

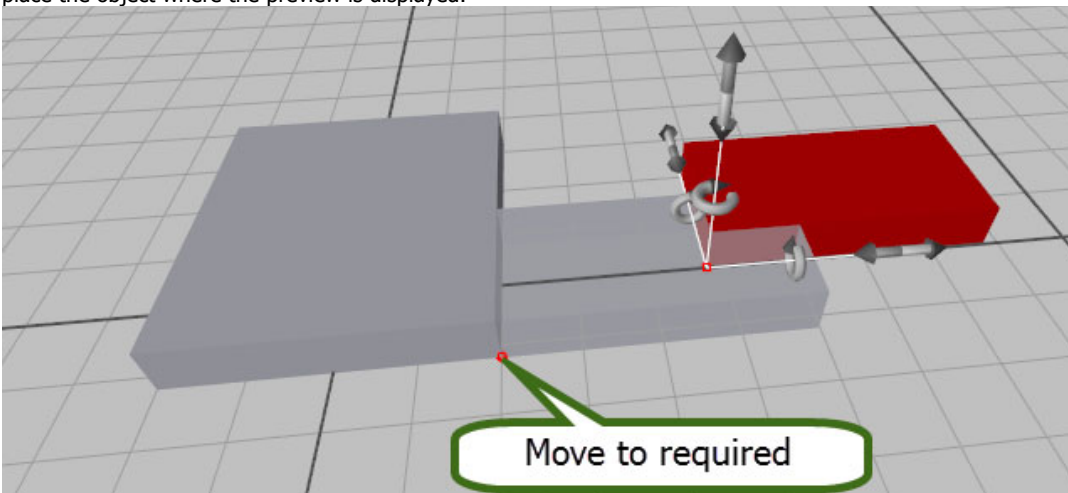
Manipulator with Snapping



1. Ensure that correct Snapping Element is selected in the [Snapping Toolbar](#)



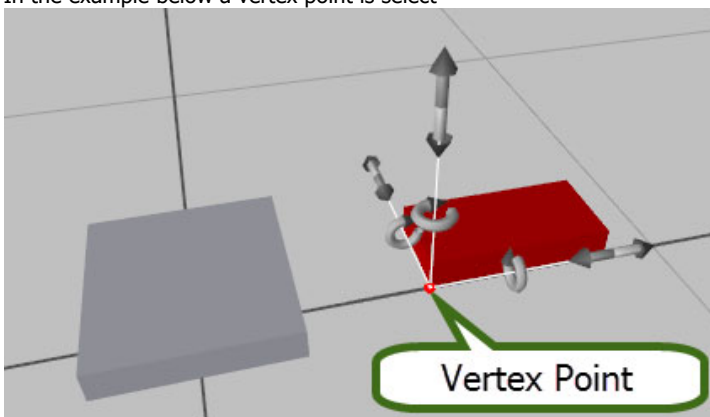
2. Select the object(s) to be moved.
3. Right click in the 3D View and select **Edit>Transform** or use Ctrl+K keyboard shortcut
4. Press the M key to switch between the 3 transform tools - the snapping tool will appear to have no manipulator at all
5. Hover the mouse over the object until you see the vertex, face or edge highlighted that you would like to use for a base point
6. To move from one snapping point to another: left click to select a base element (vertex point, edge or surface) and DO NOT release the mouse, then drag to the desired snapping location while holding down the mouse button. Release the mouse button to place the object where the preview is displayed.



7. OR, to move using the manipulator controls, left click to snap to a base element (vertex point, edge or surface) and release the mouse button.

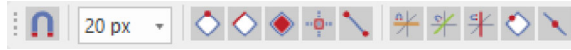
You will see the manipulator appear which you can move/rotate the object

