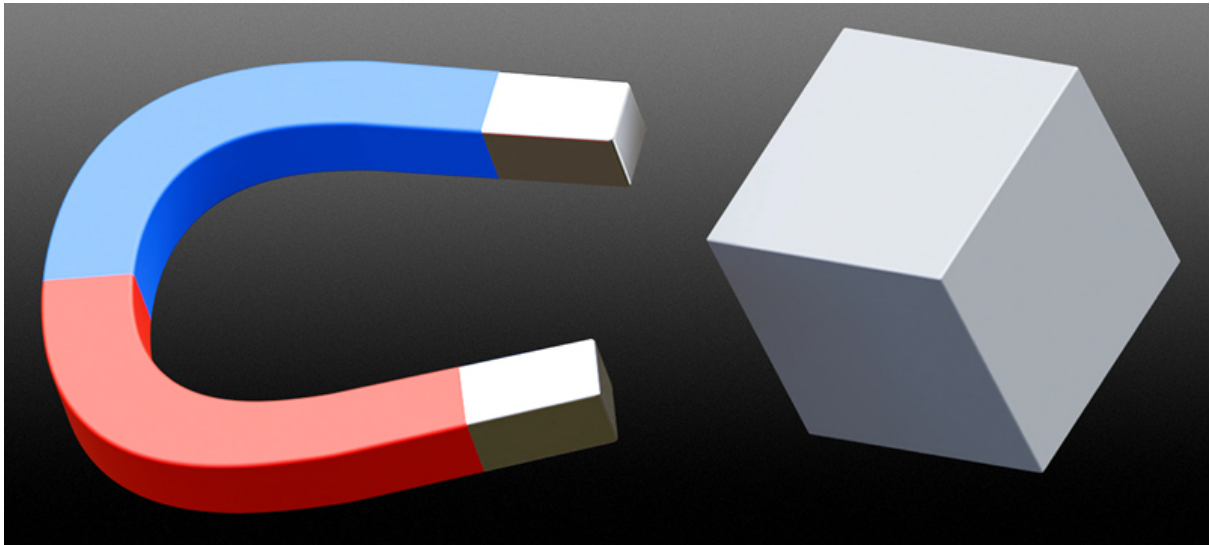


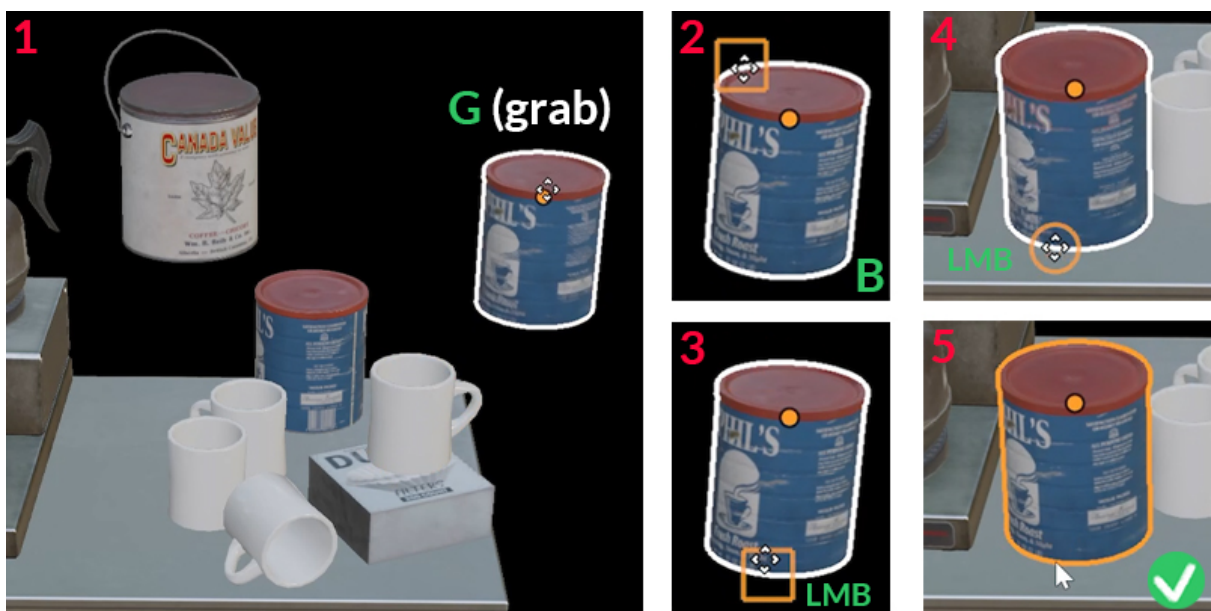
Snapping with Base Point in Blender 4.0

The Base Point feature in Blender 4.0 allows for fast and accurate snapping.



