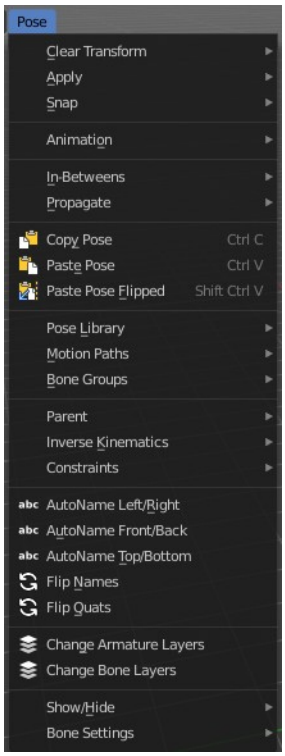
7.1.39 Editors - 3D View - Header - Armature - Pose mode - Pose menu

Detailed Table of content

Detailed table of content

Pose Mode - Pose Menu

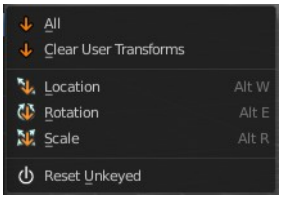
The Pose menu contains the tools to work with Armature objects in Pose mode. This means here you find all the tools that you need to pose and animate your armature.



Clear Transform

Clear Transform

Clear transform is a menu with some Clear functionality. You need to have the bones selected where you want to perform the operation. Unselected bones will not be calculated.



All

Resets location, rotation and scale back to the Rest pose.

Clear User Transforms

Resets Pose of selected bones back to keyframe state.

Location

Resets location back to the Rest pose.

Rotation

Resets rotation back to the Rest pose.

Scale

Resets scale back to the Rest pose.

Reset Unkeyed

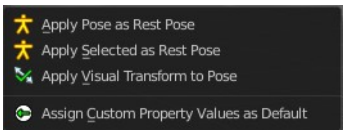
Resets the pose for the selected bones back to the state of the latest keyframe.

Last Operator Clear User Transforms

Only Selected

Clear User transform for selected armature part, or for the whole armature.

Apply



Apply is a menu with some Apply functionality.

Apply Pose as Rest Pose

You need a rest pose where you can reset the pose back to. With this tool you can set the current pose to be the new Rest pose.

Apply Selected as Rest Pose

You need a rest pose where you can reset the pose back to. With this tool you can set the current pose of the selected bones to be the new Rest pose.

Last Operator Apply Pose as Rest Pose

Selected only

Just apply the pose to the selected part.

Apply Visual Transform to Pose

Apply final constrained position of posed bones to their transform.

Assign Custom Property Values as Default

Assigns the current values of custom properties as their defaults. This allows to use them as part of the rest pose state in NLA track mixing.

Last Operator Assign Custom Property Values as Default

Process data properties

Include the process data properties.

Process bone properties

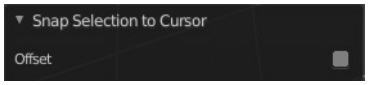
Include the process bone properties.

Snap

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

Last Operator Snap

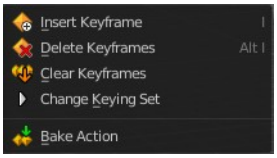
Some snap operations shows a last operation panel, some not.



Offset

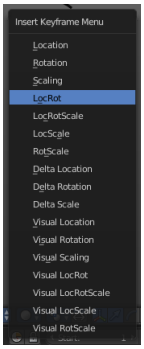
If the selection should snap as a whole, or if each individual element of the selection should snap.

Animation



Animation is a sub menu around animation functionality. You need to have an object in the scene.

Insert Keyframe



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

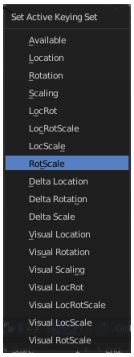
Delete Keyframes

Deletes keyframes at the current frame.

Clear Keyframes

Deletes all keyframes.

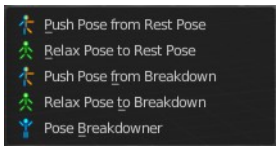
Change Keying Set



Opens a menu where you can change the keying set.