In the example below a vertex point is select

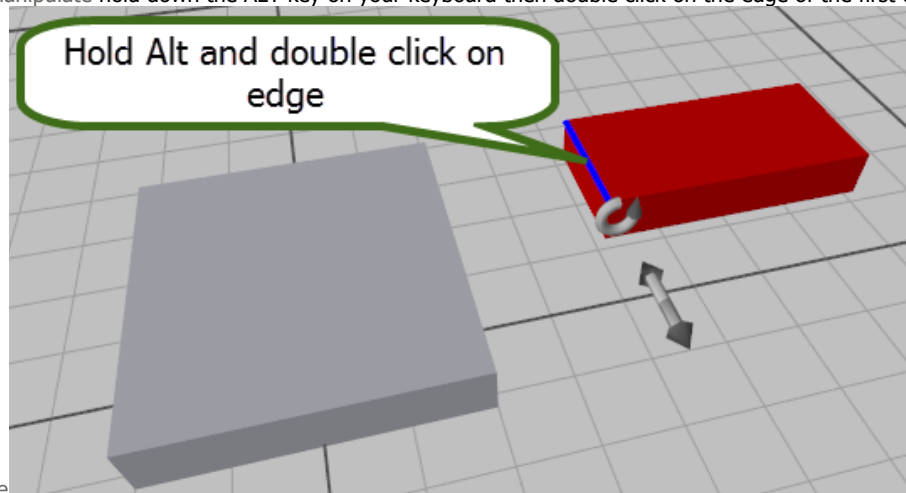


Manipulating Edge to Edge

1. Ensure that correct Snapping Element is selected in the [Snapping Toolbar](#)

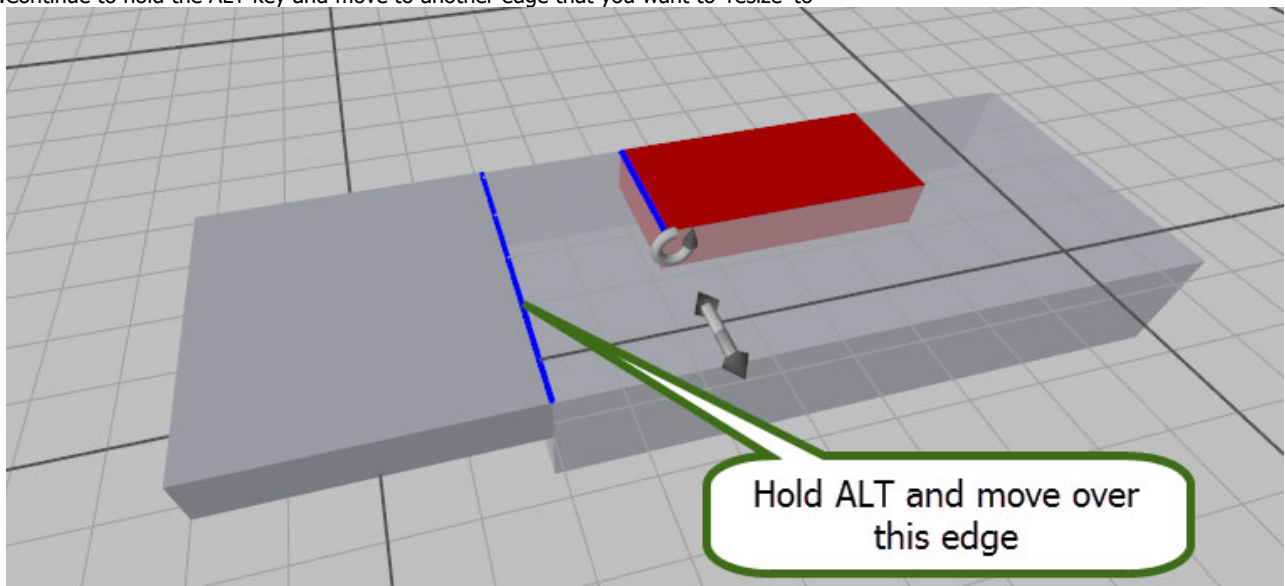


2. Select the object(s) to be moved.
3. Right click in the 3D View and select **Edit>Transform** or use Ctrl+K keyboard shortcut
4. Press the M key to switch between the 3 transform tools - the snapping tool will appear to have no manipulator at all
5. On the required object to manipulate hold down the ALT key on your keyboard then double click on the edge of the first object

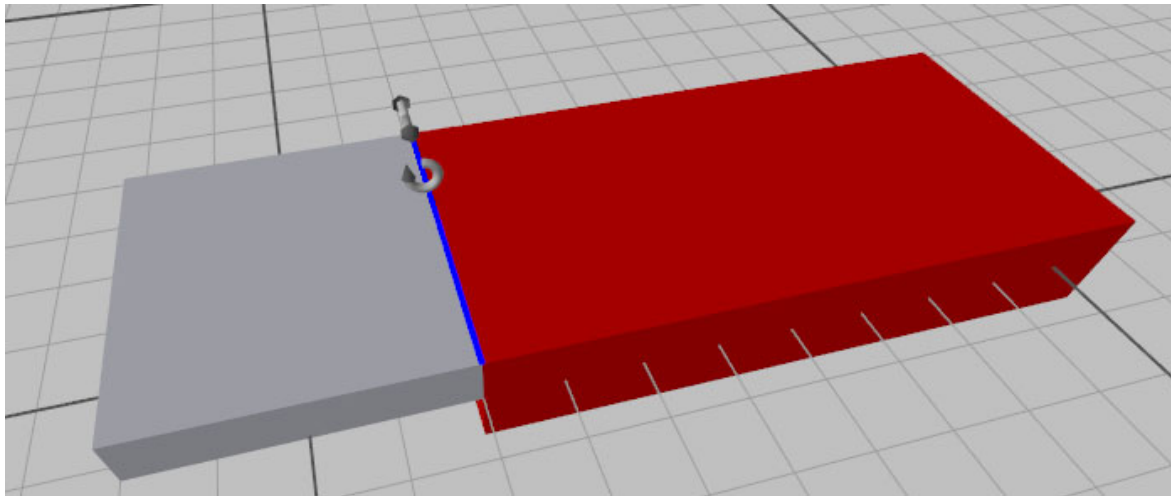


that you want to manipulate

6. Continue to hold the ALT key and move to another edge that you want to 'resize' to



7. Left click to 'transform' object to match this edge-



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