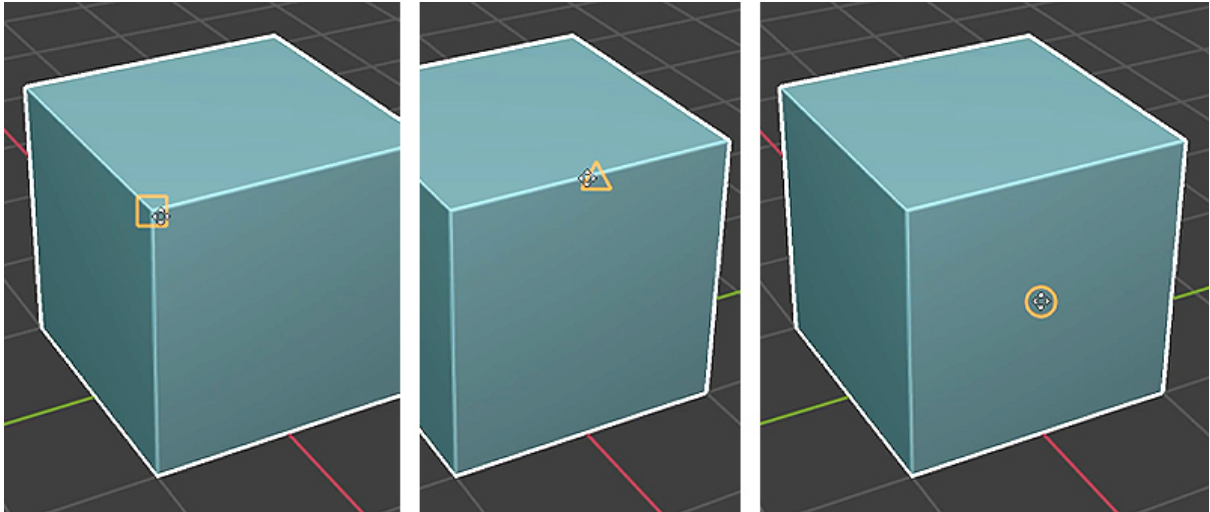
Before Blender 4, placing things accurately was quite time-consuming. You had to for example place the 3D cursor somewhere, then select the object. Then press Shift+S and choose Selection to Cursor. But that would only work if the Object origin was at its bottom, otherwise you'd have to change that first... The improvement in snapping Blender 4.0 brings will save literally hours of unnecessary steps and clicks, for many 3D artists.

Press G to start moving an object, then **press B** (for Base Point). **Left-click** to select the Base Point on that object. Then choose a target and **left-click** on it to snap the object to it. Done.

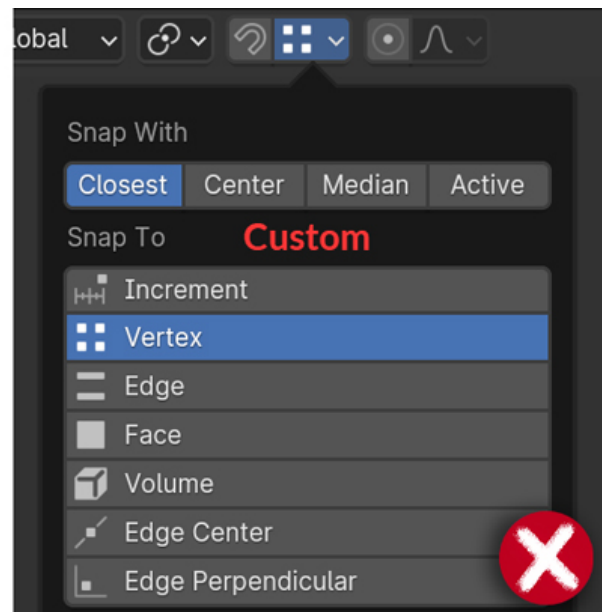
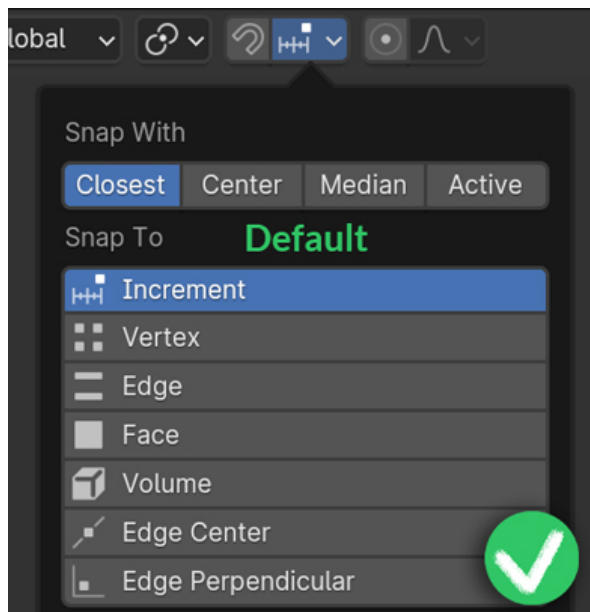


