

7.0.1 Editors - 3D View - Object mode - Object Context Menu

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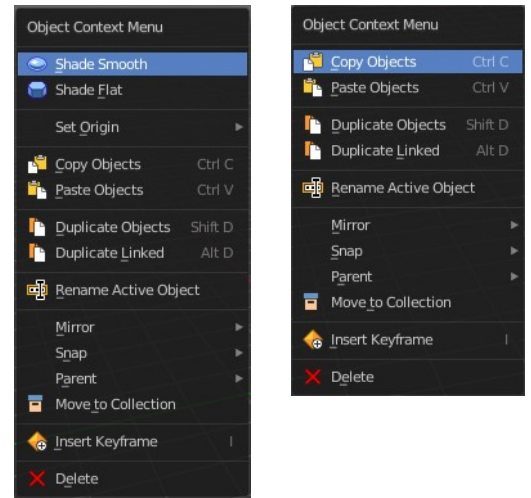
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Object Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Object mode.

The Object Context Menu appears in object mode with all object types. Even without any object in the scene.

The content of this menu differs. With a mesh object you have for example smoothing available too. And with a curve object the convert options.



Object Context Menu - All objects

This content shows with all object types.

Copy Objects

Copies the selected object(s).

Paste Objects

Pastes copied object(s).

Last Operator Paste Selection from Buffer

Select

Select pasted object(s).

Active Collection

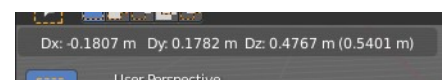
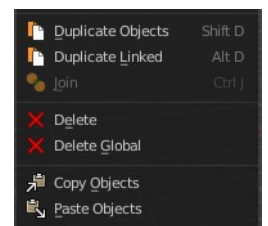
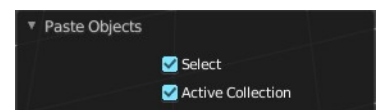
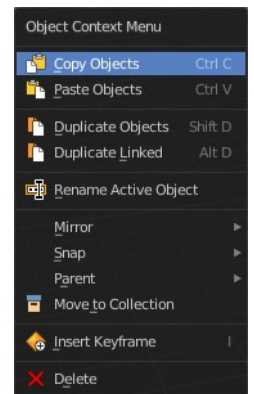
Put the pasted objects into the active collection.

Duplicate Objects

Duplicates selected objects. The copy is completely independent. All containing data gets duplicated too. And you can edit the object instances completely independent. then.

You are automatically in grab mode, and so you can easily move the object out of position. Which is sometimes wanted, since you can position the duplicate then. But sometimes this is unwanted. A right click after releasing the mouse lets the object snap back into its creation position.

When you drag the duplicate around you will see the position values in the



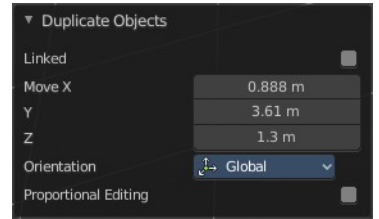
header.

Last Operator Duplicate

Duplicate Objects

Linked

With this option ticked the duplication happens with linked data.

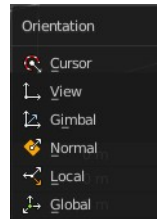


Move X , Y , Z

The Position of the duplicated object.

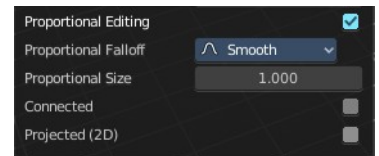
Orientation

Orientation is a drop-down box choose the type of orientation for the duplicate action.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

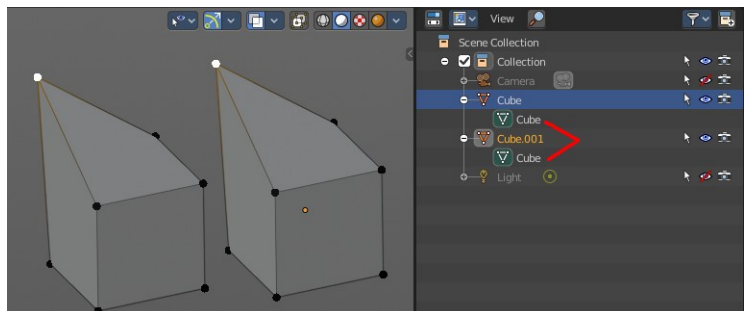
The proportional falloff gets calculated for connected parts only.

