

Snap 3D Cursor

Access:

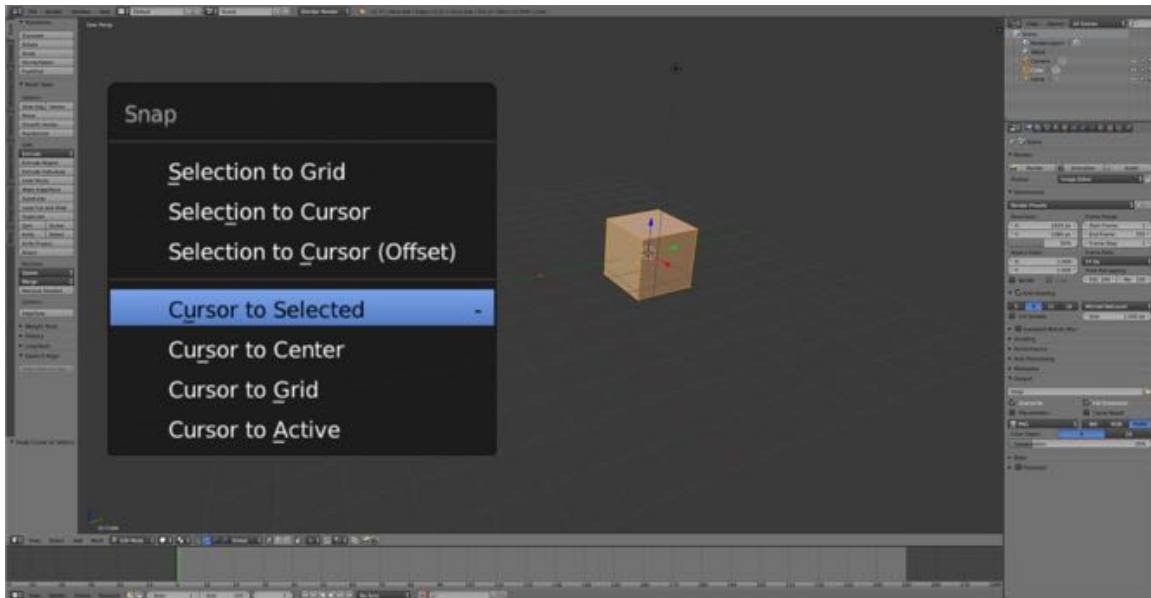
Keyboard shortcut: **SHIFT + S-KEY >**

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

Panel: None

Menu: Object Mode: Object > Snap >
Edit Mode: Menu > Snap >

Description:



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The 3D Cursor Snap Tool is accessed through a special menu, the Snap Menu (SHIFT + S-KEY). There are seven selections; three move the selection and four move the cursor. However, of these only three are generally needed to make Trainz assets

Selection to Cursor

Snaps the currently selected vertices to the cursor location.

Cursor to Selected

Snaps the cursor to the center of the current selection.

