



26.14.1 Editors - Properties Editor - Object Data Properties Tab - Mesh Object

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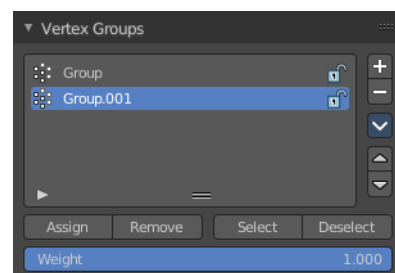
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Vertex groups panel

A Vertex group is a group of vertices, a selection of the mesh. It is for example used to weight a specific mesh part to a bone. Or to control the growth of hair particles.

This panel allows you to manage and edit vertex groups. Weight painting creates vertex groups automatically.

In Edit mode this panel shows some further controls.



Vertex groups exist for mesh and lattice objects.

Active Vertex Group list

A List of the vertex groups for this mesh.

Group name

The name of the group. It can be renamed by double clicking at it.

Lock

The lock icon at the end of a group name locks the group from being editable.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add +

Create an empty vertex group.

Remove -

Deletes the active vertex group.

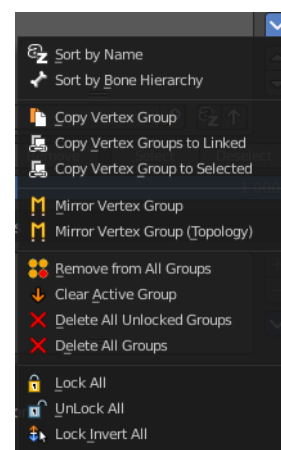
Specials menu

Sort by Name

Sorts the vertex groups alphabetically by name.

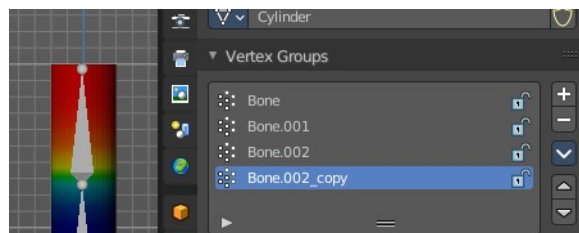
Sort by Bone Hierarchy

Sorts the vertex groups by the hierarchy of the assigned bones.



Copy Vertex Group

Add a copy of the active vertex group as a new group. The new group will be named like the original group with “_copy” appended at the end of its name. And it will contain associations to exactly the same vertices with the exact same weights as in the source vertex group.



Copy Vertex Groups to Linked

Copy vertex groups of this mesh to all linked objects which use the same mesh data (all users of the data).

Copy Vertex Group to Selected

Copy all vertex groups to other selected objects provided they have matching indices (typically this is true for copies of the mesh which are only deformed and not otherwise edited).

Mirror Vertex Group

Mirrors weights and/or flips group names from one side of a symmetrical mesh to the other.

Only mirroring along local X axis is supported. Vertices that have no corresponding vertex on the other side will not be affected. Note, the weights are not transferred to the corresponding opposite bone weight group.

Mirror Vertex Group (Topology)

Performs the Mirror Vertex Group with the Topology Mirror option enabled.

Remove from All Groups

Unassigns the selected vertices from all groups. Even locked.

Clear Active Group

Remove all assigned vertices from the active group. The group is made empty. Note that the vertices may still be assigned to other vertex groups of the object. This feature does not affect locked groups.

Delete All Unlocked Groups

Remove all vertex groups from the object that are not locked.

Delete All Groups

Remove all vertex groups from the object.

Lock All

Lock all groups.

Unlock All

Unlock all groups.

Lock Invert All

Invert group locks.

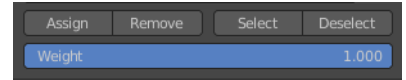
Move Vertex Group Up / Down

Moves the selected vertex group up or down in the list.



Assign

Assign the selected vertices to the active vertex group.



Remove

Remove the selected vertices from the active group.

Select

Select all vertices in the group.

Deselect

Deselect all vertices in the group.

Weight

The weight value that gets assigned to the selected vertices.

Set Active Group

Lets you select the group that will become the active one (menu only).

Shape Keys panel

This panel allows you to see and manage shape keys. A shape key is a vertex animation.

