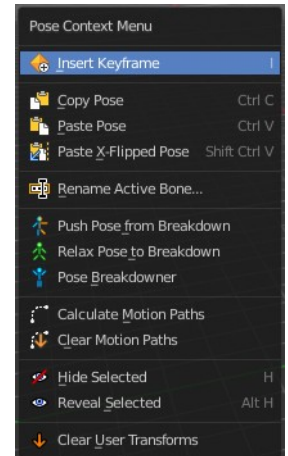


7.0.18 Editors - 3D View - Armature - Pose Mode - Pose context menu

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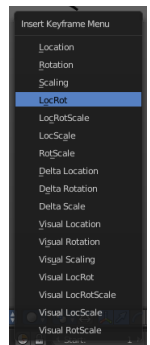
Pose Mode - Pose Context Menu

Call this menu with double right click in the 3D viewport. You need to be in Edit mode with a armature object.



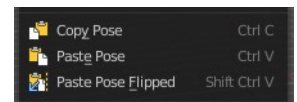
Insert Key frame

Opens a menu where you can insert a key frame with a defined keying set.



Copy Pose

Copies the current pose. You copy what you have selected.



Paste Pose

Pastes a previous copied pose.

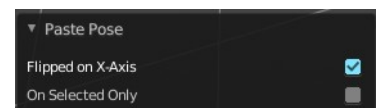
Paste X Flipped Pose

Pastes a previous copied pose, but flipped along X axis.

Last Operator Paste Pose

Flipped on X Axis

Paste the pose flipped along X Axis.

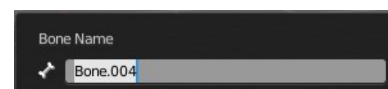


On Selected Only

Paste just on the selected bones. Not on the unselected.

Rename active Bone

Calls a dialog where you can rename the active bone.



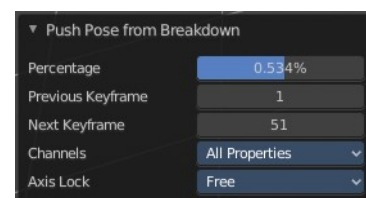
Push Pose from Breakdown

Exaggerates the current pose. Pushes the current pose further away from the previous pose.

Last Operator Push Pose

Percentage

The percentage of exaggeration.



Previous Key frame

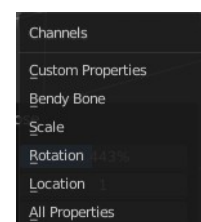
The key frame position before the current frame.

Next Key frame

The key frame position after the current frame.

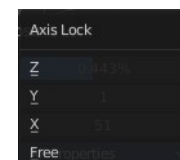
Channels

Limit the push effect to specific channels.



Axis Lock

Limit the push effect to specific axis.



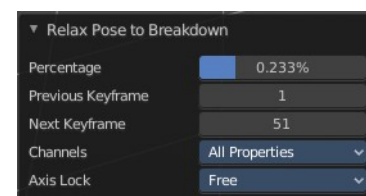
Relax Pose to Breakdown

Relaxes the current pose.

Last Operator Relax Pose to Breakdown

Percentage

The percentage of relaxing.



Previous Key frame

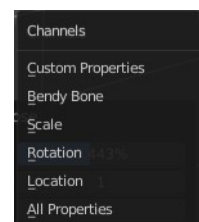
The key frame position before the current frame.

Next Key frame

The key frame position after the current frame.

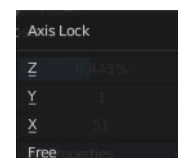
Channels

Limit the relax effect to specific channels.



Axis Lock

Limit the relax effect to specific axis.



Pose Breakdowner

Creates a suitable breakdowner pose on the current frame.

Last Operator Pose Breakdowner

Percentage

The percentage of exaggeration.

Previous Key frame

The key frame position before the current frame.

Next Key frame

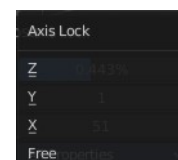
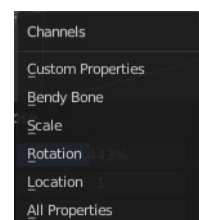
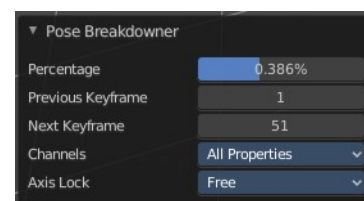
The key frame position after the current frame.

Channels

Limit the breakdowner pose to specific channels.

Axis Lock

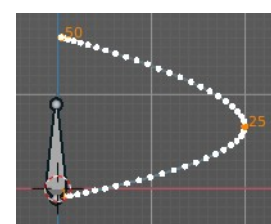
Limit the breakdowner pose to specific axis.



Calculate Motion Paths

Objects can be animated. Let's say you send them from a to b to c. The object will move to b, then to c. Some kind of a path. This path is not visible by default.

With motion paths you can calculate this path, and make it visible.



Last Operator Calculate Object Path

Start

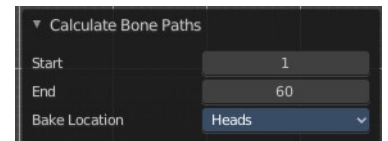
Defines the start frame of the calculation.

End

Defines the end frame of the calculation.

Bake Location

Where to draw the curve. At the head or at the tail of the bone(s)



Clear Motion Paths

Clear remove the motion path from the object.

Hide Selected

Hides the selected geometry.

Show Hidden

Makes all hidden geometry visible again.

Clear User Transforms

Resets Pose of selected bones back to key frame state.