

Zoom

Access:

Keyboard shortcut:	SCROLL	= Zoom
	NUMPAD+PLUS-KEY	= Zoom in
	NUMPAD+MINUS-KEY	= Zoom out
	NUMPAD-8-KEY	= 1:8
	NUMPAD-4-KEY	= 1:4
	NUMPAD-2-KEY	= 1:2
	NUMPAD-1-KEY	= 1:1
	SHIFT (or CTRL) + NUMPAD-2-KEY	= 2:1
	SHIFT (or CTRL) + NUMPAD-4-KEY	= 4:1
	SHIFT (or CTRL) + NUMPAD-8-KEY	= 8:1
	F-KEY	= Expand to fit frame
	NUMPAD-PERIOD-KEY	= Center on selection
Mode:	UV/Image Editor	
Panel:	None	
Menu:	View >	

Description:

As with the 3D Editor, the UV/Image Editor has a number of ways to zoom your view in or out that, along with pannig (ALT-OPT + Drag), facilitate moving around in the editor.

Again the SCROLL provides only course control, NUMPAD-PLUS-KEY and NUMPAD-MINUS-KEY somewhat finer control.

Particularly useful is the Zoom to Fit (F-KEY). From there you can select the element(s) you want to zoom in on and press the NUMPAD-PERIOD-KEY to zoom in to the selection.

The Number Pad numeric keys offer a way to gradually zoom in or out.

Keep in mind that you can use the entire screen space for the UV/Image Editor by moving the mouse cursor over the UV/Image Editor and toggling with SHIFT + SPACEBAR.

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)
- Use **F-KEY** to fit the UV map to the frame size.
- Use the Number Pad numeric keys for a graduated zoom in or out.
- Use **SCROLL** or **HOME** to **zoom back out**.

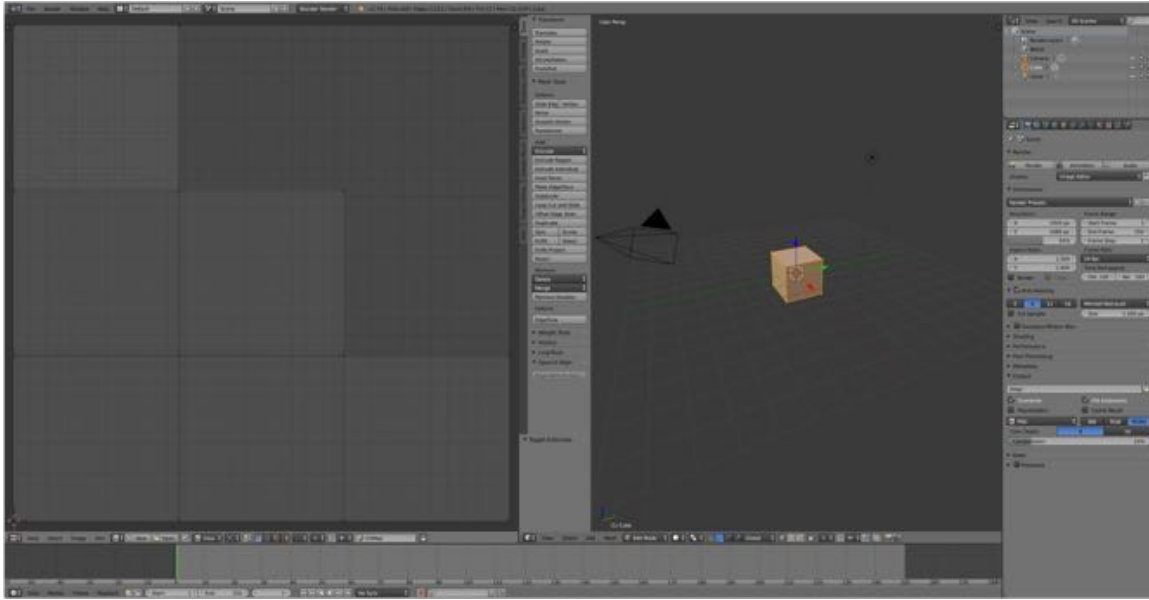
Let's Try It:

Setup

- **Open Blender** and **drag** on the **hatched area** in the upper right-hand corner of the 3D Editor to **create a second 3D Editor Frame**.
- In the left-hand corner of the **left-hand 3D Editor's Header LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- **Hover** the mouse cursor over the **UV/Image Editor** and **press the F-KEY** to expand the UV grid.
- In the **3D Editor Edit Mode select (A-KEY) the Default Cube**.
- **Press the U-KEY** then **select** from the Popup Menu **Smart UV Project** and **LMB** click **OK**.
- **Select (A-KEY) the UV map** and **scale down** (shrink) by **dragging** the mouse cursor **towards** the faces.
- **LMB** click to **confirm**.

End of setup

- **Press the F-KEY** (Zoom to Fit) to **maximize** the UV Map to the size of the UV/Image Editor's work space.