Coffee cart model by Joe Seabuhr on [Poly Haven](#)

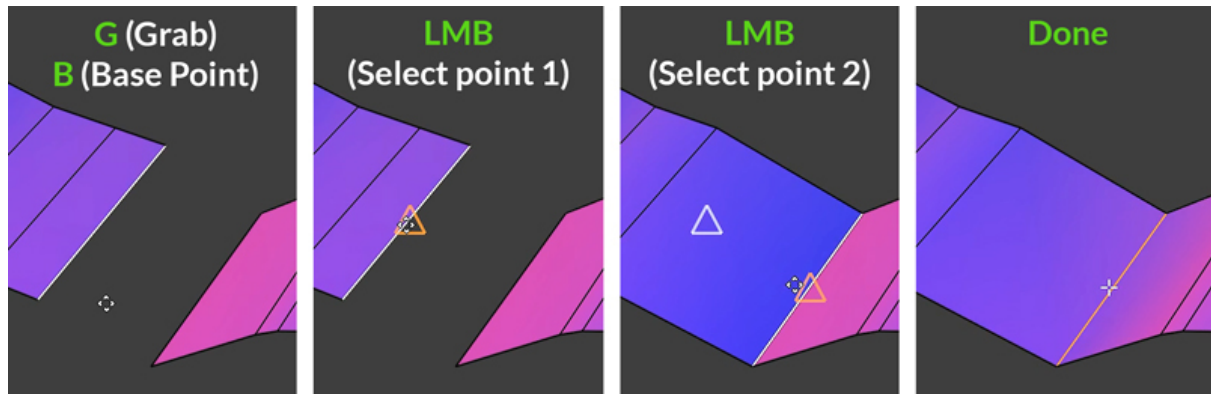
The Base Point can be a corner, the middle of an edge or the center of a Face. This is represented by the cursor, which will turn into a square, triangle or circle.



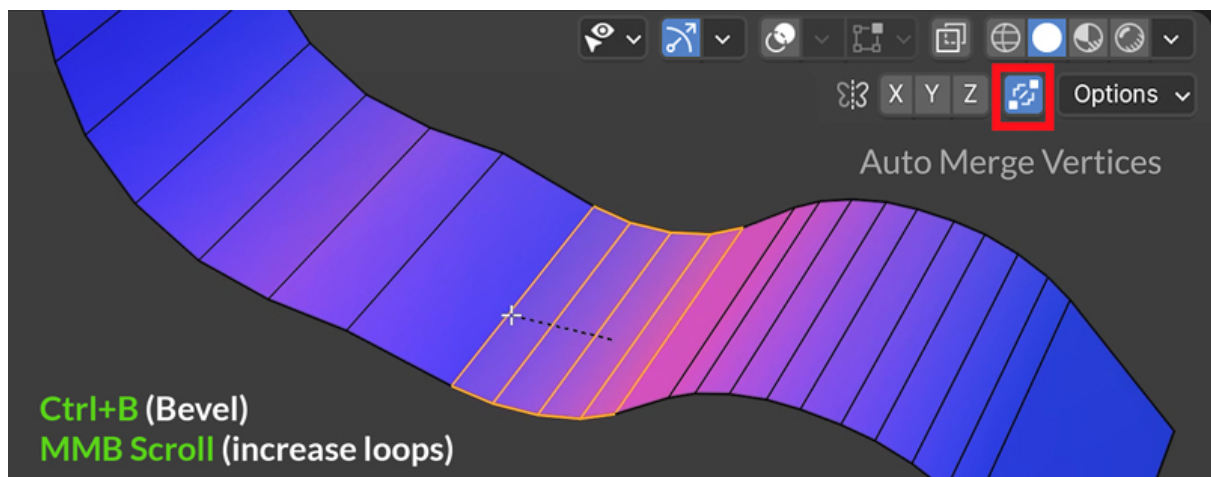
Note, that it's influenced by any custom settings you may already be using in the Snapping menu. If it's set to **Increment**, you can snap to all three of the points shown in the image above. However if you've set snapping to Vertex (for example), the Base Point snapping will also be limited to that selection.