Cursor to Center

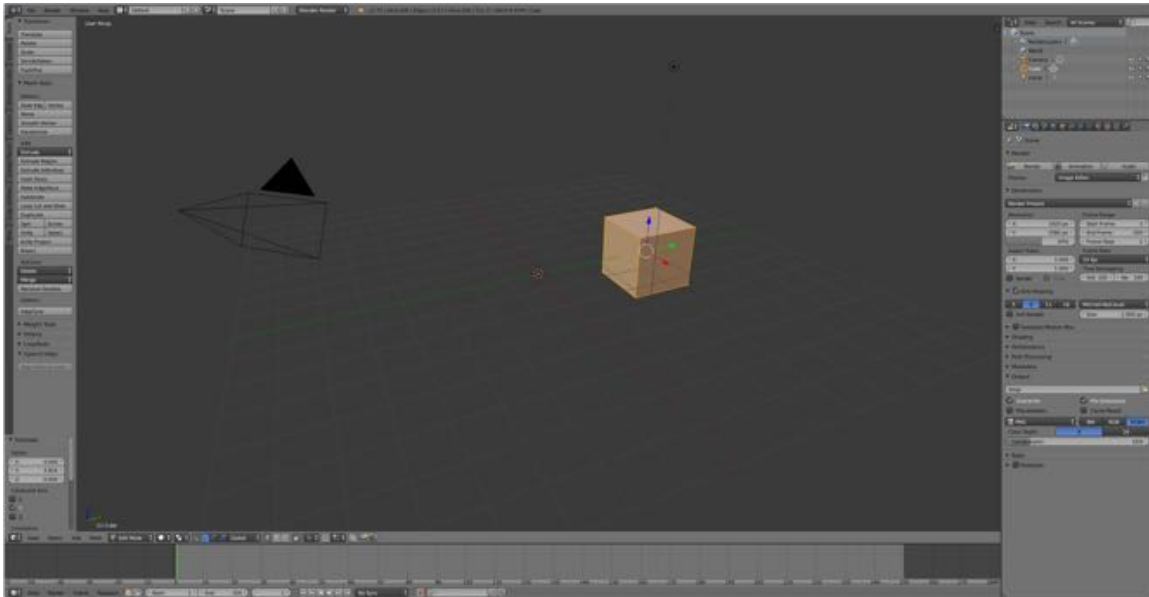
Snaps the cursor to the origin of the scene (location 0,0,0).

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Press SHIFT + S-KEY** and **select** one of the option.

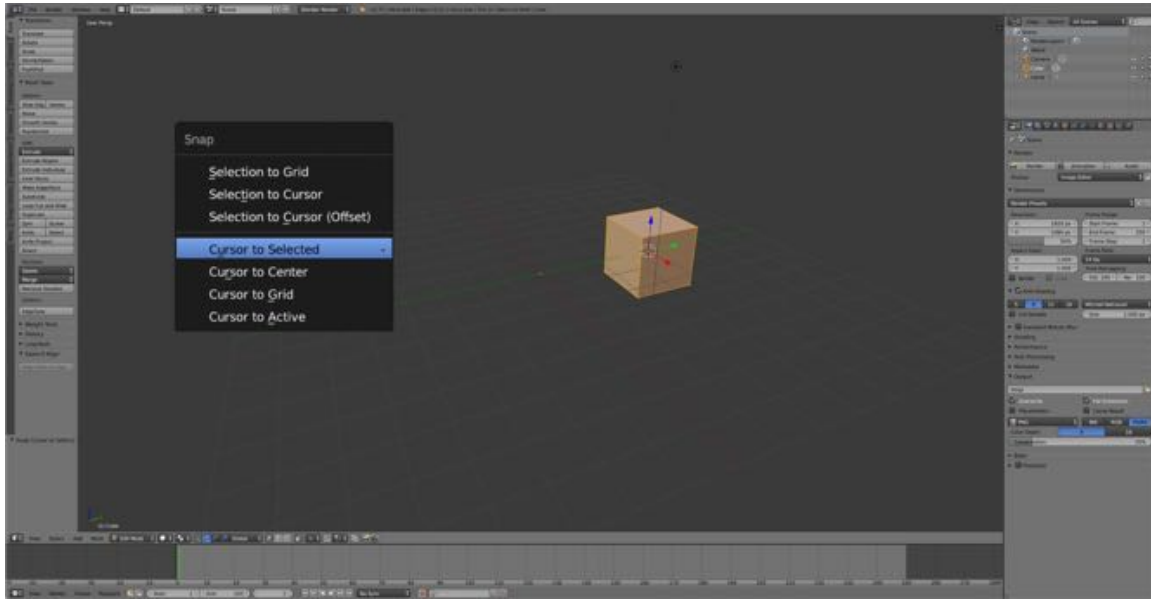
Let's Try It:

- **Open Blender** and **switch** to the 3D Editor's **Edit Mode** and **Vertex Selection Mode**.
- **Move the Default Cube** on the **Y-axis (G-KEY > Y-KEY > Drag)**.



