

Navigation of 3D Cursor

Spoken Tutorial Project

<https://spoken-tutorial.org>

National Mission on Education through ICT

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Learning Objectives

In this tutorial, we will learn,



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- ▶ About 3D cursor



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- ▶ About the snapping options for 3D cursor in Blender



System Requirements

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▶ **Mac OS v14.5**



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It is recommended to install Blender version 4.1 or higher



Pre-requisites

To follow this tutorial,



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To follow this tutorial,

- ▶ **The learner must be familiar with basic computer skills**



3D cursor



- ▶ **The primary purpose of the 3D cursor is to specify the location of a new object**



Summary

In this tutorial, we have learnt,

- ▶ About 3D cursor
- ▶ How to add new objects to the 3D viewport at the place of 3D cursor
- ▶ About the snapping options for 3D cursor in Blender



Assignment

As an assignment, please do the following:

- ▶ Add new objects to the 3D viewport in different locations**
- ▶ Explore the Snap menu**



About the Spoken Tutorial Project

- ▶ Watch the video at https://spoken-tutorial.org/What_is_a_Spoken_Tutorial
- ▶ It summarizes the Spoken Tutorial project
- ▶ If you do not have good bandwidth, you can download and watch it



Spoken Tutorial Workshops

The Spoken Tutorial Project Team

- ▶ Conducts workshops using spoken tutorials
- ▶ Gives certificates to those who pass an online test
- ▶ For more details, please write to contact@spoken-tutorial.org



Answers for THIS spoken tutorial

- ▶ **Questions in this Spoken Tutorial**
- ▶ **Visit <https://forums.spoken-tutorial.org>**
- ▶ **Choose the minute and second where you have the question**
- ▶ **Explain your question briefly**
- ▶ **The Spoken Tutorial project will ensure an answer**
- ▶ **You will have to register to ask questions**



- ▶ For any general or technical questions on Blender, visit the FOSSEE forum and post your question.

<https://forums.fossee.in/>



Acknowledgements

- ▶ **Spoken Tutorial project was established by the Ministry of Education, Government of India**

