Blender key shortcuts 02 – transforms

A hyphen indicates the keystrokes should be entered one after the other; an underscore indicates they should be pressed at the same time.

Transforms are the technical term for Movement, Rotation, and Scaling. The key shortcuts for these operations in Blender are G (grab), R, and S.

Most transform operations except scaling should be constrained to an axis or a plane. To move an object 1.2 units in the X direction, select it and press G – X – 1.2 – Enter.

To rotate an object positive 45 degrees around a Z axis going through its origin (the orange dot) select it and press R – Z – 45 – Enter.

To constrain movement or scaling to the XY plane only, use G – Shift_Z. Note that the Shift and Z keys must be pressed at the same time.

In any transform, if you hold down the Shift key while moving the mouse, the accuracy of the process is increased ten times. In other words, you have to move the mouse ten times as far to produce the same result. If you hold down the Control key, the transform operation is constrained to predefined steps.

Local coordinates
You may want to use the object’s local coordinates rather than the world coordinates. The most common instance of this is dollying a camera in and out of a scene. To use local coordinates simply hit the axis letter twice. So, to dolly a camera in or out, select it and hit G – Z – Z. Moving the mouse now moves the camera along its local Z axis. When you have found the right position, hit Enter.

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