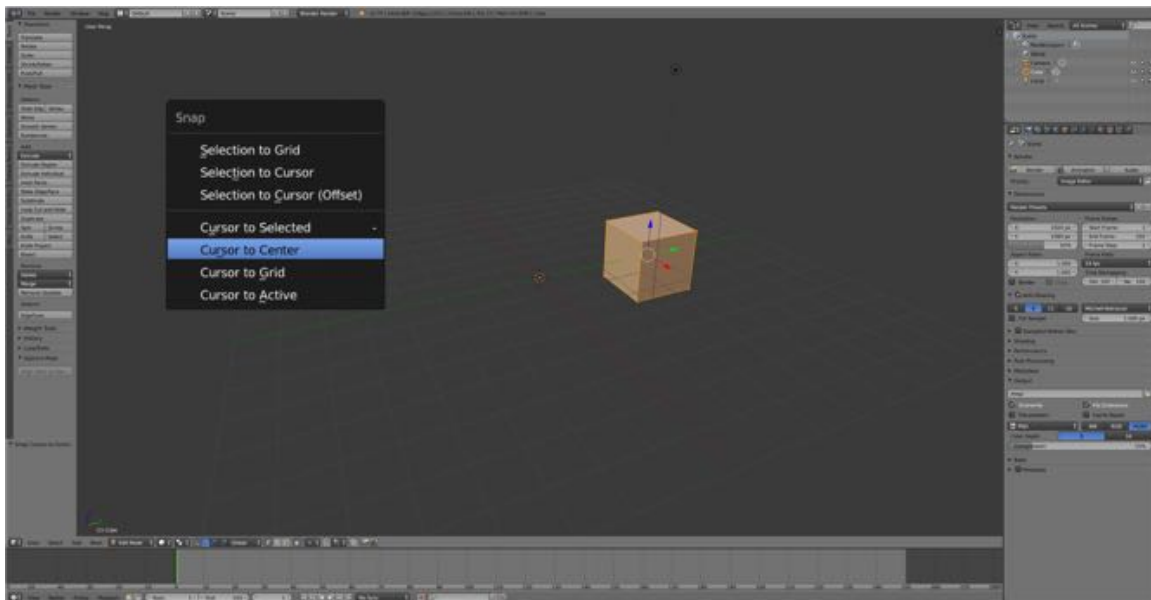
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- **Press SHIFT + S-KEY** and **select Cursor to Selected**.
Notice the cursor is now positioned on the selected vertex.



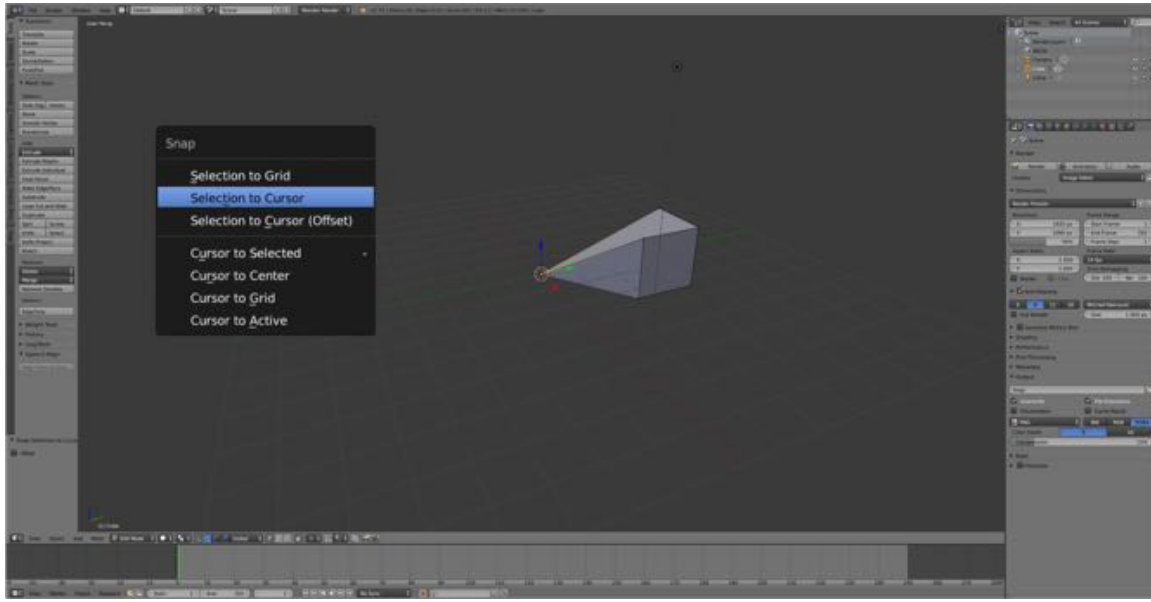
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- **Press SHIFT + S-KEY and select Cursor to Center.**
Notice the cursor is now positioned on the origin of the scene (location 0,0,0).



