

Manipulator Widget

Access:

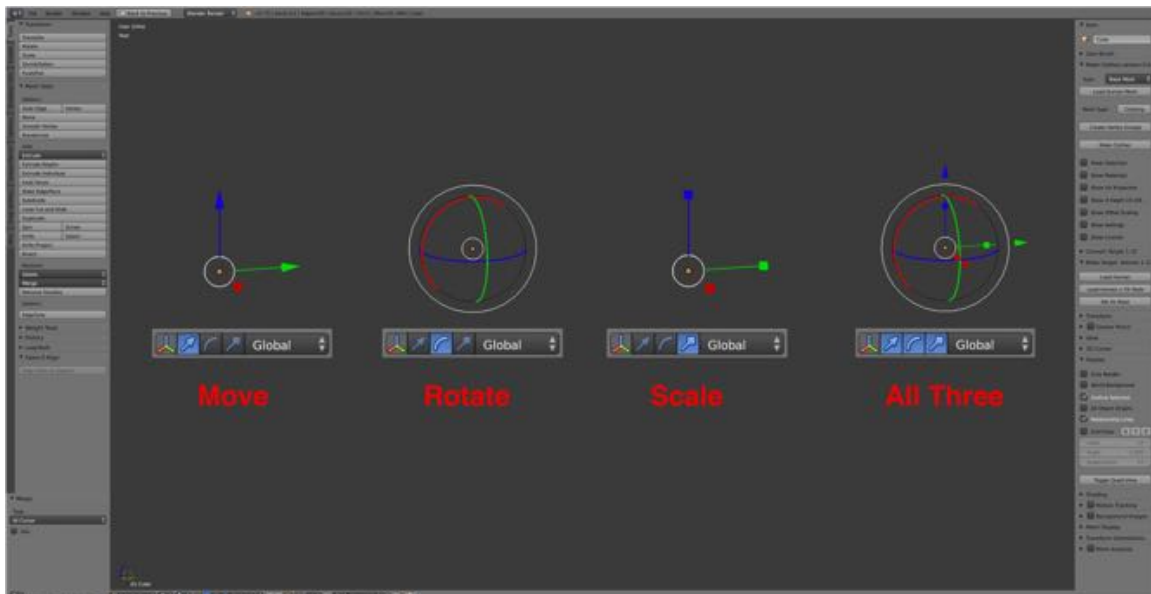
Keyboard shortcut: **CTRL + SPACEBAR**

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

Panel: None

Menu: None

Description:



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The Manipulator Widget facilitates changing location (Move), orientation (Rotate) and size (Scale) by placing control over the current selection. These are invoked using icon found in the header. Holding down the SHIFT-KEY while selecting an icon allows you to select more than one.

The Manipulator Widget appears at the Pivot Point of the selection (marked by an orange dot). The action is carried out by LMB clicking on the colored control and dragging the mouse.

LMB clicking on the white circle allows for free movement, rotation or scaling.

Holding down the SHIFT-KEY before LMB clicking on an axis will allow you to move or scale (not rotate) on the other two axes.

Holding down the CTRL-KEY toggle Snap Mode.

Movement, rotation and scaling can be constrained and done precisely using the options in the Tool Shelf's Operator Pane.

To Use the Tool:

- **LMB click** on the Manipulator Widget Icon in the header to toggle it on or off.
- **LMB drag** on the red (X-axis), green (Y-axis), blue (Z-axis) or white (free form) indicators.

Let's Try It:

- **Open Blender** and notice that by default the **Manipulator Widget** is **active** in the **Move Mode**.
- **LMB drag** the **Default Cube** by LMB clicking on the red, green and blue arrows.
- **LMB drag** on the white circle freely in the scene.
- **Switch** to **Rotate Mode** and rotate in the X, Y and Z direction by **LMB drag** on the red, green and blue circle.
- **LMB drag** on the white arc to rotate on freely.
- **Switch** to **Scale Mode** and scale in the X, Y and Z direction by **LMB drag** on the red, green and blue square.
- **LMB drag** on the white circle to scale on all three axes.

Demo Video (see website)

Additional Comments:

The Manipulator Widget can take some getting used to, but can greatly speed up the workflow when modeling.

For More Information:

Blender Reference Manual, **Manipulators**

https://www.blender.org/manual/editors/3dview/transform/transform_control/manipulators.html?highlight=manipulators