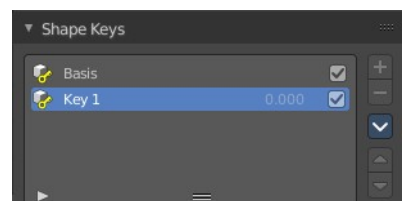
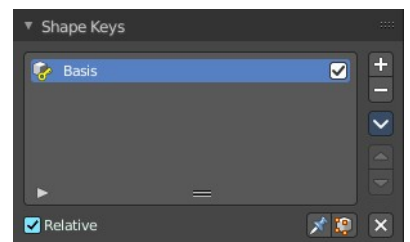
Shape keys are for example used for facial animations, when you don't want to use a face rig with bones. The idea is to model a shape key pose for smiling, one for laughing, one for sad, and so on. And then blend the shape key poses together as needed.

Shape keys are also called morph targets or blend shapes.

Workflow

In Object mode add a shape key. This first shape key is called Basis by default. It is the base for the vertex animation. This basis shape key is the base shape for all further shape keys. It cannot be modified or keyframed.

Now add a second shape key. This second shape key will have more controls

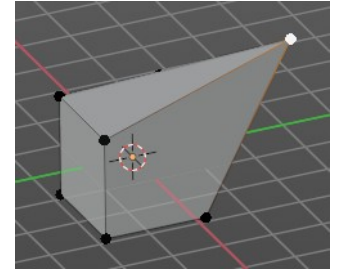


so that you can modify it in the needed way.

Enter edit mode with this key 1 selected.

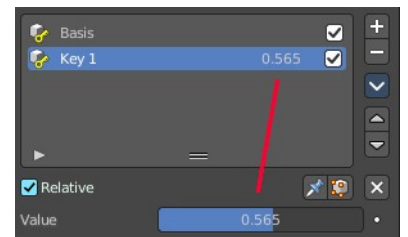
Modify the geometry by moving some vertices around.

Switch back to Object mode.



Have a look at the value slider. This slider defines how the key 1 shape key blends with the Basis shape key.

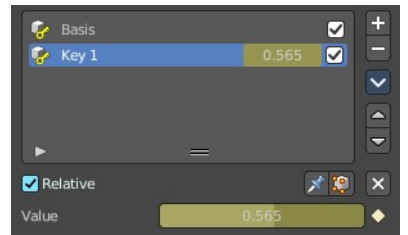
Move it from value 0 to value 1. You will notice that the vertices that you have modified in Key 1 will now start to move to a new position. Dependent of how strong the value is. With a value of 1 it will be at the position of how you modeled it.



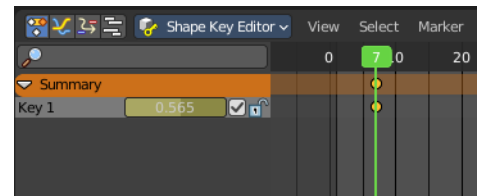
To keyframe this shape click at the Animate property dot behind the slider. The slider will change its color. And the dot will change to a rhombus shape to indicate that there is a keyframe recorded at this frame.

Or you right click at the slider, and choose Insert Keyframe in the menu.

Move to another frame. Change the slider value, and set another keyframe.



Recorded keyframes can be found and further tweaked in the Dope sheet Editor in Shape Key Editor mode. Here you can also record further keyframes under Key / Insert Keyframes. And control the slider values from the channel list.



Add more shape keys and model and animate them as you need them.

Active Shape Key Index

A List of the shape keys for this mesh.

It contains two types of shape keys. Basis is the base shape. The other type relies at this shape as the base.

Shape Key name

The name of the shape key. It can be renamed by double clicking at it.



Slider value

The blend value of this shape key. The Basis shape key does not have such a slider.

Lock

The lock icon at the end of a group name locks the group from being editable.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add +

Create a shape key.

Remove -

Delete the selected shape key.

Specials menu

New Shape From Mix

Add a new shape key with the current deformed shape of the object.

Mirror Shape Key

Mirror the shape keys on the X axis. This will not work if the mesh vertices is not fully symmetrical.

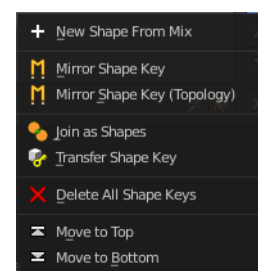
Mirror Shape Key (Topology)

Mirror the shape keys on the X axis. But detects the mirrored vertices based on the topology of the mesh. The mesh vertices do not have to be perfectly symmetrical for this action to work.

Join as Shapes (Transfer Mix)

Transfer the current resulting shape from a different object.

Select the object to copy, hold down Shift, then the object to copy into. Use this action and a new shape key will be added to the active object with the current mix of the first object.



