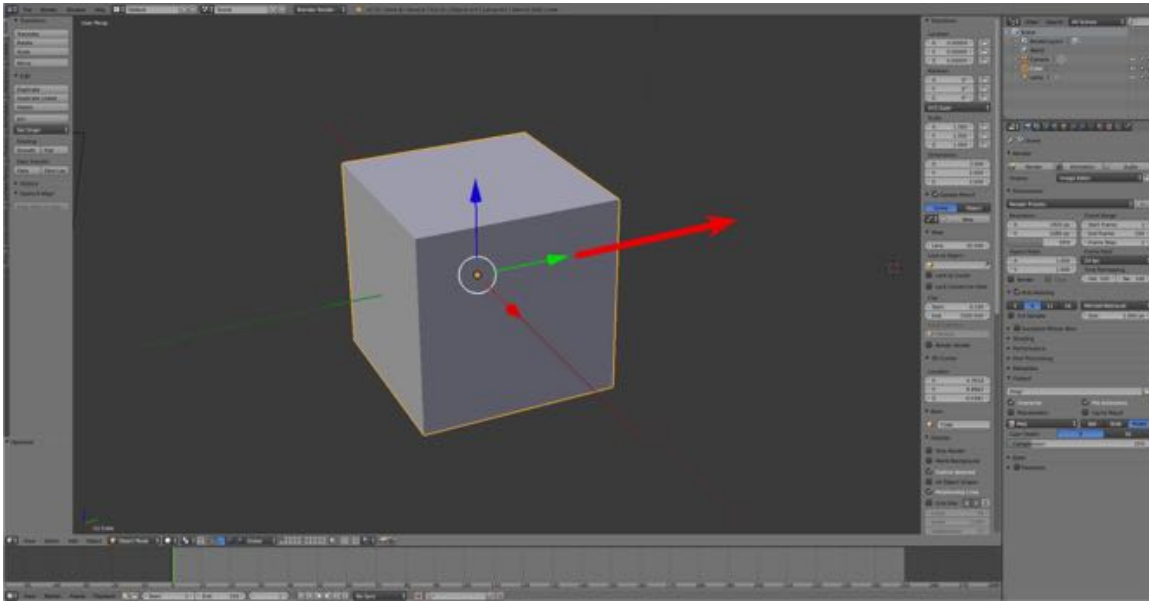
- **Open** Blender.
- With the **Default Cube** selected, press the **G-KEY** and **drag** the cube around the work space.
- To confirm the relocation of the cube **press LMB**.  
(To cancel the move, delete your last step with **CMD + Z-KEY**.)



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### Transform Widget Control

- To use the Transform Widget, with the default cube selected in the 3D Editor Header, click on the **Transform Widget Icon** to toggle on the widget and select the Grab/Move Mode. The widget will align with the selected mesh/element.



Dragging on the green arrow will move the cube along the Y-axis.

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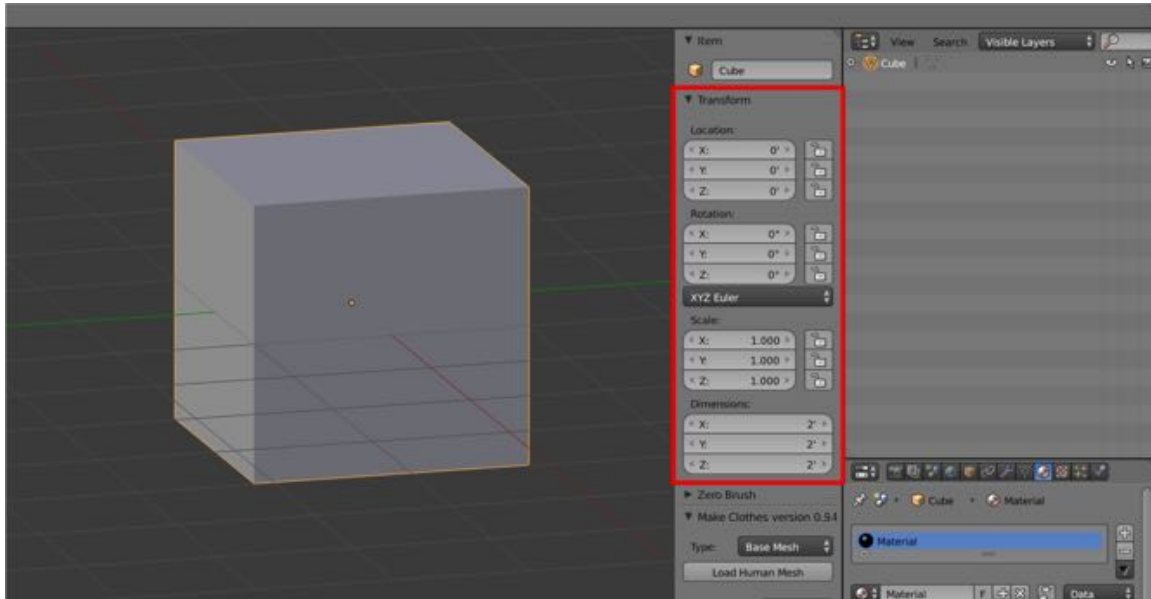
- **Drag** on the red, green or blue arrows of the Transform Widget to move the mesh/element along an axis. Releasing the mouse button confirms the move. (To cancel the move, delete your last step with **CMD + Z-KEY**.)

### Edit Mode

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Vertex Selection Mode**.
- **Select (RMB)** one of the vertices of the **Default Cube**.
- **Press the G-KEY**, and **drag**.
  
- With the **vertex still selected drag on the red, green or blue arrow** to move the vertex in the direction of one of the axes.

## Additional Comments:

Selections **cannot be “nudged”** in Blender, for example by using the arrow keys. Typing in a distance when being moved may specifically place them, or the location specified in the Transform Pane of the 3D Editor’s Properties Panel.



Transform Pane in the 3D Editor Properties Panel. Here location, rotation, scale and dimension can be precisely specified.

## For More Information:

Blender Reference Manual, **Grab/Move**

[https://www.blender.org/manual/getting\\_started/basics/transformations/grab.html?highlight=grab](https://www.blender.org/manual/getting_started/basics/transformations/grab.html?highlight=grab)