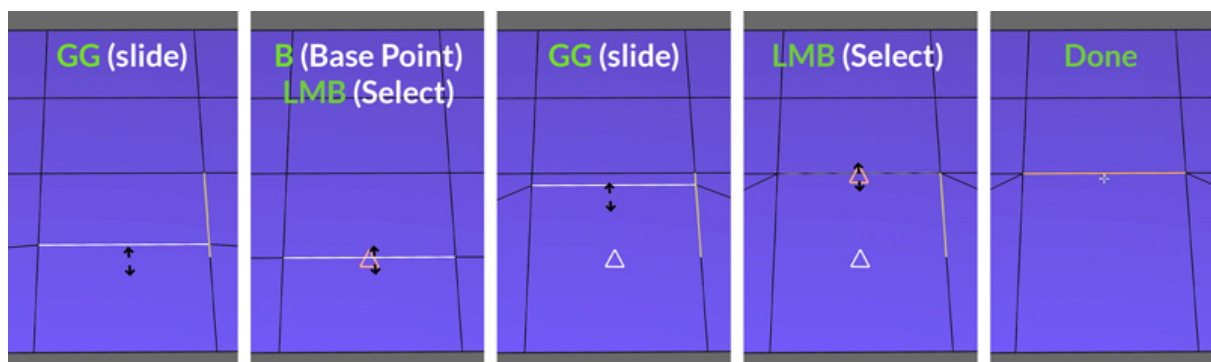
It also works in **Edit Mode**. Select a Vertex, Edge or Face, and **press G**. Then **press B** to choose the Base Point, **left-click** and then choose the target. And **left-click** to snap it there. Done.



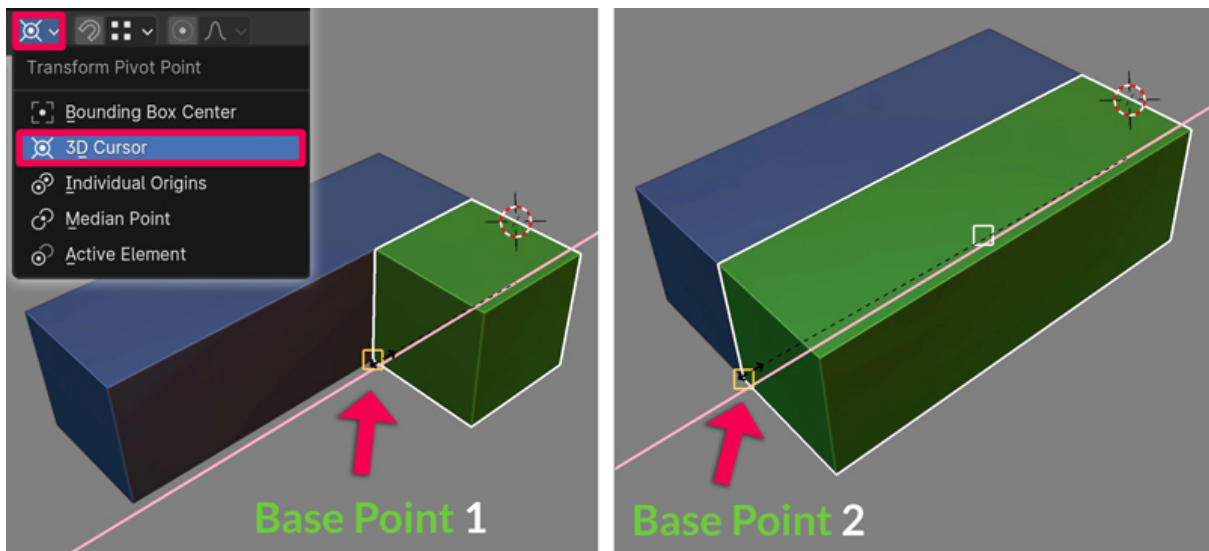
If you've got **Auto Merge Vertices** enabled, the snapped Edges will automatically be merged. Then you can immediately bevel it if you want, by pressing Ctrl+B.