Projected(2D)

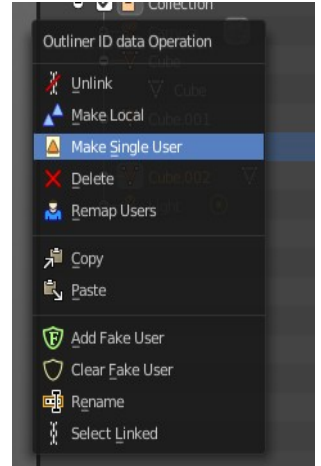
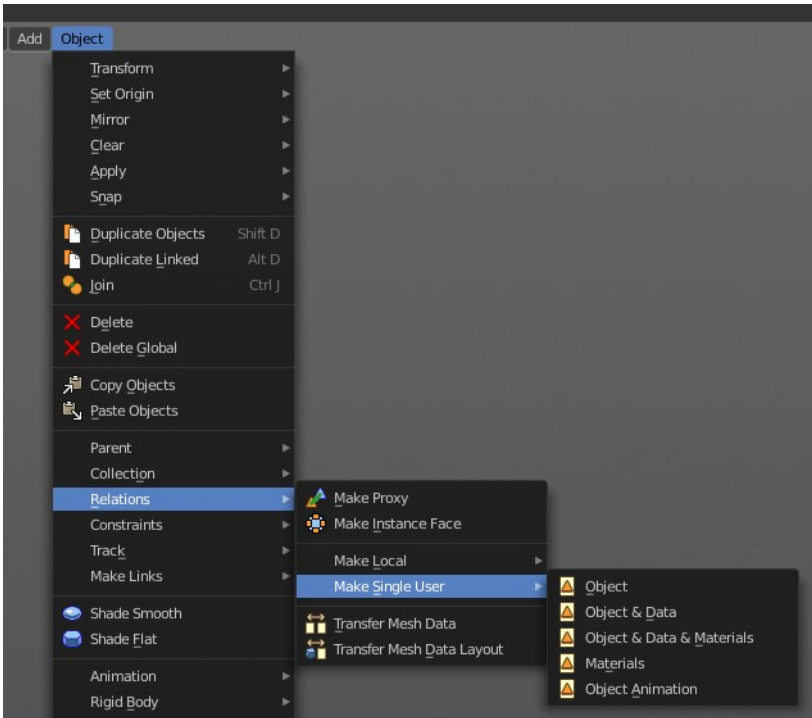
The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Duplicate Linked

Duplicates selected objects. The instance has its own transforms. But the duplicate shares some data with the first instance. This means when you for example edit the mesh of one of the instances, then the other instance gets modified too. As you can see this in the screenshot. Here you can also see that the mesh name is the same. The object name is different though.



If you want to make changes to an object in the new linked duplicate independently of the original object, then you will have to manually make the object a “single-user”. This can be done for example in the Outliner, in the right click menu of the object. (Currently broken). Or in the Object menu. Choose what attached data you want to make single user.



When you duplicate an object, then you are automatically in grab mode. And so you can easily move the object out of position. which is sometimes wanted, since you can position the duplicate then. But sometimes this is unwanted. A right click after releasing the mouse lets the object snap back into its creation position.

Duplicate linked instances the object data.

Explanation: Each Bforartists object type (mesh, lamp, curve, camera *etc.*) is composed from two parts: an *Object* and *Object Data* (sometimes abbreviated to *ObData*):

Object - Holds information about the position, rotation and size of a particular element.