Transfer Shape Key

Transfer the active shape key from a different object regardless of its current influence.

Select the object to copy, hold down Shift, then the object to copy into. Use this action and a new shape key will be added to the active object with the active shape of the first object.

Delete all Shape Keys

Delete all shape keys at this mesh.

Move to Top

Move the shape key to the top of the list. But not above the Basis shape key.

Move to Bottom

Move the shape key to the bottom of the list.

Move Shape Key Up / Down

Moves the selected shape key up or down in the list.

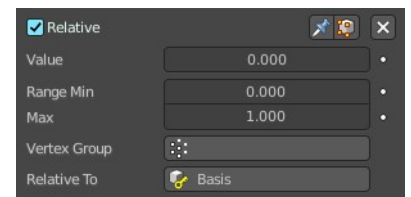


Relative

Set the shape keys to Relative or Absolute.

Relative

The shape is defined relative to the Basis or another specified shape key. And can be adjusted in its settings.



Shape Key Lock (pin icon)

Show the active shape in the 3D Viewport without blending. Shape Key Lock gets automatically enabled while the object is in Edit Mode.

Shape Key Edit Mode (edit mode icon)

If enabled, when entering Edit Mode the active shape key will not take maximum influence as is default. Instead, the current blend of shape keys will be visible and can be edited from that state.

Value

The weight of the blend between the shape key and its basis key. 0 means no influence, 1 full influence.

Range

Minimum and maximum range for the influence value of the active shape key.

Vertex Group

Limit the active shape key deformation to a vertex group.

Relative To

Select the shape key to deform from. It does not need to be the Basis shape key, but can also be another shape key.

Absolute

The shape changes over time, as defined in its settings.



Shape Key Lock (pin icon)

Show the active shape in the 3D Viewport without blending. Shape Key Lock gets automatically enabled while the object is in Edit Mode.

Shape Key Edit Mode (edit mode icon)

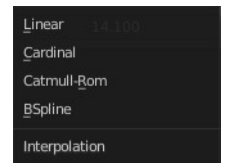
If enabled, when entering Edit Mode the active shape key will not take maximum influence as is default. Instead, the current blend of shape keys will be visible and can be edited from that state.

Re-Time Shape Keys (clock icon)

Absolute shape keys are timed, by order in the list, at a constant interval. This button resets the timing for the keys. Useful if keys were removed or re-ordered.

Interpolation

The interpolation method between shape keys.



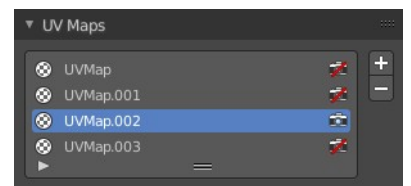
Evaluation Time

Evaluate the shape key influence over the defined time. The evaluation starts at influence 0, and reaches 1 at the end of the value of this timer.

UV Maps panel

UV Map

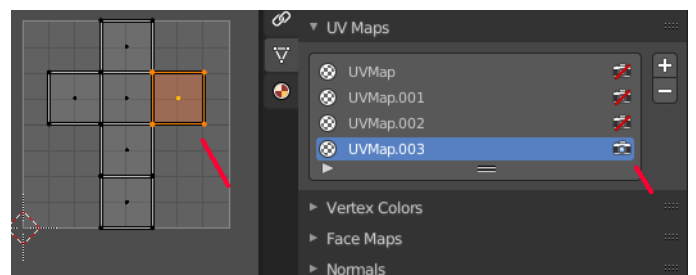
A mesh object can have more than one UV map. Here you can manage the UV maps.



Just one UV map can be active at a time. But you can use secondary UV maps in a material.

Workflow

A UV map is simply a group of selected UV elements. So select an UV map, set it active by clicking at the Active Render symbol. And select the UV geometry that should be in this UV map.



Active UV Loop Key Index

A List of the UV maps for this mesh.

It contains two types of shape keys. Basis is the base shape. The other type relies at this shape as the base.

UV Map name

The name of the shape key. It can be renamed by double clicking at it.

Active Render

Set this UV map as the one to render. Just one UV map can be active at a time. But you can use secondary UV maps in a material.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add +

Create a shape key.

Remove -

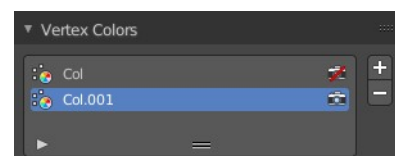
Delete the selected shape key.

