

## Snap to Mesh

### Access:

Keyboard shortcut: **SHIFT + TAB >**

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

Panel: **3D Editor Object Mode: Header**  
**3D Editor Edit Mode: Header**

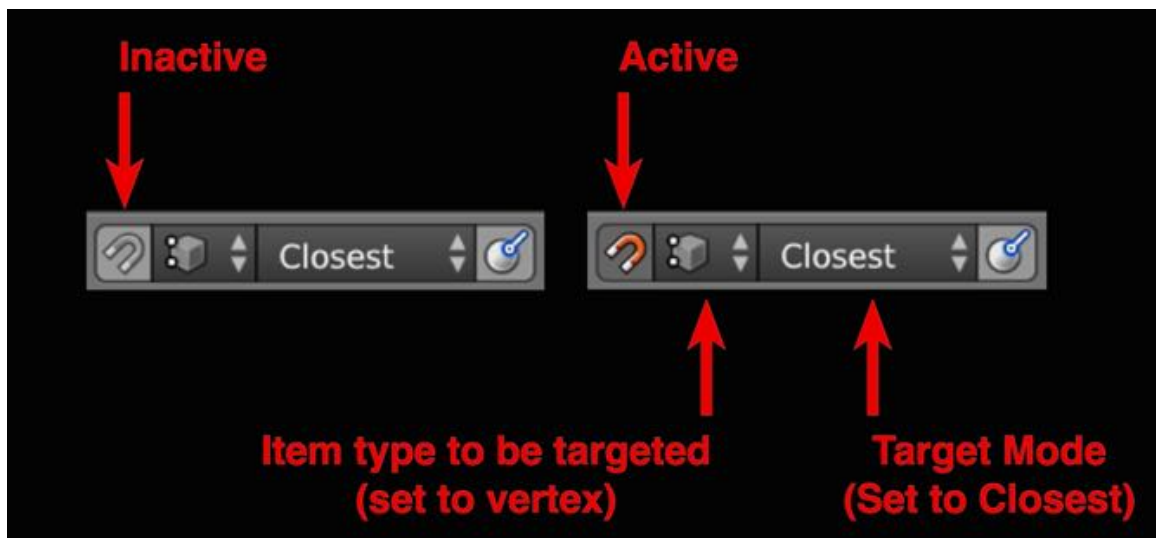
Menu: None

### Description:

The Snap to Mesh Tool can be used when moving, extruding, rotation or scaling, although I tend to use it only when moving an item.

This tool allows you to snap objects (in Object Mode) or vertices/edges/faces (in Edit Mode) to a target vertex/edge/face.

Controls are found in the 3D Editor's Header. LMB clicking on a **Magnet Icon** toggles the tool on (Magnet Icon is red) and off (Magnet Icon is gray).



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### Item Type to be Targeted

To the immediate right of the Magnet Icon, is the **Snapping Target Popup Menu**. Here you select the element to which the moved item will snapped.

## Target Mode

Further to the right, is the **Target Popup Menu**. Here you select the Target to which the moved item (e.g., vertex) will be snapped. I almost always select **Closest**.

## Targeting Process

For example, in Vertex Selection Mode, when a vertex is selected and the G-KEY pressed to move (drag) it, the selected vertex will snap to the targeted vertex when the mouse cursor is moved close to it. An orange circle indicating that it is being targeted will surround the targeted vertex. Pressing LMB will confirm the move by snapping the vertex being moved to the target vertex.