Object Data - Holds everything else. For example. Meshes stores geometry, material lists, vertex groups, etc. . Cameras stores focal length, depth of field, sensor size, etc. .

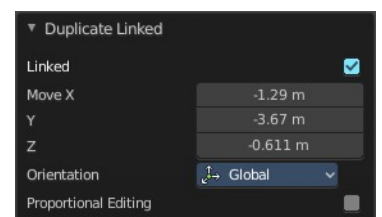
Each object has a link to its associated object-data, and a single object-data, like a material, may be shared by many objects.

Last Operator Duplicate Linked

Duplicate Objects

Linked

With this option ticked the duplication happens with linked data.

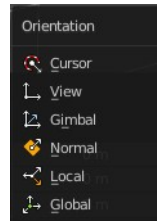


Move X, Y, Z

The Position of the duplicated object.

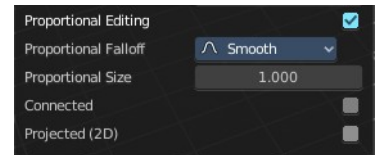
Orientation

Orientation is a drop-down box choose the type of orientation for the duplicate action.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

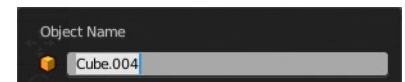
The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Rename active Item

Allows you to rename the currently active item. A rename dialog will pop up where you can type in a new name for the current item. You can have more than one item selected. Just the active item gets renamed.



Mirror

Mirrors the selection.

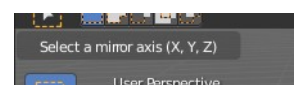
Interactive Mirror

Mirrors the selection.



Usage:

Activate the tool. In the header you will now see further instructions. Which is: type in the axis at which you want to mirror. Interactive mirroring starts in Global space. You can change the orientation in the last operator.



X Y Z Global

Mirrors along the global axis.

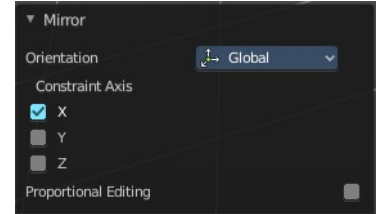
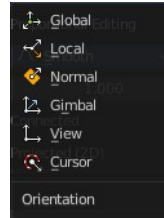
X Y Z Local

Mirrors along the object axis.

Last Operator Mirror

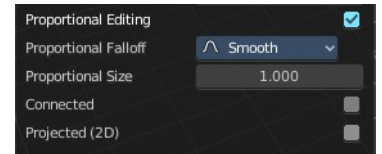
Orientation

Choose the orientation in which the transform should happen.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

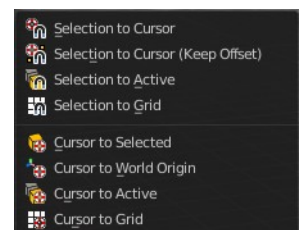
Snap

Selection to Cursor

Snaps the currently selected object(s) to the cursor location.

Selection to Cursor(Keep Offset)

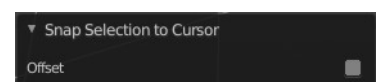
Snaps the currently selected object(s) to the cursor location, but keeps the offset of the selected objects to each other. Means the center of the current selection goes to cursor position. Not every individual object.



Last operator Snap Selection to Cursor

Offset

Keep the offset of the selected objects to each other.



Selection to Active

Snaps the currently selected object(s) to the active object.

Selection to Grid

Snaps the currently selected object(s) to the nearest grid point.

Cursor to Selected

Moves the cursor to the center of the selected object(s).

Cursor to World Origin

Moves the cursor to the world origin.

Cursor to Active

Moves the cursor to the center of the active object.