Vertex Colors panel

In vertex paint mode you can paint vertices of a mesh with a color. This will create a vertex color index. You can see and manage this vertex color indexes in the Vertex Colors panel.

Vertex colors can for example be used to mix shaders together. Or also directly render them. In the shader editor vertex colors can be used by the Attribute node.

A mesh can have more than one vertex color index. But just one index can be the active one.



Active Vertex Color Index

A List of the vertex color indexes for this mesh.

Vertex Color index name

The name of the vertex color index. It can be renamed by double clicking at it.

Active Render

Set this vertex color index as the one to render. Just one vertex color index can be active at a time. But you can use another vertex color index in a material.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add +

Create a vertex color index.

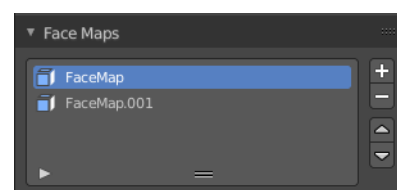
Remove -

Delete the selected vertex color index.

Face Maps panel

Face Maps creates custom gizmos to deform meshes by assigning faces to Face Maps. Face Maps can be used to rig in Object Mode and without making complicated rigging setups.

Face Maps is an experimental implementation. They are currently not fully implemented, and require add-ons to take full advantage of this feature.



Face Map Index

A List of the face maps for this mesh.

Face map name

The name of the face maps. It can be renamed by double clicking at it.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add +

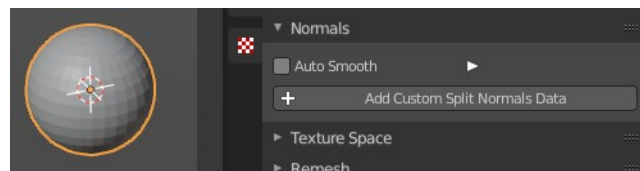
Create a face map.

Remove -

Delete the selected face map.

Normals panel

Auto smooth setting. An edge can either be displayed as smooth or sharp. Here you can adjust a threshold value. Below this value an edge will be drawn as sharp. Above this value an edge will be drawn as smooth. This feature requires smooth shading at the mesh.



Autosmooth

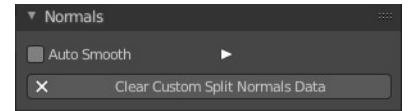
Activate Autosmooth.

Autosmooth angle

The threshold angle. This angle is just available when there is no custom normals at the mesh.

Add / Clear Custom Split Normals Data

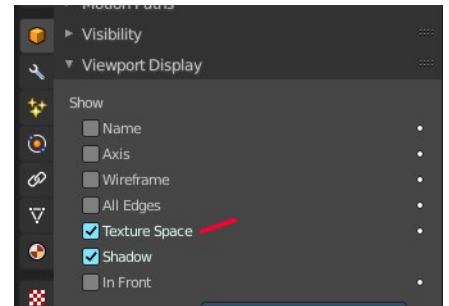
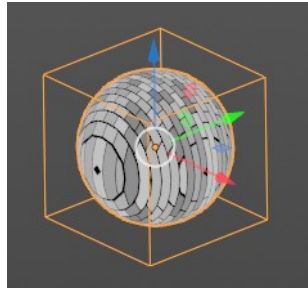
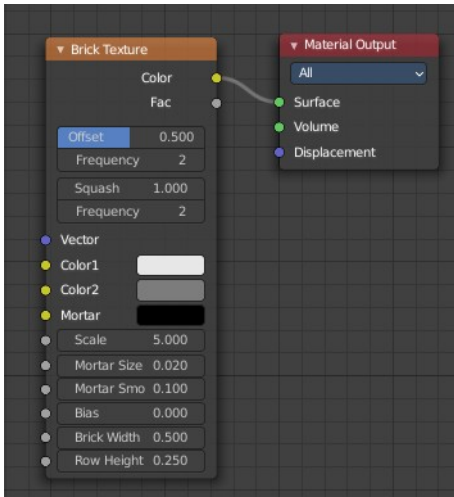
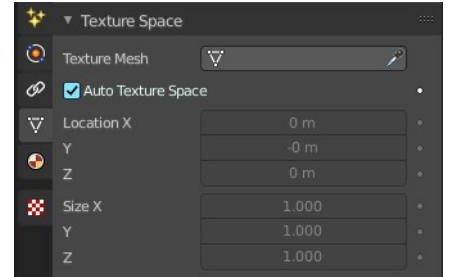
Adds a custom split normals data layer, if none exists yet. In case custom normals exists at the mesh, for example because you have marked an edge sharp, then you can remove it here.



