

Cursor to Origin

Access:

Keyboard shortcut: **SHIFT + C-KEY** (Origin into view)
SHIFT + S-KEY > Cursor to Origin (Origin not into view)

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

Panel: None

Menu: None

Description:

There are two tools for placing Blender's cursor at the origin (X=0, Y=0, Z=0).

SHIFT + C-KEY

Places the cursor at the origin and brings the origin into view.

SHIFT + S-KEY > Cursor to Origin

Places the cursor at the origin but does not bring the origin into view.

To Use the Tool:

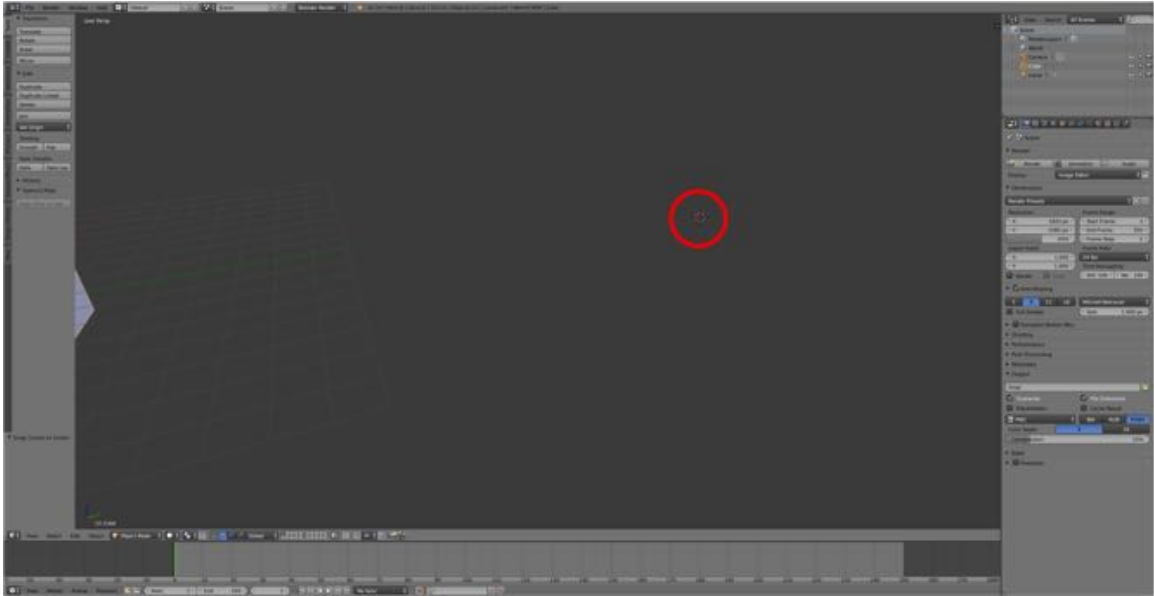
- Press **SHIFT + C-KEY** to places the cursor at the origin and bring the origin into view.
- Press **SHIFT + S-KEY > Cursor to Origin** to places the cursor at the origin and without bringing the origin into view.

Let's Try It:

Setup

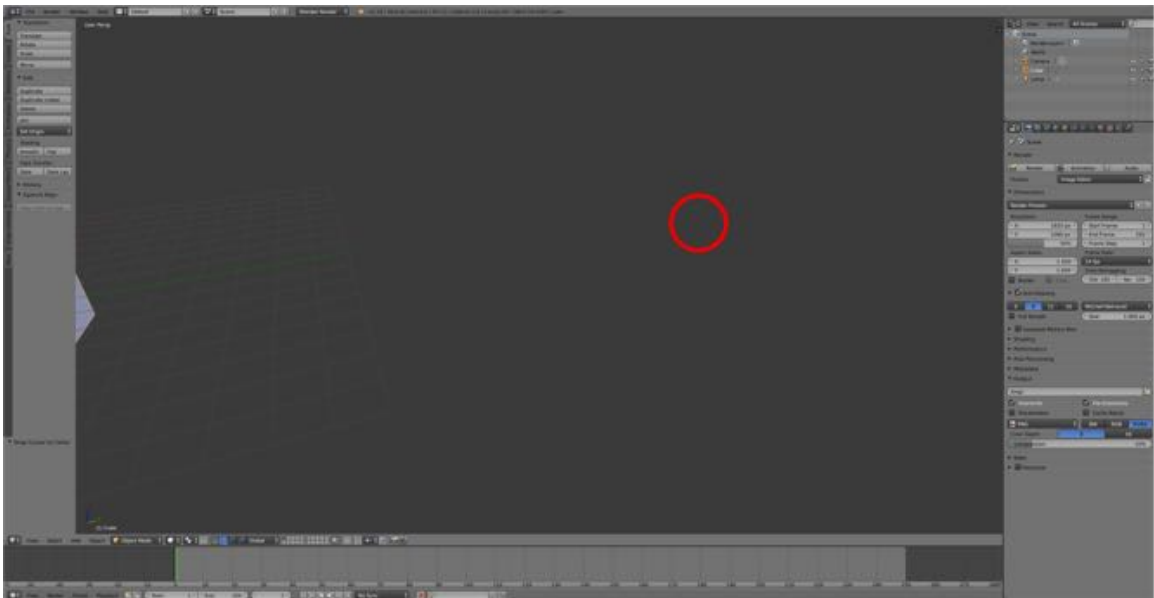
- Open Blender.
- Pan (**SHIFT + ALT/OPT + Drag**) to move the **origin** and cube **out of view**.

End of Setup



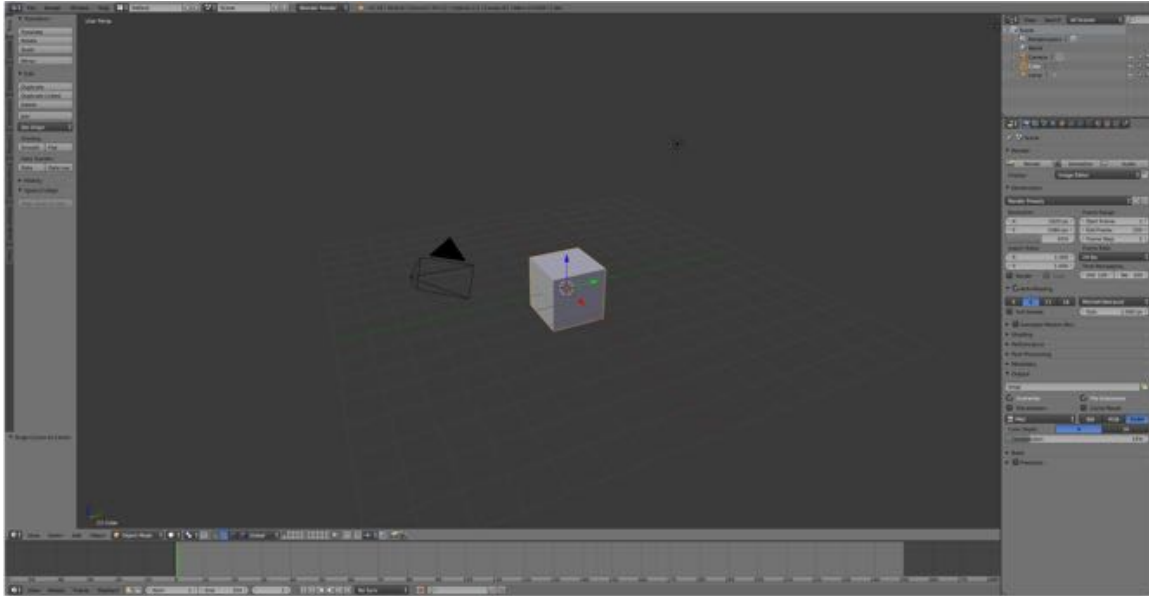
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- Press **SHIFT + S-KEY** > **Cursor to Origin** to places the cursor at the origin and without brining the origin into view.



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- Press **SHIFT + C-KEY** to places the cursor at the origin and bring the origin into view.



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Additional Comments:

SHIFT + S-KEY is an alternative to the HOME-KEY which sets the view is changed so that all Objects, including the 3Dcursor, can be displayed, but does no set the 3D Cursor to the origin (X=0, Y=0, Z=0).

For More Information:

Blender Reference Manual, **3D Cursor**

https://www.blender.org/manual/editors/3dview/3d_cursor.html

WikiBooks Blender 3D: **HotKeys/Key/C**

https://en.wikibooks.org/wiki/Blender_3D:_HotKeys/Key/C