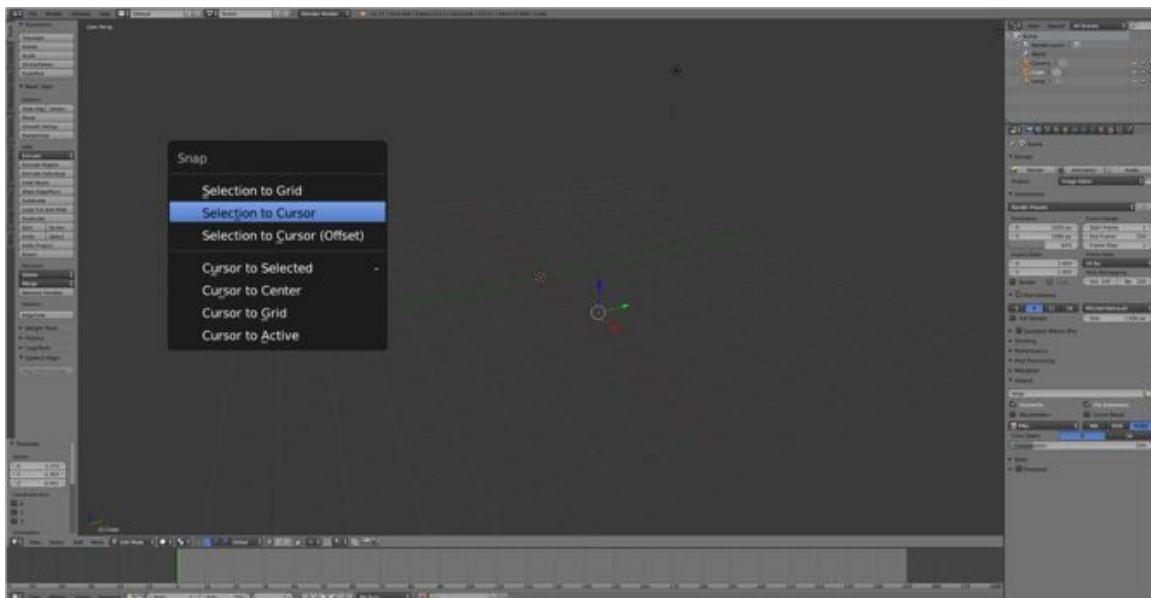
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- **Select (RMB) a vertex on the right face.**
- **Press SHIFT + S-KEY and select Selection to Cursor.**
Notice the vertex is now positioned on the origin of the scene (location 0,0,0).



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- **Select (A-KEY) the cube.**
- **Press SHIFT + S-KEY and select Selection to Cursor.**
What happened here? All of the vertices were moved to the position of the cursor, effectively collapsing the cube to one vertex at the position of the cursor. To see this, select the vertex (G-KEY) and drag it to a new location.



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Additional Comments:

As frequently you will want to move the cursor to the center of your scene, it has its own keyboard shortcut: **SHIFT + C-KEY**. This also zooms out so that you can see the whole scene.

For More Information:

Blender Reference Manual, **Using the Snap Menu**

https://www.blender.org/manual/editors/3dview/3d_cursor.html?highlight=snap