In-Between

In Between



In Between are tools to influence the look of the pose between the keyframes.

For example, record a keyframe at frame 1, then record a keyframe at frame 20. Then go to frame 10, and activate one of the tools. Now you can play around with the settings. And when you are satisfied with the result then you can record a keyframe at this position.

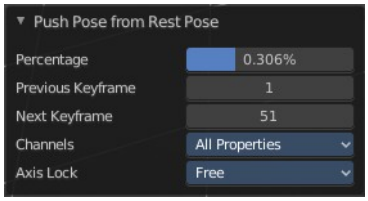
Header values

When you activate one of the tools, then you will see a percentage value in the header. And some hotkeys. The hotkeys W, E and R stands for the usual transform modes move, rotate or scale. Hotkey B stands for Bendy Bones. And C is for a custom property. This hotkeys are hard coded, and cannot be changed in the input manager.

Push Pose from Rest Pose

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

Last Operator Push Pose from Rest Pose



Percentage

The percentage of exaggeration.

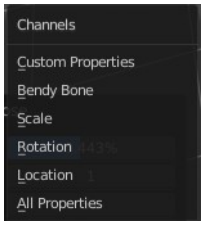
Previous Keyframe

The keyframe position before the current frame.

Next Keyframe

The keyframe position after the current frame.

Channels



Limit the push effect to specific channels.

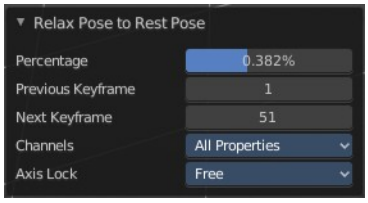
Axis Lock

Limit the push effect to specific axis.

Relax Pose to Rest Pose

Relaxes the current pose towards the Rest pose.

Last Operator Relax Pose to Rest Pose



Percentage

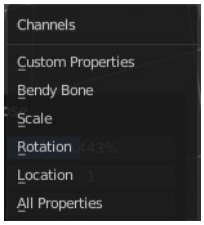
The percentage of relaxing.

Previous Keyframe

The keyframe position before the current frame.

Next Keyframe

The keyframe position after the current frame.



Channels

Limit the relax effect to specific channels.

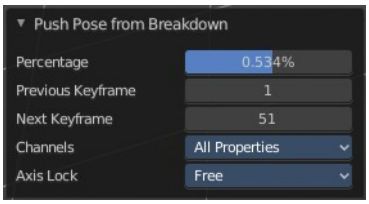
Axis Lock

Limit the relax effect to specific axis.

Push Pose from Breakdown

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

Last Operator Push Pose



Percentage

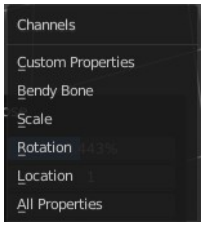
The percentage of exaggeration.

Previous Keyframe

The keyframe position before the current frame.

Next Keyframe

The keyframe position after the current frame.



Channels

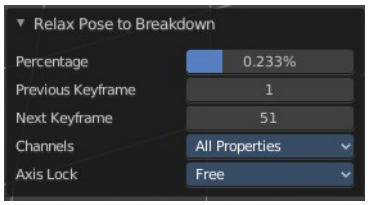
Limit the push effect to specific channels.

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 Keyframe

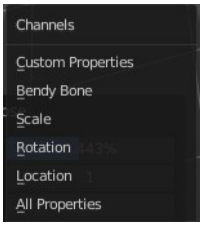
The keyframe position before the current frame.

Next Keyframe

The keyframe position after the current frame.

Channels

Limit the relax effect to specific channels.

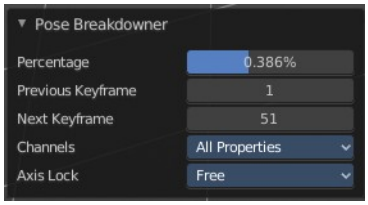


Axis Lock

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.

