

## View All

### Access:

Keyboard shortcut: **HOME-KEY**

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

Panel: None

Menu: View > View All

### Description:

The View All Tool frames all objects in the scene so that they are visible.

### To Use the Tool:

- In the **3D Editor**, press **HOME-KEY**.

### Let's Try It:

- **Open Blender.**
- **Move (G-KEY > Drag) the Default Cube so that it is out of view.**
- **Press the HOME-KEY to bring it back into view.**

### Additional Comments:

What more can I say?

### For More Information:

Blender Reference Manual, **3D View**

[https://www.blender.org/manual/editors/3dview/navigate/3d\\_view.html](https://www.blender.org/manual/editors/3dview/navigate/3d_view.html)