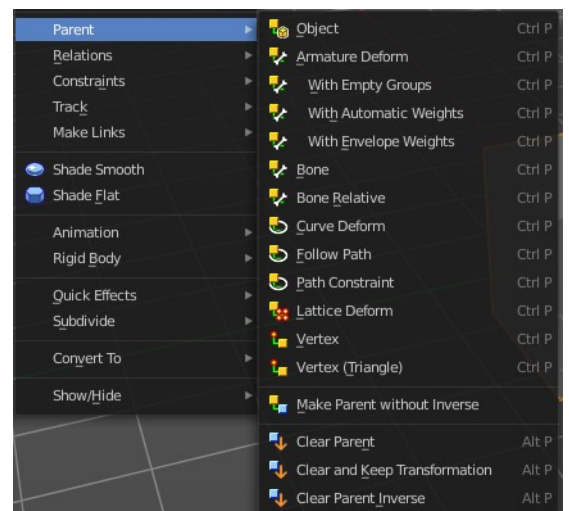
Cursor to Grid

Moves the cursor to the nearest grid point.

Parent

The parent menu provides you with all parenting methods at object level.

To use parenting you first have to select the source object, hold down shift, then select the target object so that both are selected. This also works in the outliner (here you can also simply hold down shift and drag the source object at the target object to make it a child). The source object becomes the child object then.



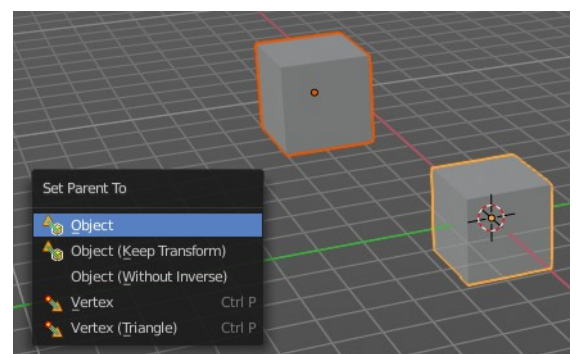
The methods are object type dependent. The armature methods requires to have a mesh and an armature. The path methods a curve. The available methods for the current selection can also be found out by pressing the hotkey ctrl P. This calls the parenting menu with just the available methods.

Object

Sets the parent to selected object.

Object (Keep Transform)

Sets the parent to selected object, but applies all transform before the operation.



Armature parenting creates an armature modifier at the mesh.

Armature Deform

Sets the parent to selected Armature.

With empty Groups

Sets the parent to selected Armature, using empty groups.

With Envelope Weights

Sets the parent to selected Armature, using envelope weights

With automatic Weights

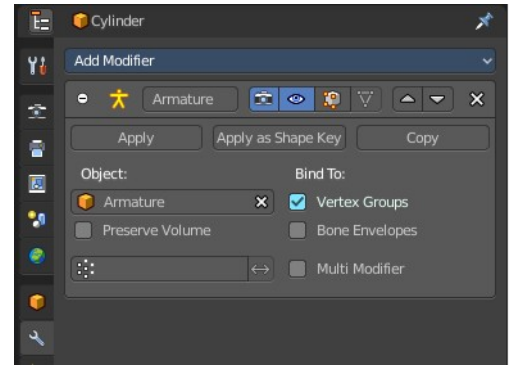
Sets the parent to selected Armature, with automatic weights.

Bone

Sets the parent absolute to selected Bone.

Bone Relative

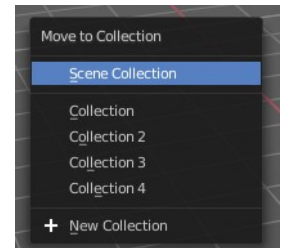
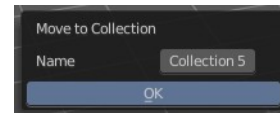
Sets the parent relative to selected Bone.



Move to Collection

Moves the selected object to a collection. The object is removed from the collection it was in.

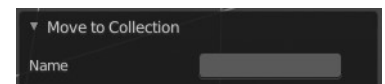
By clicking at this menu item a popup will appear choose the new collection. Allows also to create a new collection. Once done, the object will be moved to this new created collection.



Last Operator Move to Collection

Name

Set a name for your new collection. When you haven't created a new collection, then this name stays blank.