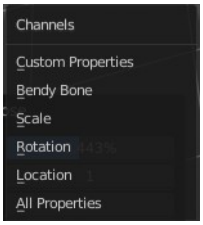
Previous Keyframe

The keyframe position before the current frame.

Next Keyframe

The keyframe position after the current frame.

Channels

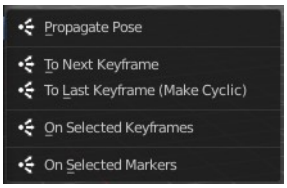


Limit the breakdowner pose to specific channels.

Axis Lock

Limit the breakdowner pose to specific axis.

Propagate



The Propagate tool automates the process of copying and pasting between keyframes. It copies the pose of the selected bones on the current frame over to the keyframes by the chosen Termination mode in the Last Operator Propagate Pose.

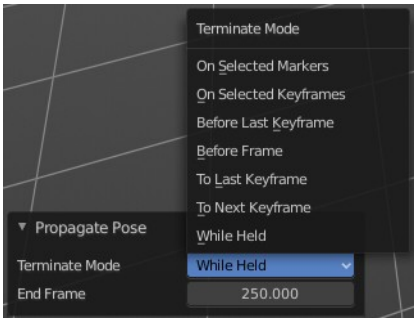
The different Propagate methods can be adjusted in the Last operator too. Here you will find even more methods. The menu just lists the common ones.

The methods are quite self explaining, but are explained in the last operator section.

Usage example with Termination mode "On Selected Keyframes".

Create a little armature.
Set a keyframe at frame 0.
Set a keyframe at frame 20.
Pose frame 20.
Set a keyframe at frame 40. It will most probably be identical with Frame 20.
Now select those Keyframes at position 40 in the Dope Sheet Editor.
Set position to Frame 0.
Press Propagate, and in the Last operator Propagate Pose choose On Selected Keyframes.
The selected keyframes at frame 40 will now turn into the corresponding keyframes from position 0.

Last Operator Propagate Pose



Terminate Mode

A drop down box where you can choose between different termination modes for Propagate.

While Held

While held it tries to guess when to stop propagating by examining the pauses in the animation curves per control (This means all F-Curves for a bone instead of per F-Curve).

To Next Keyframe

Copies the pose to the first keyframe after the current frame.

To Last Keyframe

Replaces the last keyframe.

Before Frame

Copies to all keyframes between current frame and the End frame option.

Before Last Keyframe

To all keyframes from current frame until no more are found.

On Selected Keyframes

Applies the pose of the selected bones to all selected keyframes.

On Selected Markers

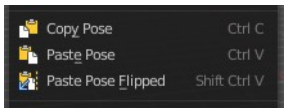
Copies to all keyframes on frames with Scene Markers after the current frame.

End Frame

Defines the end frame for the Propagate.

Single Operators

Copy Pose



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

Paste Pose

Pastes a previous copied pose.

Paste Pose Flipped

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

Last Operator Paste Pose

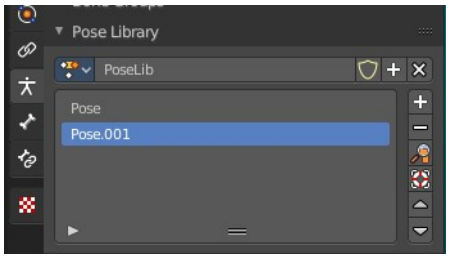
Flipped on X Axis

Paste the pose flipped along X Axis.

On Selected Only

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

Pose Library



The content of this menu belongs to the Pose library. Which can be found in the Properties editor.

Browse Poses

With this feature you can browse through the available poses in the 3D view. While operation you will see informations in the header. It shows you what the current pose is, and how to navigate to the next or previous pose.

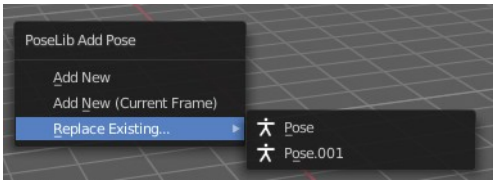
Note that you need to have the bones selected for which you want to display the poses. When in doubt, select all bones.

