

# Zoom

## Access:

Keyboard shortcut: **SCROLL**

**NUMPAD-PLUS-KEY** (Zoom in)

**NUMPAD-MINUS-KEY** (Zoom out)

**SHIFT + B-KEY > Drag** (Border Select Zoom)

Mode: 3D Editor: Object Mode

3D Editor: Edit mode

Panel: None

Menu: View > Zoom Border

## Description:

Zooming your view along with panning and rotating is a frequently used tool so you want to become well acquainted with the shortcuts.

You can zoom in and out using the mouse wheel (**SCROLL**) but this does not provide fine control.

**NUMPAD-PLUS-KEY** to zoom in, and **NUMPAD-MINUS-KEY** to zoom out, is very handy. I like to leave Blender in the default setting of scrolling to the selected object rather than setting it to scrolling to the mouse cursor (either is possible the latter by checking **Zoom to Mouse Position** in **User Preferences > Interface Tab**).

To get right to where you want to focus, making a selection and then pressing **NUMPAD-PERIOD-KEY** will zoom and center on the selection.

In the View Menu you can also select **SHIFT + B-KEY** and drag to select the part of the object or scene you want to zoom in on. This is quite handy, although I find the keyboard shortcut somewhat awkward (I've substituted the **SHIFT + Z-KEY** combination).

If you get lost, the **HOME-KEY** will zoom out to include all of the objects in your scene.

## To Use the Tool:

- Simply **SCROLL** the mouse wheel for **course** zooming.
- Use **NUMPAD-PLUS-KEY** and **NUMPAD-MINUS-KEY** for **finer control**.

- Use **NUMPAD-PERIOD-KEY** (Zoom to Selection) or **SHIFT + B-KEY** (Zoom Border) for **targeted control**.
- Use **SCROLL** or **HOME** to **zoom back out**.

### **Let's Try It:**

- **Open Blender and play around!** See which method you prefer for which application.

### **Additional Comments:**

The Zoom Border was a tool I overlooked for some time. Try it out. It might become your preferred method of zooming.

### **For More Information:**

Blender Reference Manual, **3D view (Zooming the View)**

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