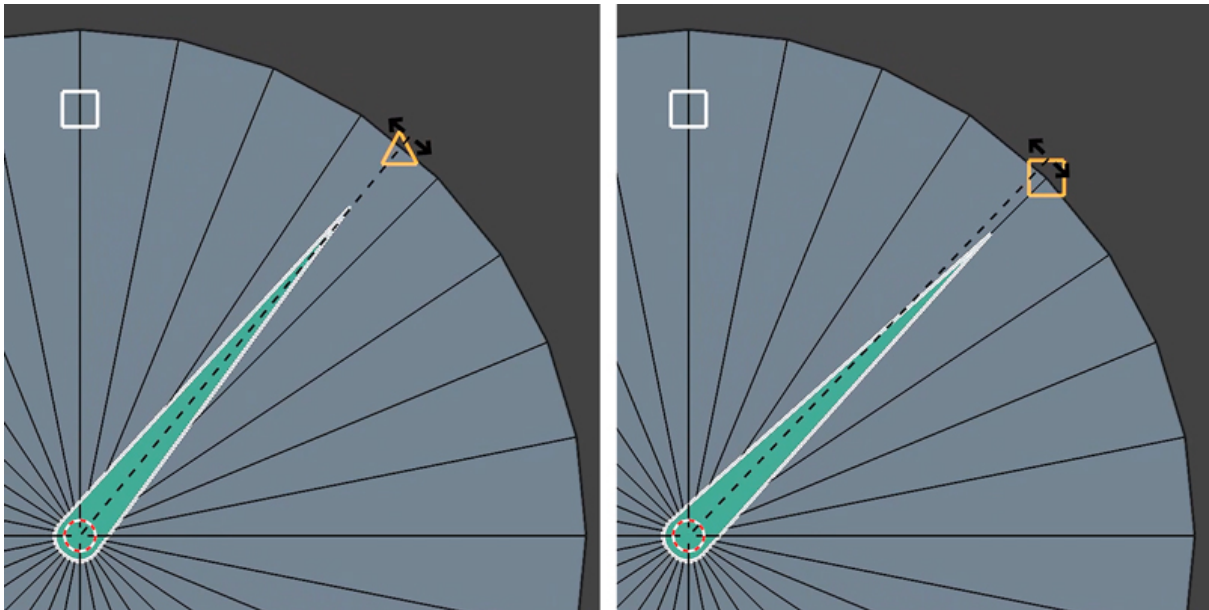
This also works when sliding an Edge or Vertex. Sliding is achieved by pressing G twice.



Base Point snapping is also available when **scaling**. This is especially handy when scaling away from the 3D Cursor.

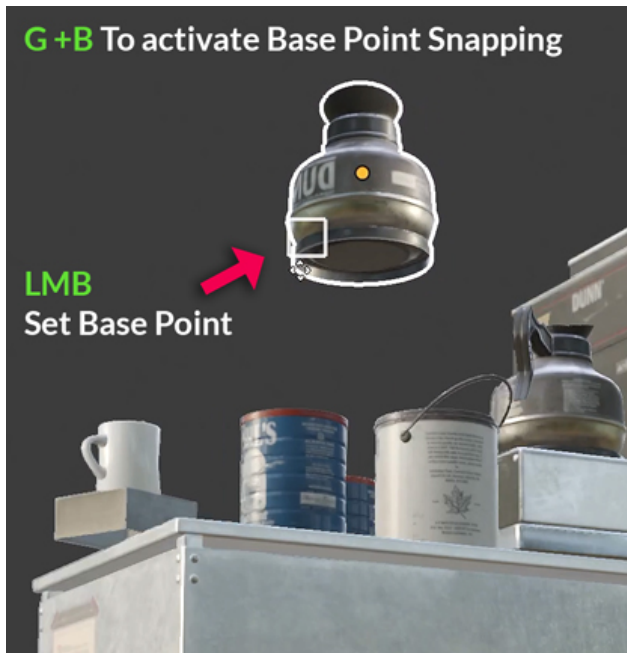


And it works when **rotating** as well.



Sometimes you have to select a Base Point on the bottom of an object, and then it's hard to see the Base Point you want to snap it to on another object. In that case, you'll need to rotate the 3D view. This is possible since Blender 4.0.

To do this, after pressing G and B to set the first Base point, **hold down Alt and the Middle Mouse Button** and navigate in your 3D scene. Then set the target Base point.



Pressing **A** after pressing B for Base Point snapping gives you the option to select **multiple base points**. It can be convenient to select the corners of an object, and get the **median point** of those.

[You can watch a short video clip about it here.](#) Below you can see the steps: First, set the Base Point on your object as usual. Then if necessary, adjust the view with **Alt+MMB**.



Then hover over each corner you want to use as a Base Point, and **press A** each time. You'll see a **small circle** being added there. Unfortunately the original object will move along with your mouse cursor which can make it a bit harder to see what you're doing. But you can tell that you're hovering over a corner when the mouse cursor becomes a **square**.

Press Enter to confirm, and the object will snap to the median point of all the Base Points you selected.