Last Operator Pose lib Browse Poses

Pose

Scroll through the poses.

Add Pose



Add a new pose for your armature to the pose library.

Note that you need to have the bones selected for which you want to add the pose. It just records the pose for the selected bones.

Calling the tool opens a popup where you can choose how you want to add the current pose.

Add New

Adds a new pose.

Add New (Current Frame)

Adds a new pose at the current frame. It does NOT record a keyframe.

Replace Existing

Replace an existing pose.

Last Operator Pose Lib Add Pose

Frame

The frame at which this pose should be created

Pose Name

Rename the pose while creation.

Rename Pose

Rename a pose. It opens a popup menu where you can choose the pose to rename, and here you can rename it. One pose at a time.

Last Operator Pose Lib Rename Pose

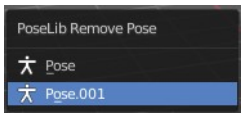
New Pose Name

Enter the new pose name.

Pose

Choose the pose that you want to rename.

Remove Pose



Removes the currently active pose. The tool opens a popup where you can choose the pose to remove.

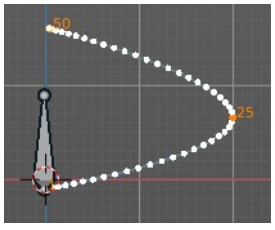
Last Operator Pose Lib Remove Pose

Pose

Choose which pose to remove.

Attention! This dialog is bugged. When you have two animations in the library and remove one, then the box shows empty. When you now switch to the other pose here, then you remove both poses. There is no way back, since you can't select the previous pose anymore.

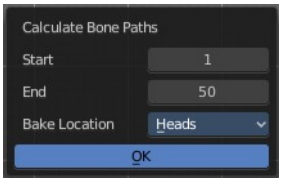
Motion Paths



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.

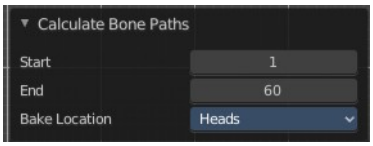
With motion paths you can calculate this path, and make it visible.

Calculate



Calculates the motion path of the selected object. It opens a panel to define the start and end frame of the calculation.

Last Operator Calculate Object Path



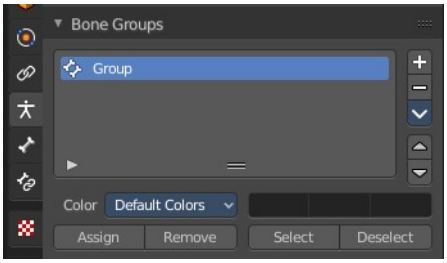
Start
Defines the start frame of the calculation.

End
Defines the end frame of the calculation.

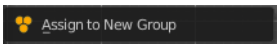
Bake Location
Where to draw the curve. At the head or at the tail of the bone(s)

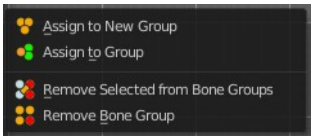
Clear
Clear remove the motion path from the object.

Bone Groups



Bone Groups is a menu to handle bone group functionality from within a menu in the 3D view. The bone groups themselves can be found in the Properties editor.

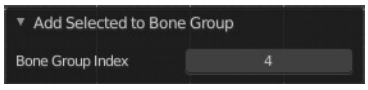




Assign to New Group
Assigns the selected bone(s) to a new group.

Assign to Group
Assigns the selected bone(s) to an existing group.

Last operator Add Selected to Bone Group



This last operator belongs to both tools. Assign to New Group, and Assign to Group.

Bone Group Index
Adjust the Bone Group Index. An Index of 0 creates a new bone group. Higher values tries to assign the bone to existing bone groups instead.