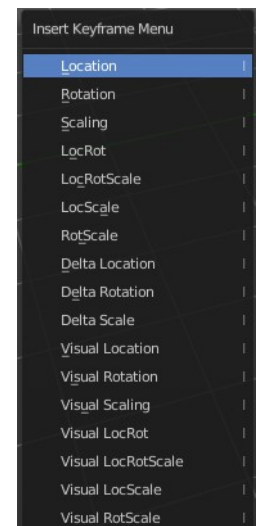


Insert Key frame

Calls the Insert Key frame menu

The keying set defines what kind of key frames gets recorded. When you start with an animation, and your object does not have a keying set yet, then you will be prompted with a menu choose the proper keying set. The Insert Key frame menu.

Note that this just adds a keying set to the current key frame. And not to the whole object. That's why the keying set menu down right stays empty when you add a key frame. this way.



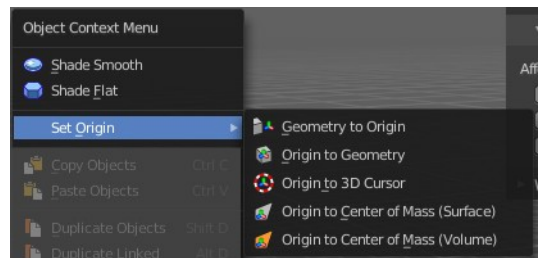
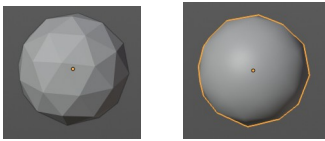
Delete

Deletes the selected object(s).

Object specific - Mesh object

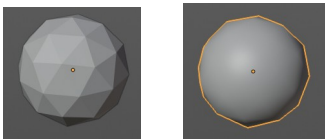
Shade Smooth

Sets the shading for the object to smooth. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.



Shade Flat

Sets the shading for the object to flat. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.



Set Origin

Geometry to Origin

Sets the geometry to origin.

Origin to Geometry

Sets the origin to geometry.

Origin to 3D cursor

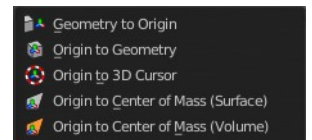
Sets the origin to the 3D cursor.

Origin to Center of Mass(Surface)

Sets the origin to the center of mass, calculating it from the center of the surface area.

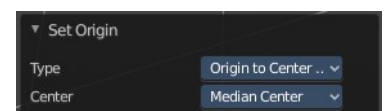
Origin to Center of Mass(Volume)

Sets the origin to the center of mass, calculating from the center of the Volume. It must be manifold geometry with consistent normal's.



Last Operator Set Origin

The last operator is the same for all set origin methods.



Type

Choose the method again.

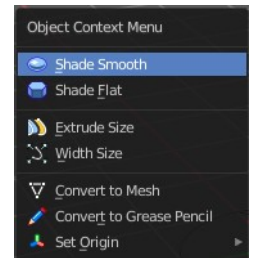
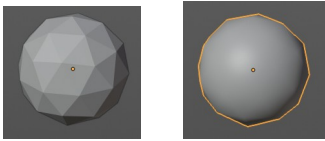
Center

Use the median center or the bounds center for calculation.

Object specific - Curve object

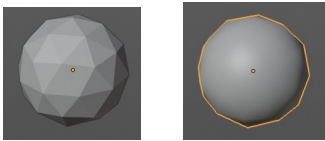
Shade Smooth

Sets the shading for the object to smooth. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.



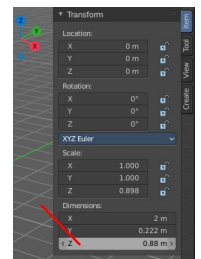
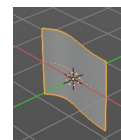
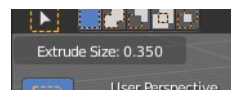
Shade Flat

Sets the shading for the object to flat. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.



