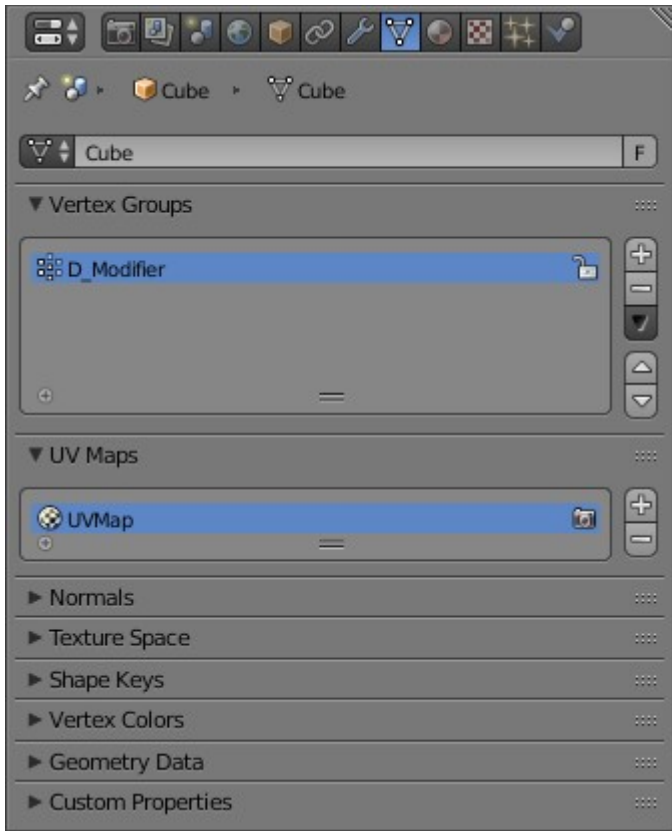


Editors - Properties Editor

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Properties Editor

The *Properties Editor* is used to edit data and properties for the *Active Scene* and the *Active Object*. It also contains lots of other functionality that you would expect to find in separate settings. Rendersettings. Materials, particle settings and and and.



The Properties Editor with the Mesh tab selected.

Contexts

The Properties (or Buttons) Window shows several *Contexts*, which can be chosen via the icon row in the header.

Scene / Render

These tabs are used to add features, and to change properties for the Active Scene.



Scene / Render tabs.

Render

Everything related to render output (dimensions, anti-aliasing, performance etc).

Render Layers

Render Layers and Passes.

Scene

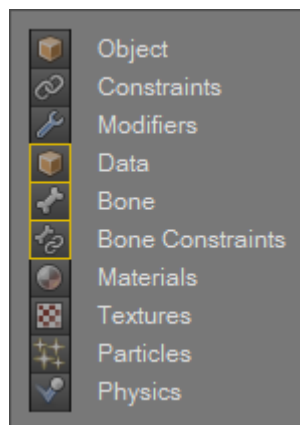
Gravity, Units to use, Keying Sets, Color Management, Audio settings, Physics, and scene simplification options.

World

Environmental lighting, sky, mist and Ambient Occlusion.

Object Data

These tabs are used to add features, and to change properties for the Active Object (and other active elements, material, curve... etc).



Object Data tabs.

The Object Data tabs shown depend on what type of object was selected last (The Active Object).

Features unique to the object type are usually added to the Data and Bone tabs, highlighted in yellow.

Object

Transformations, display options, visibility settings (via layers) duplication settings and animation information (regarding Object position).

Constraints

Used to control an Object's transform (position, rotation, scale), tracking and relationship properties.

Modifiers

Array, Mirror, Subdivision Surface, Armature, Cast.

Object Data

Settings for the objects data, depending on the Object Type.

Bone

Armature Bone settings.

Bone Constraints

Armature Bone constraints.

Materials

Properties of the surface (color, specularity, transparency, etc).

Textures

Used by materials, world and brushes to provide additional details.

Particles

Hair and Emitter particles.

Physics

Properties relating to Cloth, Force Fields, Collision, Fluid and Smoke Simulation.

Documentation

Rendering is mainly documented in its own section, there is also information on materials and textures.

- *Render*

Scene features are mainly documented in the data-system, though some tools are added to different sections.

- *Scenes*
- *Keying Sets*

The Object features are usually documented in the 'Objects' part of the 3D Viewport Section.

- *Modeling*

The other features each have their own section in the manual.

- *Constraints*
- *Modifiers*
- *Particles*
- *Physics*