

Grab/Move

Access:

Keyboard shortcut: **G-KEY > DRAG**

Mode: UV/Image Editor

Panel: None

Menu: None

Description:

Grab and Move (Translate) is similarly to the 3D Editor except that you can only move in the X (U) and Y (V) direction. Movement may be constrained to one direction and distance specified by typing in a numeric value.

To Use the Tool:

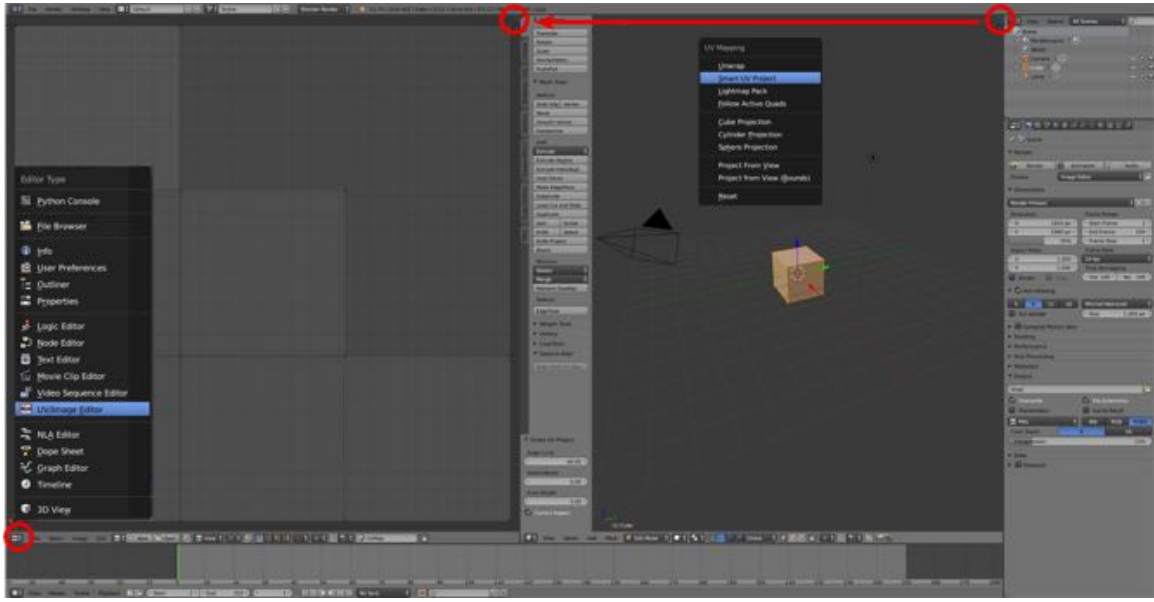
- **Select** the item(s) (vertices, edges, faces or islands).
- **Press** the **G-KEY** and **drag**.
- **Press LMB** to confirm.

Let's Try It:

Setup

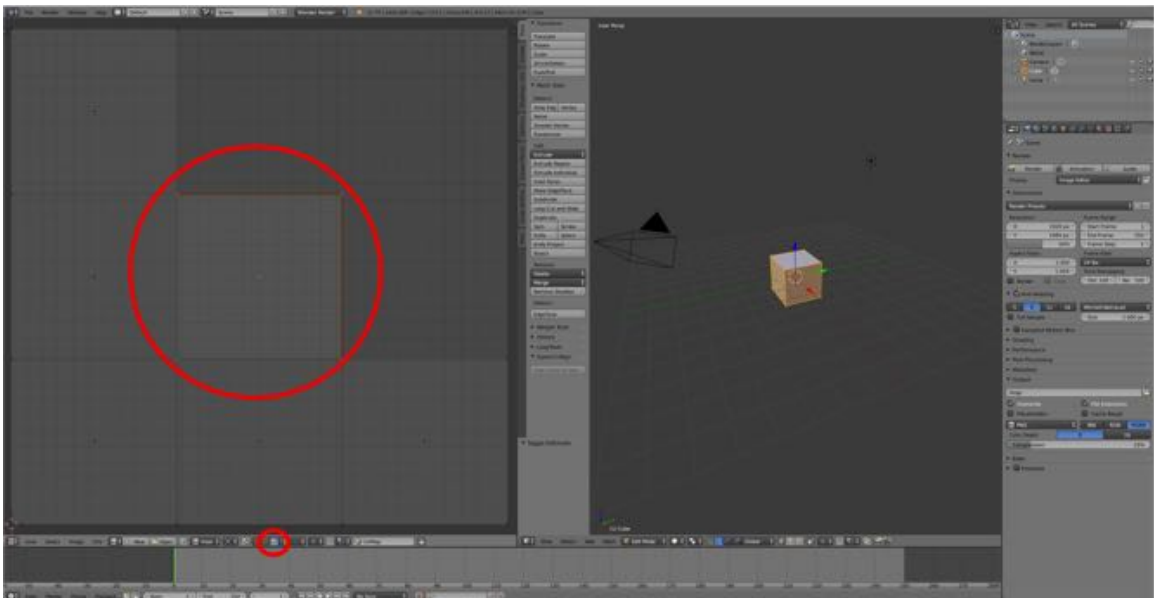
- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor** Frame.
- In the left-hand corner of the **left-hand 3D Editor's header** **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press** the **F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode** **select (A-KEY)** the **Default Cube**.
- **Press** the **U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.

End of setup



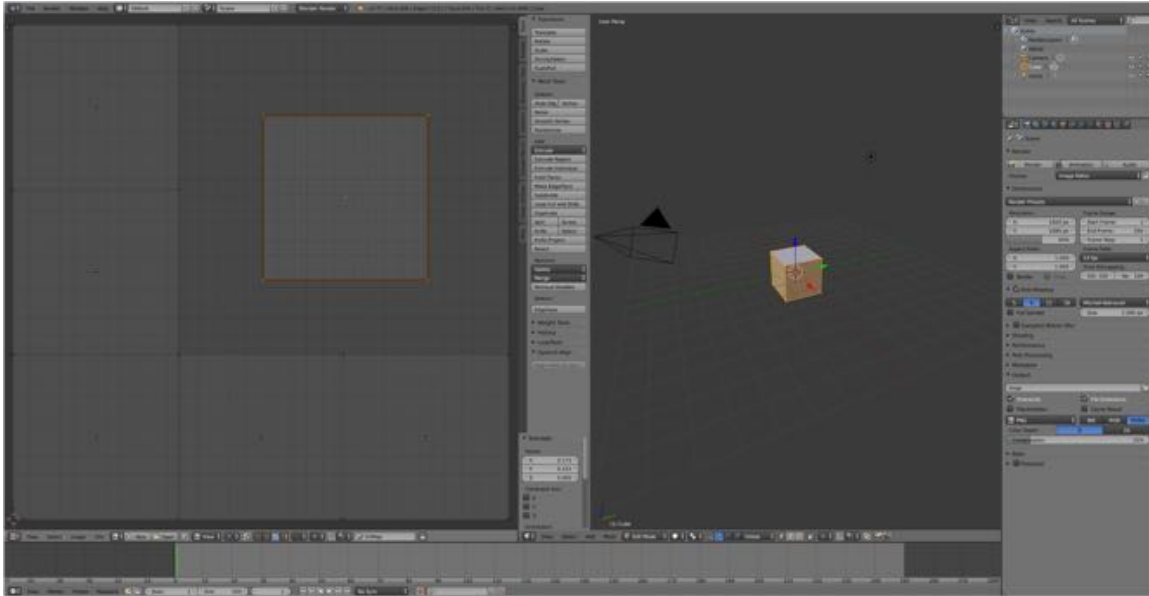
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- In the **UV/Image Editor** switch to **Face Selection Mode**.
- Select (**RMB**) the **middle face**.



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- Press the **G-KEY** and **drag**.
- Press **LMB** to confirm.



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Additional Comments:

The UV/Image Editor does not have a Manipulator Widget for moving items. However, since movements are only in 2 dimensions it really isn't needed.

For More Information:

Blender Reference Manual, **Grab/Move**

<https://www.blender.org/manual/editors/3dview/transform/grab.html?highlight=grab>