Extrude Size

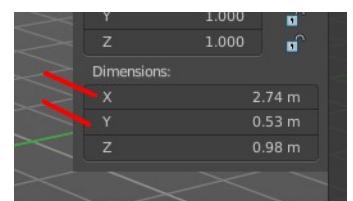
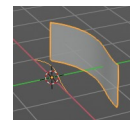
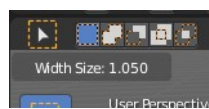
Extrudes a surface out of a curve or text object.



In the header you can see the height of the extrusion. In the Transform panel in the sidebar you can adjust this height also afterwards. The Z value.

Width Size

Width size is just of interest when you have an extruded surface at the curve. It scales the surface size in x and z direction.



Convert to Mesh

Converts a selected Curve to a Mesh Object.

Convert to Grease Pencil

Converts a selected curve to a grease pencil stroke.

Set Origin

Geometry to Origin

Sets the geometry to origin.

Origin to Geometry

Sets the origin to geometry.

Origin to 3D cursor

Sets the origin to the 3D cursor.

Origin to Center of Mass(Surface)

Sets the origin to the center of mass, calculating it from the center of the surface area.

Origin to Center of Mass(Volume)

Sets the origin to the center of mass, calculating from the center of the Volume. It must be manifold geometry with consistent normal's.

Last Operator Set Origin

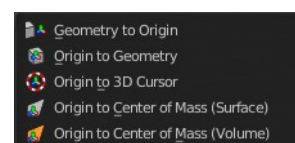
The last operator is the same for all set origin methods.

Type

Choose the method again.

Center

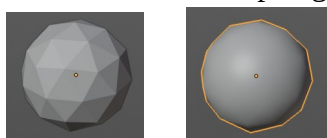
Use the median center or the bounds center for calculation.



Object specific - Surface object

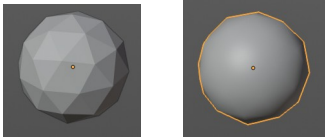
Shade Smooth

Sets the shading for the object to smooth. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.

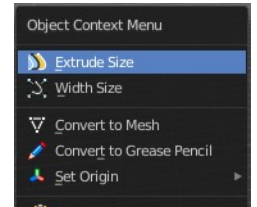


Shade Flat

Sets the shading for the object to flat. Flat means that every face of the object shows facettet, with a sharp edge. Smooth means that the edges are not longer to see.



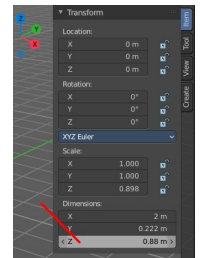
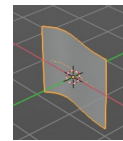
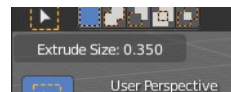
Object specific - Text object



Extrude Size

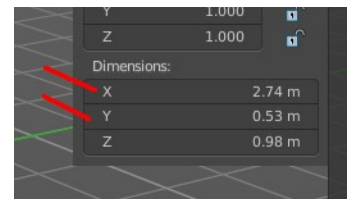
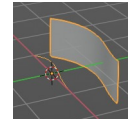
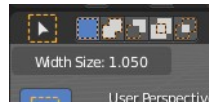
Extrudes a surface out of a curve or text object.

In the header you can see the height of the extrusion. In the Transform panel in the sidebar you can adjust this height also afterwards. The Z value.



Width Size

Width size is just of interest when you have an extruded surface at the curve. It scales the surface size in x and z direction.



Convert to Mesh

Converts a selected Text to a Mesh Object.

Convert to Grease Pencil

Converts a selected Text to a grease pencil stroke.

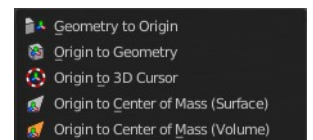
Set Origin

Geometry to Origin

Sets the geometry to origin.

Origin to Geometry

Sets the origin to geometry.



Origin to 3D cursor

Sets the origin to the 3D cursor.