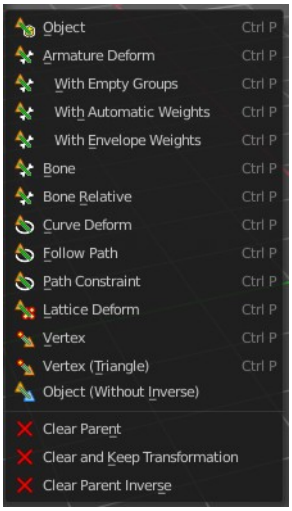
Remove selected from Bone Groups

Removes the selected bone(s) from the assigned bone groups.

Remove Bone Group

Removes the currently active bone group.

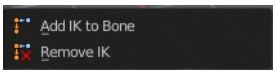
Parent



Parenting the skin or other armatures happens in Object mode. You can also parent in Pose Mode. It just does not make much sense since you need to enter Object mode for one of the objects anyways. The only somehow relevant settings in the parenting menu here is clear parent. But even this is better done in Object Mode.

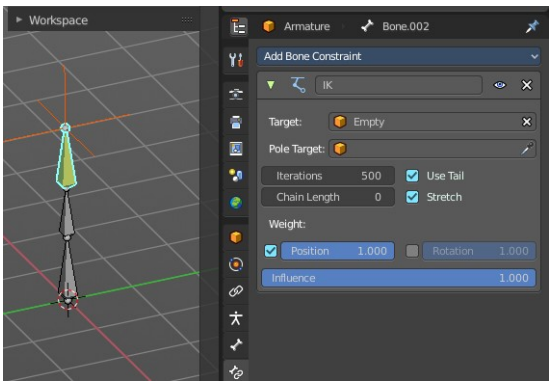
The parenting menu is already explained in the Object menu in Object mode. So we won't repeat the whole description here.

Inverse Kinematics



Inverse Kinematics is a menu with two isolated items from the whole bone constraints menu. The Inverse Kinematics. You could also add an Inverse Kinematics bone constraint by the Constraints / Add (With Targets) menu item from above. It is in the list. But this menu allows quick access without big search.

Add IK to Bone

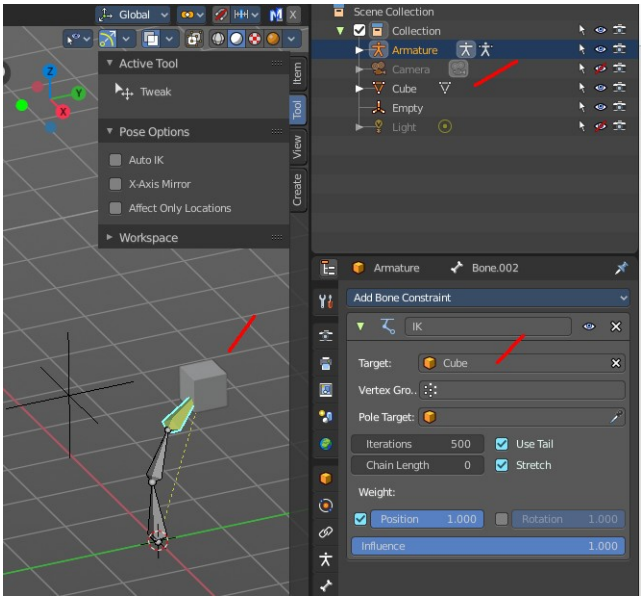


Add IK to bone adds an IK bone constraint to the selected bone. When you add an IK constraints with just the bone selected, then it adds an empty as a handler too, and fills it in as a target.

Add IK calls a popup. When you have just one bone selected then you can choose between adding an empty as the target or to create the bone constraint without target.

When you have more than one bone selected then you can just add the constraint to the active bone.

You can define an own target object too. The armature needs to be in pose mode. Let's create a cube or another primitive. Select it. Now hold down Shift, and click at the bone where you want to add the constraint too. Then choose Add (with Targets), and choose your constraint method. The cube will now be chosen as the target object.



Last Operator Add IK to Bone

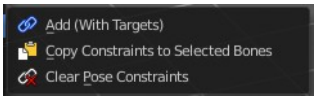
With Targets

Define if you want to add the IK constraints with or without a target.

Remove IK

Removes all IK bone constraint(s) at the selected bone(s).

