



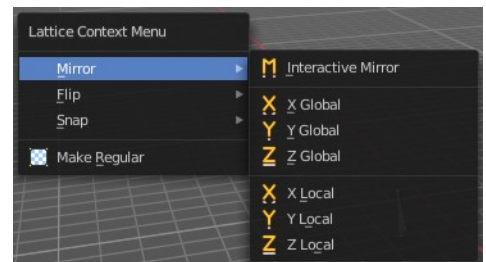
7.0.19 Editors - 3D Viewport - Armature - Edit Mode - Lattice context menu

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Edit Mode - Lattice Context Menu

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



Mirror

Mirror mirrors the selected geometry along the defined axis.

Interactive Mirror

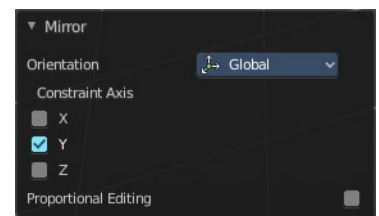
Mirror by hotkeys. You activate the tool, type in x for x global for example, or x x for x local. And the selection gets mirrored.

X Global, Y Global etc.

Mirrors the selection around the chosen axis.

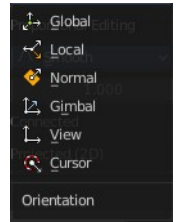
Last Operator Mirror

The Last Operator Mirror panel gives you tools to adjust the mirror action.



Orientation

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

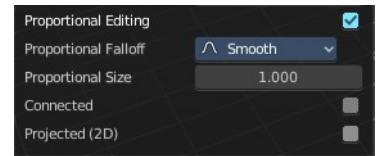


Constraint Axis

Constraint Axis gives you again the possibility to define the mirror axis. You can choose more than one axis here.

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

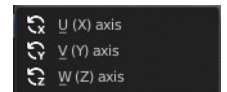
The proportional falloff gets calculated for connected parts only.

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.

Flip

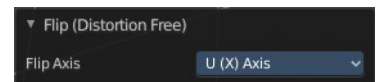
Flips the lattice object along the world axis X, Y or Z .



Last Operator Flip (Distortion Free)

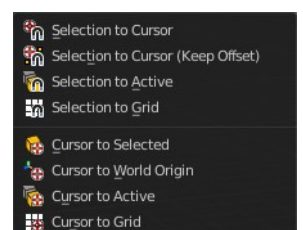
Flip Axis

Flip the lattice object along the world axis X, Y or Z .



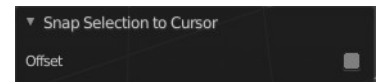
Snap

Choose several methods to snap one element to another. The menu items should be self explaining.



Last Operator Snap

Some snap operations shows a last operation panel, some not.



Offset

If the selection should snap as a whole, or if each individual element of the selection should snap.

Make Regular

Set the UVW control points by a uniform distance apart.