Origin to Center of Mass(Surface)

Sets the origin to the center of mass, calculating it from the center of the surface area.

Origin to Center of Mass(Volume)

Sets the origin to the center of mass, calculating from the center of the Volume. It must be manifold geometry with consistent normal's.

Last Operator Set Origin

The last operator is the same for all set origin methods.



Type

Choose the method again.

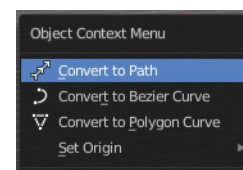
Center

Use the median center or the bounds center for calculation.

Object specific - Grease Pencil object

Covert to Path

Converts a selected Grease Pencil stroke to a new curve object of type Bezier Curve.



Convert to Mesh

Converts a selected Grease Pencil stroke to a Mesh Object.

Convert to Polygon Curve

Converts a selected Grease Pencil stroke to a new curve object of type Polygon.

Set Origin

Geometry to Origin

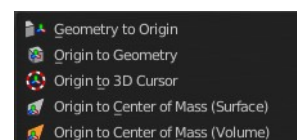
Sets the geometry to origin.

Origin to Geometry

Sets the origin to geometry.

Origin to 3D cursor

Sets the origin to the 3D cursor.



Origin to Center of Mass(Surface)

Sets the origin to the center of mass, calculating it from the center of the surface area.

Origin to Center of Mass(Volume)

Sets the origin to the center of mass, calculating from the center of the Volume. It must be manifold geometry with consistent normal's.

Last Operator Set Origin

The last operator is the same for all set origin methods.



Type

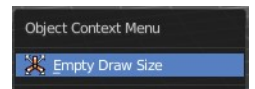
Choose the method again.

Center

Use the median center or the bounds center for calculation.

Object specific - Empty + Image object + Force Field

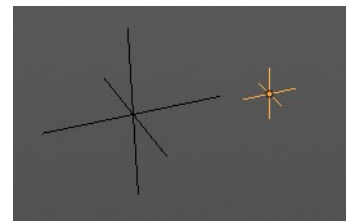
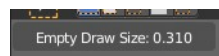
The Image object types is a special kind of an empty. Same for the Force Field. So they have the same entry in the context menu.



Empty Draw Size

Scale the size of the empty in the viewport.

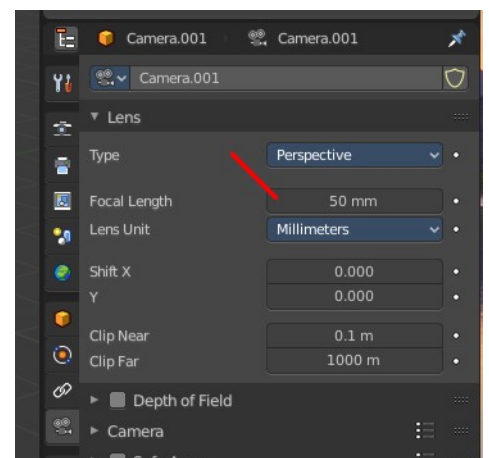
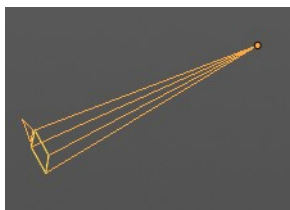
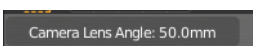
Note, this value does not show elsewhere. And there is no way to reset it to the default size except to scale it again with Empty Draw Size. The value in the header will help you.



Object specific - Camera object

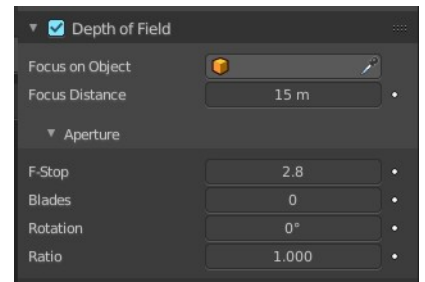
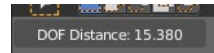
Camera Lens Angle

Changes the focal length of the camera. You can adjust it afterwards in the properties editor.