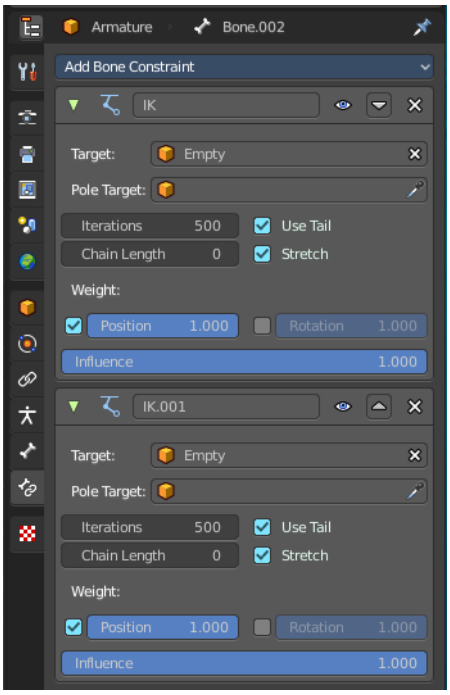
Constraints



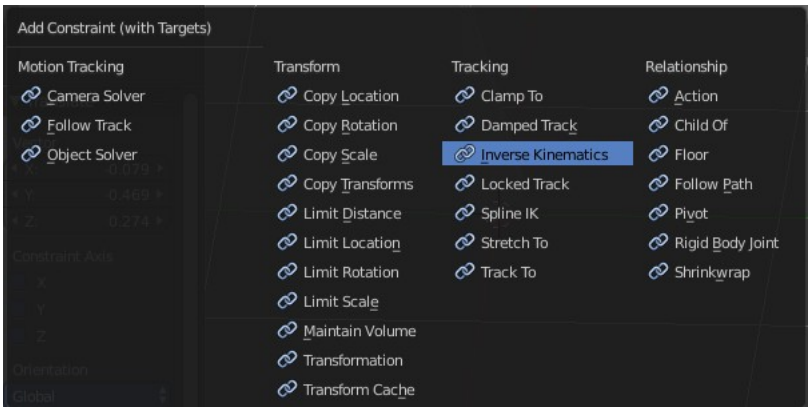
Constraints is a menu that contains some tools around constraints.

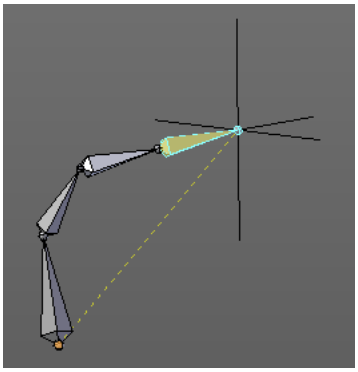
Add (With Targets)

Add (With Targets) calls the Constraints menu where you can choose the constraint that you want to add. When you add an IK constraints with just the bone selected, then it adds an empty as a handler too, and fills it in as a target. Which is similar to what you can do with the Add IK to Bone from the IK menu.



But you can add more than just the IK constraint. It is the same menu that you can open by clicking at the Add Bone Constraint drop down menu in the Properties editor.





You can define an own target object too. The armature needs to be in pose mode. Let's create a cube or another primitive. Select it. Now hold down Shift, and click at the bone where you want to add the constraint too. Then choose Add (with Targets), and choose your constraint method. The cube will now be chosen as the target object.

Copy Constraints to selected Bones

Copies the constraints with all its settings to the selected bone.

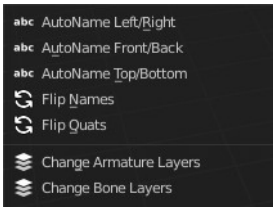
Usage:

Select the bone where you want to copy the constraints to. Hold down shift, then select the bone that contains the constraints. Then perform the tool. The constraints will be copied.

Clear Pose Constraints

Removes all bone constraints modifiers from the bone.

Auto Name Left/Right



This tool automatically adds a suffix to all selected bones, based on their local position relative to the armature center.

Bones with a positive X Coordinate will receive a .L suffix. Bones with a negative X coordinate will receive a .R suffix.