## To Use the Tool:

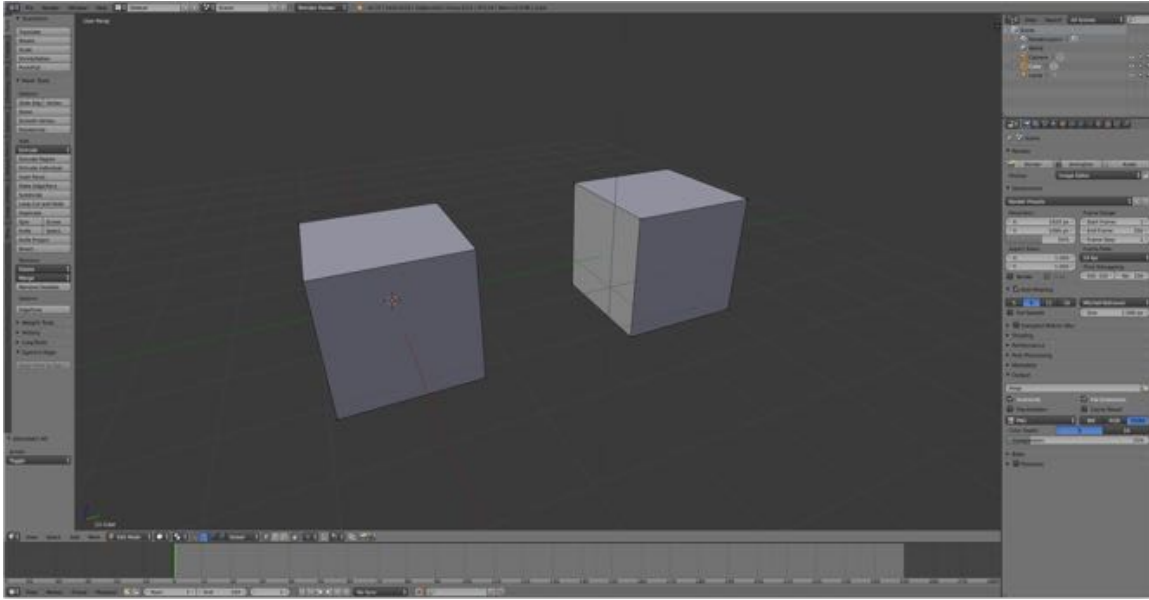
- **Activate** snapping by pressing **SHIFT + TAB** or **LMB** clicking on the **Magnet Icon** in the 3D Editor's Header.
- **Select the Item Type to be Targeted** by **LMB** clicking on the **Item to be Targeted Icon** in the 3D Editor's Header and **selecting** a type from the Popup Menu.
- **Select Target Mode** by **LMB** clicking on the **Targeted Mode Icon** in the 3D Editor's Header and **selecting** a mode from the Popup Menu.
- **Select the item to be moved, press the G-KEY and drag** the mouse cursor **to the target item**.
- When the target (e.g., vertex) is **outlined** with an **orange circle**, **press LMB** to confirm.

## Let's Try It:

### Setup

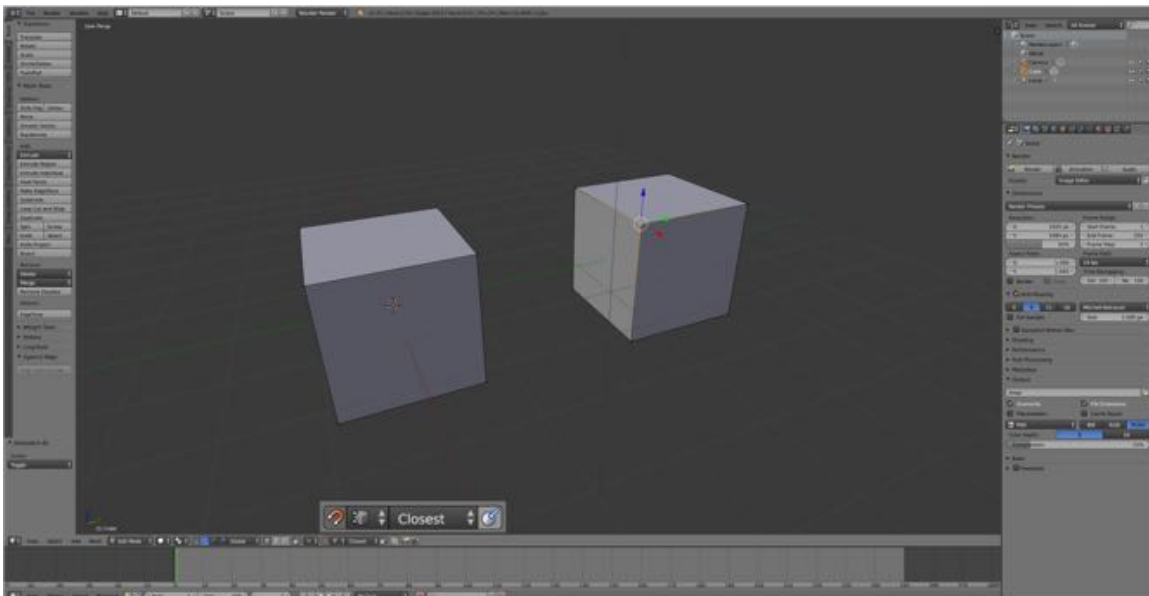
- **Open Blender** and **switch to Edit Mode and Vertex Selection Mode**.
- **Duplicate the Default Cube** (**SHIFT + D-KEY > LMB** to confirm).
- **Press the G-KEY and drag** the second cube to a **new location**, and **LMB** to confirm.