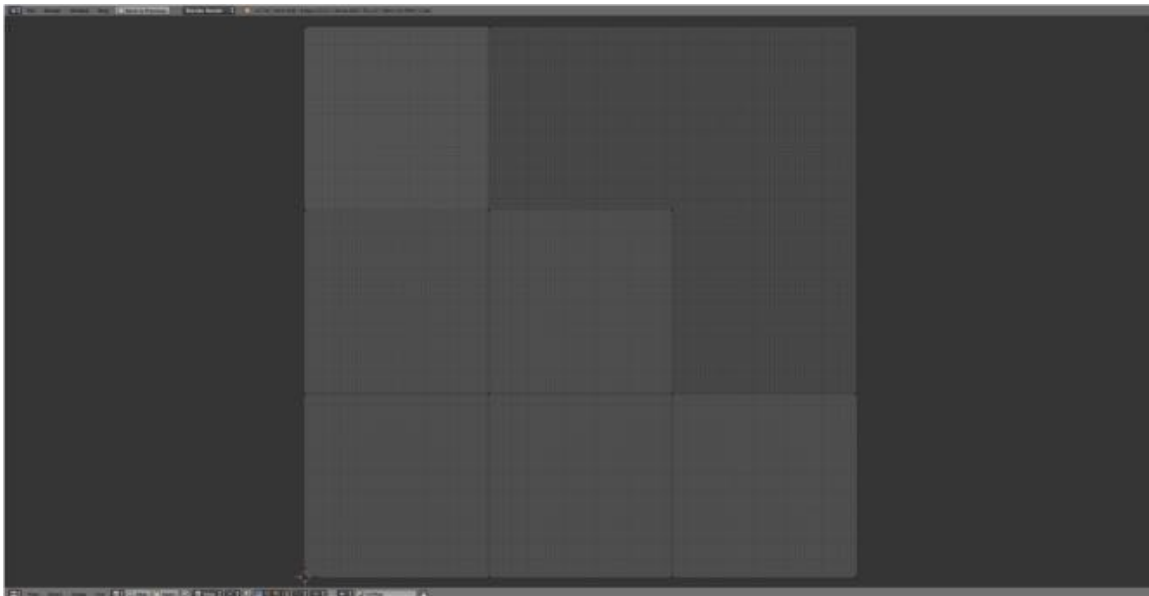


548

- Press **SHIFT + SPACEBAR** to increase the size of the UV/Image Editor.
- Press the **F-KEY** again.

Notice that the UV map increases to occupy the space vacated by the TimeLine Editor.

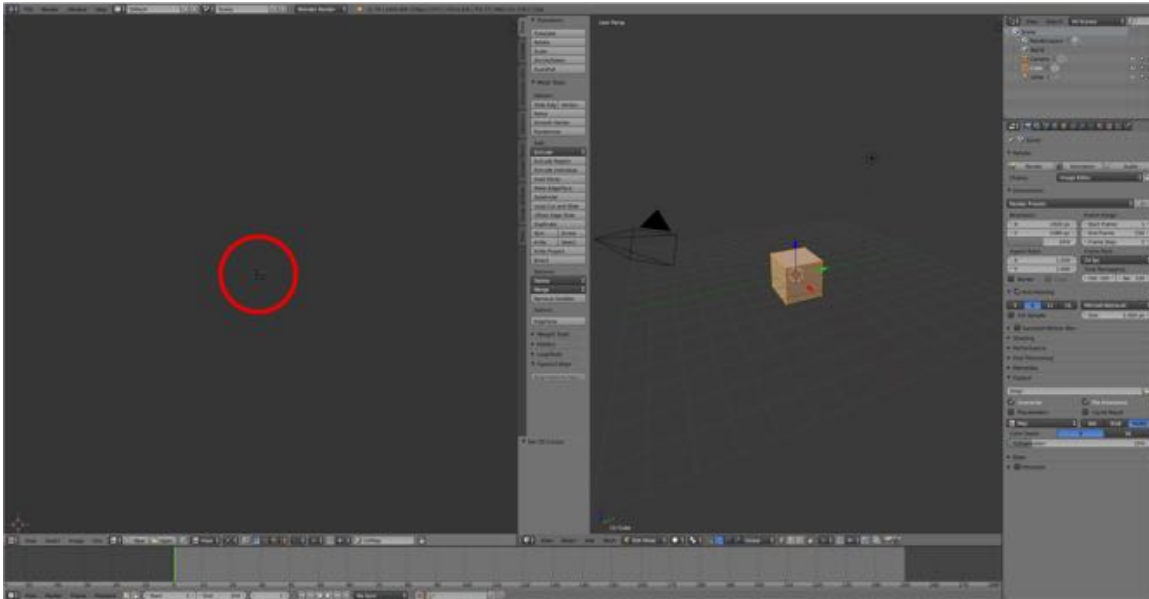
- Press **NUMPAD-8-KEY** to zoom out.



549

- Press in succession **NUMPAD-4, 2 and 1** then **CTRL + NUMPAD-2, 4 and 8** to incrementally zoom back.

- **Select** an element, e.g., a **vertex** and press the **NUMPAD-PERIOD-KEY** to zoom to selection.



550

Additional Comments:

Don't forget that you can combine zooming with panning (CTRL + Drag) your view and temporarily move portions (e.g., islands) of your unwrapped model off of the UV map.

For More Information:

Blender Reference Manual, **UV/Image Editor Navigating in UV Space**

https://www.blender.org/manual/editors/uv_image/introduction.html#navigating-in-uv-space