

## 7.2.18 Editors - 3D View - Tool Shelf - Armature - Pose Mode

Tool Shelf - Armature - Pose Mode.....	2
Tweak, Select, 3D Cursor, Transform, Annotate and Measure.....	2
Breakdowner Push Relax tools group.....	2
Breakdowner.....	2
Header Values.....	2
Last Operator Pose Breakdowner.....	2
Percentage.....	2
Previous Keyframe.....	2
Next Keyframe.....	2
Channels.....	3
Axis Lock.....	3
Push.....	3
Header Values.....	3
Last Operator Push Pose from Breakdown.....	3
Previous Keyframe.....	3
Next Keyframe.....	3
Percentage.....	3
Channels.....	3
Axis Lock.....	3
Relax.....	3
Header Values.....	3
Last Operator Relax Pose to Breakdown.....	4
Previous Keyframe.....	4
Next Keyframe.....	4
Percentage.....	4
Channels.....	4
Axis Lock.....	4

## Tool Shelf - Armature - Pose Mode

The Pose mode provides some pose tools.

### Tweak, Select, 3D Cursor, Transform, Annotate and Measure

The tweak, select, 3d cursor and transform tools and the annotation and measure tool is already described in the chapter Object Mode. So we won't cover it here again.



### Breakdownner Push Relax tools group



#### Breakdownner

Creates a suitable breakdownner pose on the current frame. Requires to have a keyframe before and after the current position.

#### Header Values

Relax Pose: 46 % | W/E/R/B/C - Limit to Transform/Property Set

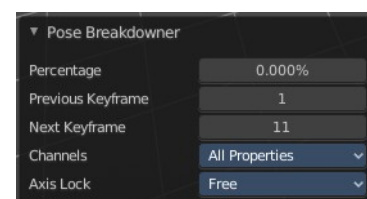
When you move the mouse then you will see some values in the header, which shows the current factor. This value is relative to the starting value, which always starts with 0.

It also shows some more available transform hotkeys. The hotkeys W E and R allows you just to 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.

#### Last Operator Pose Breakdownner

##### Percentage

The percentage of exaggeration. Interestingly the value in the Last operator differs from the value in the header.



##### Previous Keyframe

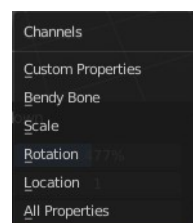
The keyframe position before the current frame.

##### Next Keyframe

The keyframe position after the current frame.

## Channels

Which channels to affect.



## Axis Lock

Lock the action to specific axis.

## Push

Push exaggerates the current pose.

### Header Values



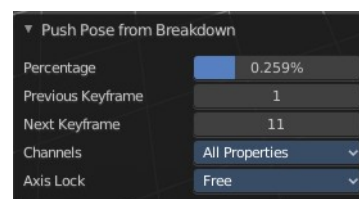
When you move the mouse then you will see some values in the header, which shows the current factor. This value is relative to the starting value, which always starts with 0.

It also shows some more available transform hotkeys. The hotkeys W E and R allows you just to 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.

### Last Operator Push Pose from Breakdown.

#### Previous Keyframe

The keyframe position before the current frame.



#### Next Keyframe

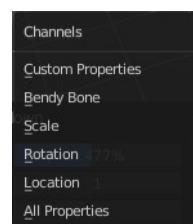
The keyframe position after the current frame.

#### Percentage

The percentage of exaggeration. Interestingly the value in the Last operator differs from the value in the header.

## Channels

Which channels to affect.



## Axis Lock

Lock the action to specific axis.

## Relax

Relax relaxes the current pose.

### Header Values



When you move the mouse then you will see some values in the header, which shows the current factor. This value is relative to the starting value, which always starts with 0. It also shows some more available transform hotkeys.

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## ***Last Operator Relax Pose to Breakdown***

### **Previous Keyframe**

The keyframe position before the current frame.

### **Next Keyframe**

The keyframe position after the current frame.

### **Percentage**

The percentage of exaggeration. Interestingly the value in the Last operator differs from the value in the header.

### **Channels**

Here you can again choose if you just want to limit a specific channel.

### **Axis Lock**

Allows you to lock a specific axis.

