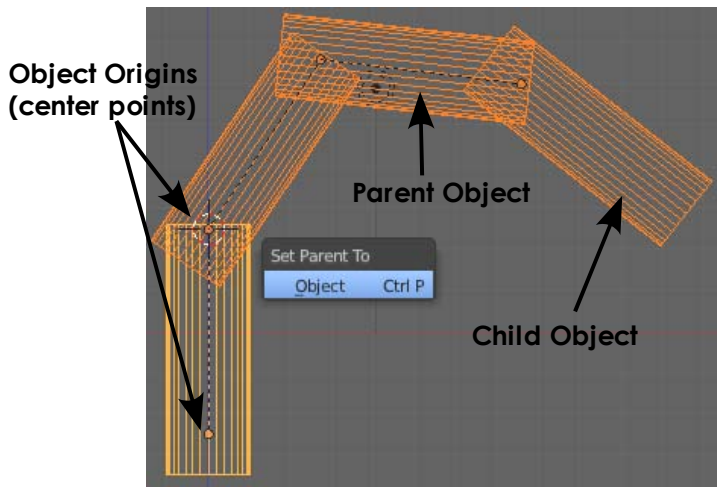


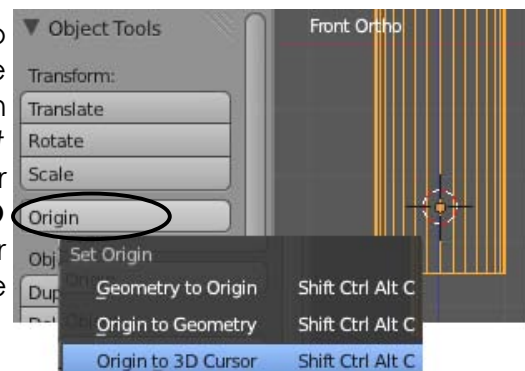
Chapter 14- Child-Parent Relationships



RoboDude Says: You can child-parent almost any object including cameras, paths, empties and lamps. Great for keeping a camera attached to an object!

Adjusting Object Origins (center points)

In the basic editing chapter, we discussed how to move origins (center points) of objects. You were also cautioned about moving an object while in edit mode because the vertices will move, *but not the object's center point*. To move the center point of an object, **select the object**, place the **3D cursor** (LMB) in the location you want the center point to go, and find the "**Origin**" button in the Tool Shelf. You will have 3 options:



"Geometry to Origin" (*centers the mass around the object's current center*)

"Origin to Geometry" (*moves the center point to the object's mass*)

"Origin to 3D Cursor" (*moves the center point to the 3D cursor's location*)

In order to find a precise location, don't forget about the "**Shift-S**" command to snap to locations. It is useful for finding exact locations of object or selected vertices. Also useful for moving things around in 3D space. The *Shift-S* command is useful for finding an exact location to move the cursor, then assigning the object's origin to the cursor's location.

