

Pivot Point

Access:

Keyboard shortcut:	PERIOD-KEY	(3D Cursor)
	ALT/OPT + PERIOD-KEY	(Active Element)
	CTRL + COMMA	(Median Point)
	COMMA	(Bounding Box Center)
	CTRL + PERIOD-KEY	(Individual Origins)
Mode:	3D Editor: Object Mode 3D Editor: Edit Mode	
Panel:	None	
Menu:	Header: Pivot Point Icon >	

Description:

The Pivot Point is the point in space around which all objects are rotated, scaled and mirrored. LMB clicking on the Pivot Point Icon in the 3D Editor's Header brings up a Popup Menu from which one of five pivot points may be selected: Bounding Box Center, 3D Cursor, Individual Origins, Median Point and Active Element.

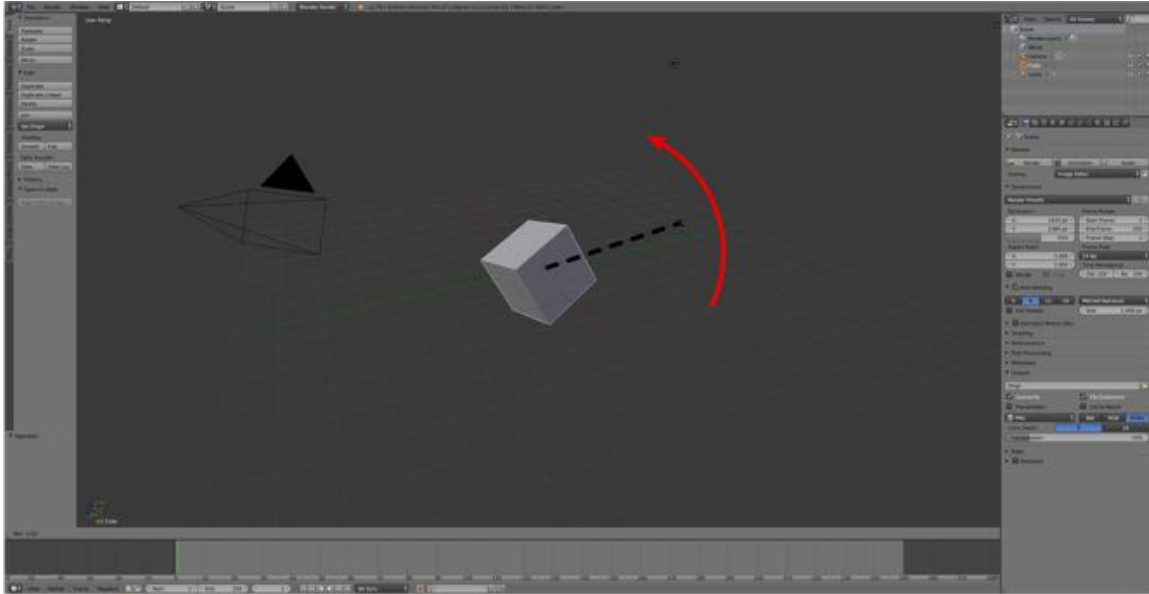
By default the Median Point is selected when you first open Blender. But, perhaps, the most useful options are the 3D Editor Cursor and the Active Element.

To Use the Tool:

- **LMB** the **Pivot Point Icon** in the 3D Editor's Header and from the Popup Menu **select** the pivot point **option** (or use one of the keyboard shortcuts).

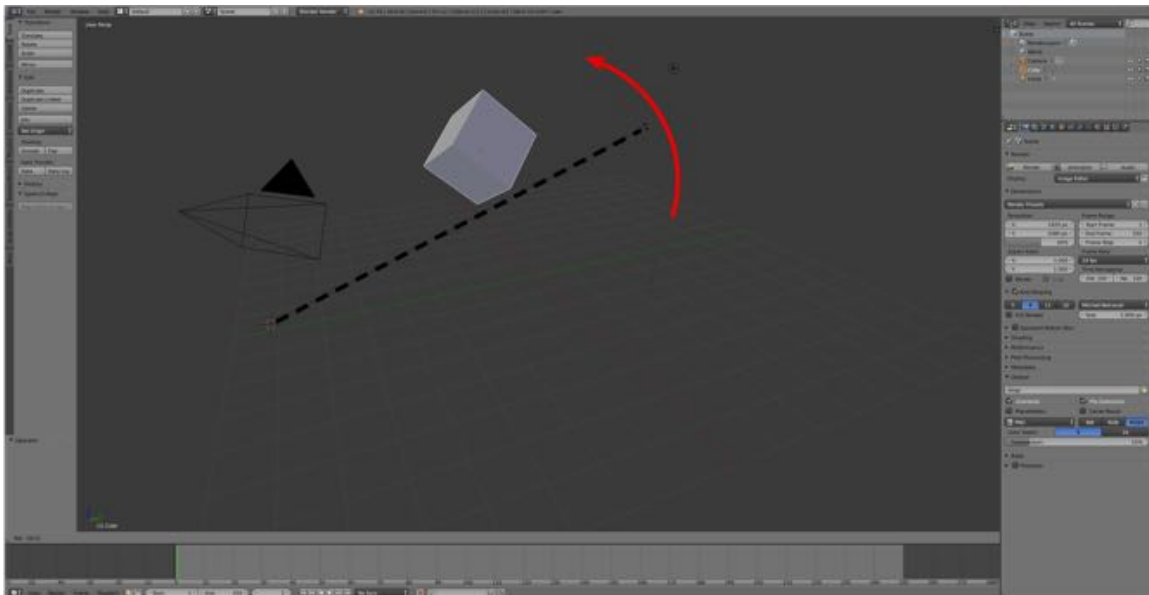
Let's Try It:

- **Open Blender.**
- **Press the R-KEY** and **Drag to rotate** the Default Cube **around** the **Median Point.**
- **LMB** to confirm.



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- **LMB** click to **place** the **3D Cursor** away from the **cube**.
- Press the **PERIOD-KEY** to **select** the **3D Cursor** as the **pivot point**.
- Press the **R-KEY** and **Drag** to **rotate** the **cube** around the **3D Cursor**.
- **LMB** to **confirm**.



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Additional Comments:

It takes some time to get the hang of when to use the various options. Try experimenting to see the different options. Results differ depending on whether you are in Object Mode or Edit Mode.

For More Information:

Blender Reference Manual, **Pivot Point**

https://www.blender.org/manual/editors/3dview/transform/transform_control/pivot_point/index.html