### End of setup



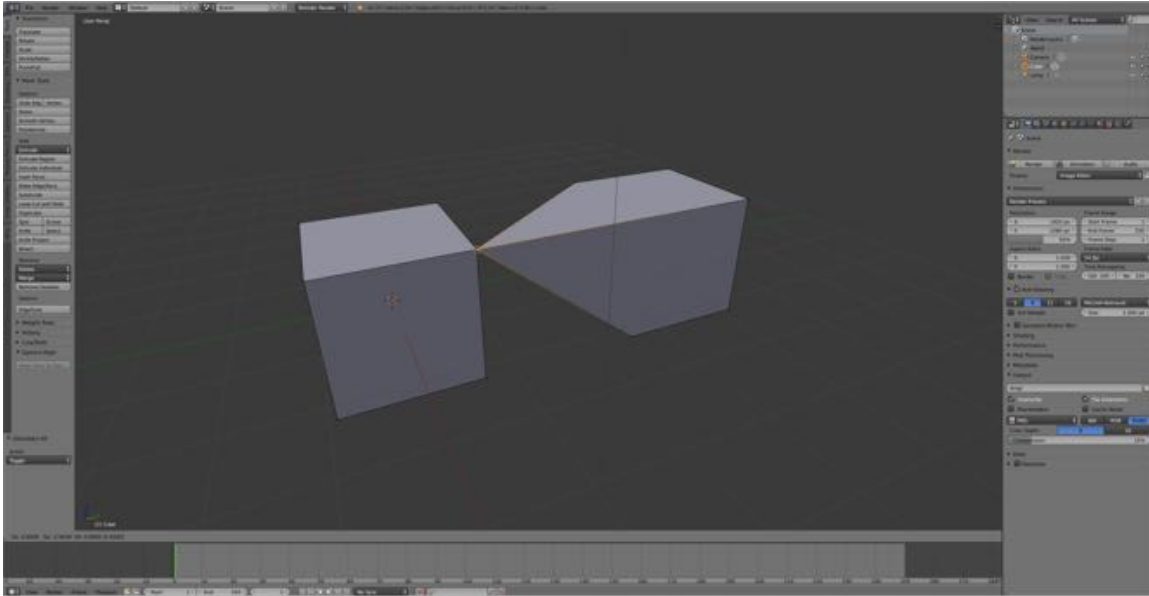
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- **Activate** snapping by **LMB** clicking on the **Magnet Icon** in the 3D Editor's Header.
- **LMB** click on the **Item Type to be Targeted Icon** in the 3D Editor's Header and from the Popup Menu **select (LMB) "Vertex"**.
- **LMB** click on the **Selection Mode Icon** and from the Popup Menu **select (LMB) "Closest"**.



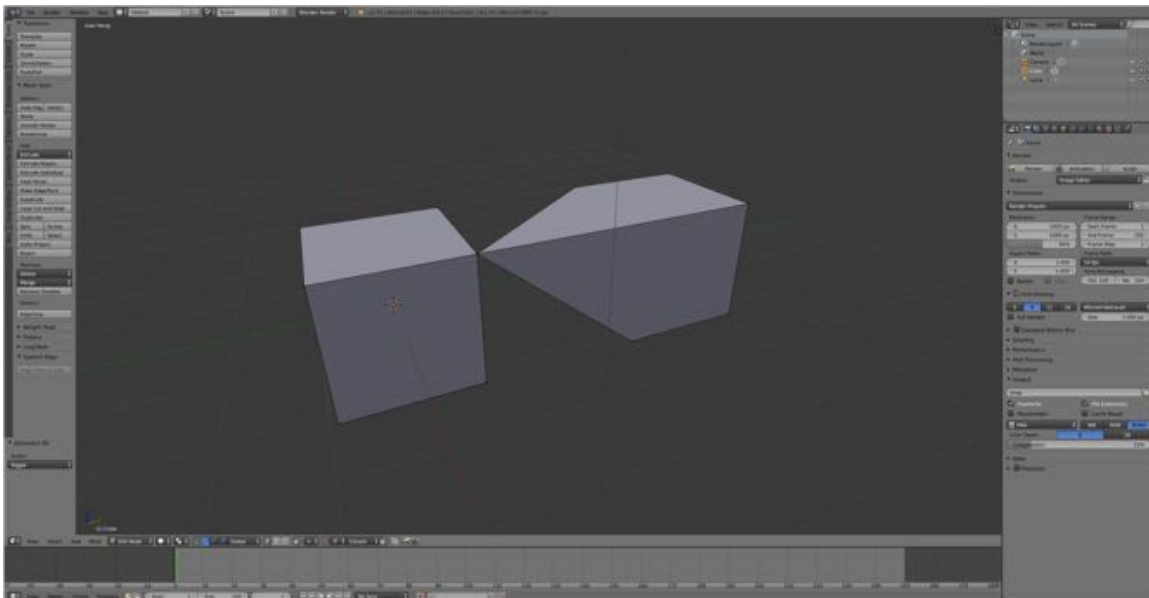
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- **Select a vertex** on one cube, **press the G-KEY** and **drag the mouse** to a vertex on the second cube.



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- When the target (vertex) is outlined with an orange circle, **press LMB** to confirm.



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### **Additional Comments:**

When snapping is **active**, if you press the **CTRL-KEY** you can move things **freely**.

When snapping is **inactive**, if you press the **CTRL-KEY** things will **snap** when you move them.

## **For More Information:**

Blender Reference Manual, **Snapping**

[https://www.blender.org/manual/editors/3dview/transform/transform\\_control/snap.html?highlight=snap](https://www.blender.org/manual/editors/3dview/transform/transform_control/snap.html?highlight=snap)