Texture Space panel

UV mapping can be generated. A procedural brick texture uses generated UV space for example to define the mapping.

In this panel you can adjust settings of the texture space used by generated texture mapping.



The display of the texture space cage can be activated in the Viewport Display in the Object properties.

Texture Mesh

Use another mesh for texture indices. The vertex of the two objects must be perfectly aligned. Otherwise the UV map will be distorted. Note that, this is only for mesh objects.

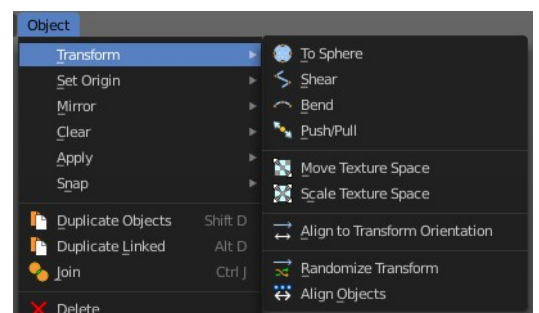
Auto Texture Space

Adjusts the active object's texture space automatically when transforming the object.

Location, Size

Adjust the location and size of the texture space manually if Auto Texture Space is off.

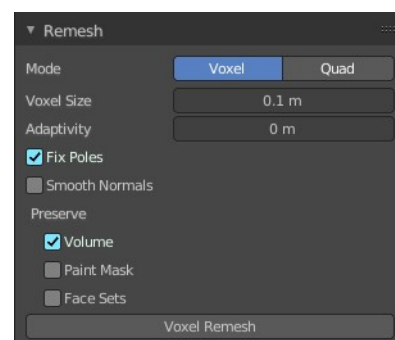
The texture space can also be adjusted in the 3D Viewport. See Object Menu / Transform / Move and Scale Texture Space



Remesh Panel

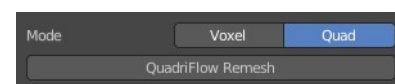
You may create a sculpt mesh that has ways too many polygons. Or too many polygons at one area, and not enough polygons at another area. Remeshing recreates the mesh geometry, with a more uniform topology.

You need to turn off Dyntopo to activate the feature.



Mode

Use Voxel or Quad Remesher. The Quad remesher has no settings. The following settings are all for the voxel remesher.



Voxel Size

Adjust the density of the new created geometry.

Adaptivity

Reduces the final face count by simplifying geometry where detail is not needed. This method uses tris. A value greater than 0 disables the Fix Poles feature.

Fix Poles

Produce less poles and a better topology flow.

Smooth Normals

Smooths the normals of the result.

Preserve

Volume

Tries to preserve the volume of the original mesh.

Paint Mask

Keep existing paint masks at the new mesh.

Face Sets

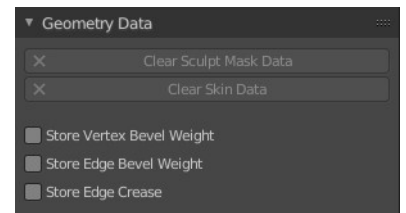
Keep the current face sets at the new created mesh.

Voxel Remesh / QuadriFlow Remesh

Starts the remesher in the chosen method.

Geometry Data panel

Mesh objects can have different types of custom data attached to them. This data is mostly used internally and can be exported by some exporters like Collada or Alembic.



Clear Sculpt-Mask Data

Removes the sculpting mask data layer. It has no big impact, but this can speed up sculpting if the mask is not longer used.

Clear Skin Data

Used to manage the skin data layer which is used by the Skin Modifier. This operator can be needed in case a Skin modifier is created but no skin data exist.

Store Vertex Bevel Weight

Stores the vertex bevel weight so that it is not overwritten by other operations.

Stores Edge Bevel Weight

Stores the Edge bevel weight so that it is not overwritten by other operations.

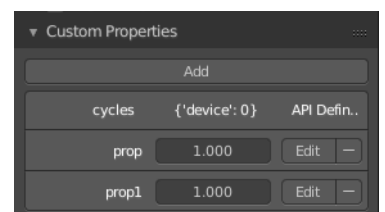
Store Edge Crease

Stores the Edge Crease so that it is not overwritten by other operations.

Custom Properties Panel

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.



Add

Adds a new property.

Edit

Opens a panel where you can adjust the settings for the custom property.

Remove

Removes the property.