DOF Distance

Changes the focus distance for depth of field. You can adjust it afterwards in the properties editor. The values in the depth of field are not as exact as the dof distance values though.

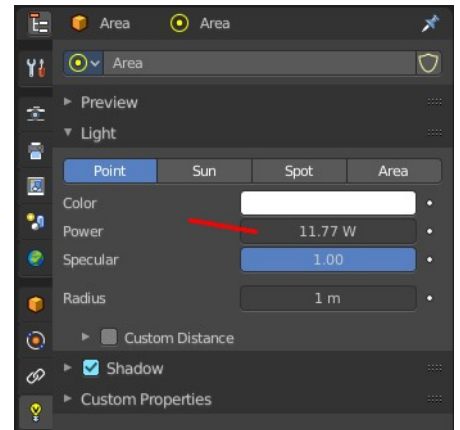
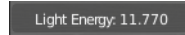


Object specific - Light object

Each light type has its own settings. Power is the same in all. When you adjust the values then you will see a string with the values in the header.

Power

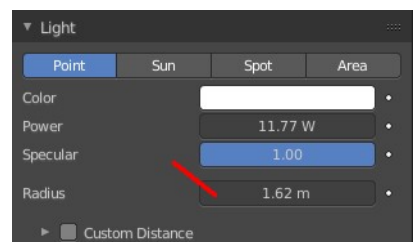
Light energy adjusts the power of the light.



Point light

Radius

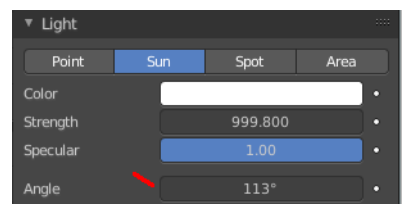
Adjust the radius of the point light.



Sun light

Angle

Adjust the angle of the sun light. Note that the value in the header is in radians, while the value in the panel is in degrees.



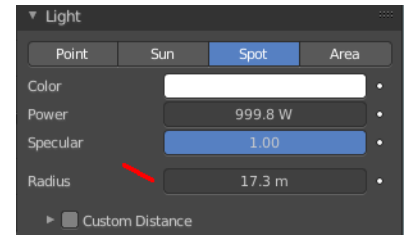
Spot light



Radius

Adjust the radius of the spot light.

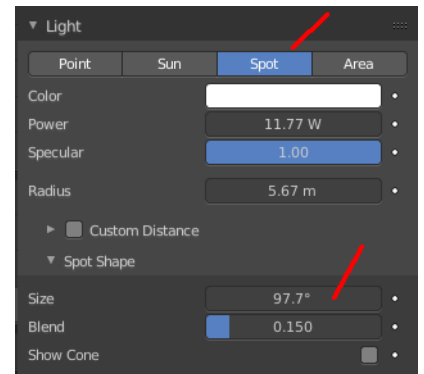
Light Radius: 1.620



Spot Size

Adjust the angle of the spotlight beam. Note that the value in the header is in radians, while the value in the panel is in degrees.

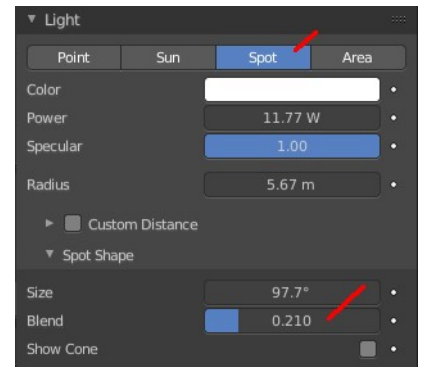
Spot Size: 1.63



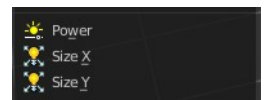
Spot Blend

Adjust softness of the spotlight edge.

Spot Blend: 0.21



Area light



Size X / Size Y

Area light only.

Light Size X: 2.760

Scale the size of the area light. Size Y appears with Shape Rectangle.