Auto Name Front/Back

This tool automatically adds a suffix to all selected bones, based on their local position relative to the armature center.

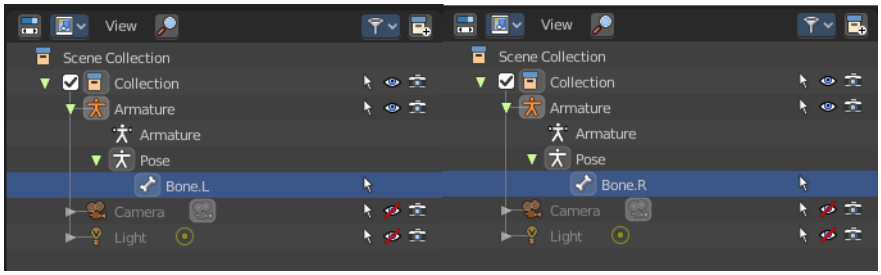
Bones with a positive Y Coordinate will receive a .Fr suffix. Bones with a negative Y coordinate will receive a .Bk suffix.

Auto Name Top/Bottom

This tool automatically adds a suffix to all selected bones, based on their local position relative to the armature center.

Bones with a positive Z Coordinate will receive a .Top suffix. Bones with a negative Z coordinate will receive a .Bot suffix.

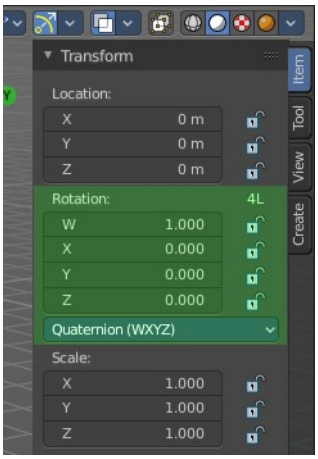
Flip Names



This tool requires to follow some name conventions. If there is a lower or upper case “L”, “R”, “left” or “right” with a separating dot in the bone name, then this tool renames the names of the selected bones to its counterpart. Bone.L becomes Bone.R.

This tool is useful when you mirror parts of the armature, and don't want to rename all the bones one by one.

Flip Quats

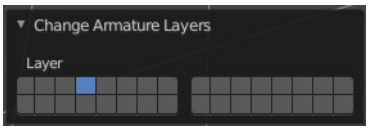


This feature flips the quaternion rotation values of the currently selected bone(s). Positive values becomes negative, and negative values becomes positive.

Change Armature Layers

Armature and bones has its own layer system. This menu item opens a popup where you can put the whole armature onto another layer.

Last Operator Change Armature Layers



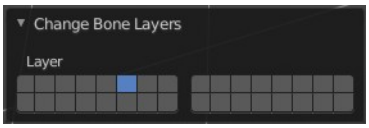
Layer

Put the armature onto another layer.

Change Bone Layers

Armature and bones has its own layer system. This menu item opens a popup where you can put single selected bone(s) onto another layer.

Last Operator Change Bone Layers



Layer

Put the selected bones onto another layer.

Show/Hide

Show or hide the selected geometry

Show Hidden

Makes all hidden geometry visible again.

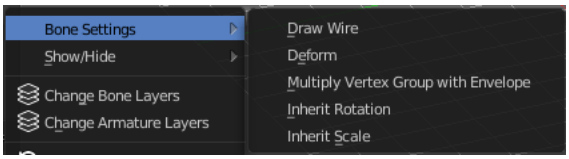
Hide Selected

Hides the selected geometry.

Hide Unselected

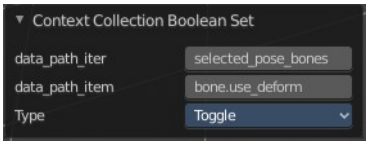
Hides the not selected geometry. The selected geometry stays visible.

Bone Settings



Bone Settings is a menu with menu items to toggle special check boxes in the Properties editor. But here you can do it for a selection too, and not just one object.

Last Operator Collection Boolean Set



Each of the menu items uses the same Last Operator. With different strings for the booleans.