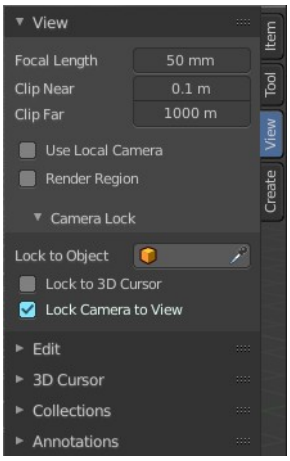
7.3.16 Editors - 3D View - Sidebar - View Tab

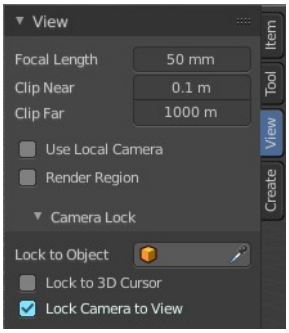
View tab



The View tab contains viewport related settings.

The content is in all modes and for all object types the same.

View tab - View Panel



The View panel contains some camera settings for the world camera and the render camera.

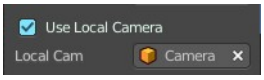
Focal Length

Set up the focal length for the world camera. You need to be in perspectivic view. In Orthographic view the lens values doesn't have an effect.

Clip Near / Clip Far

Set up the clipping values for the world camera. Geometry behind the end value and before the start value will not be drawn.

Use Local Camera

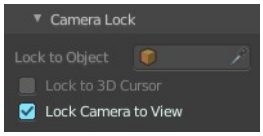


Normally when you render an image it gets rendered from the currently active camera.
Define a custom camera that is always used for rendering. Regardless which camera is the active one.

Use Render Region

When you have defined a render region rectangle, then you can toggle it on and off with this switch. See View menu in the 3d view header, the render region menu item.

Camera Lock



Camera Lock is a sub tab with camera related settings.

Lock to Object

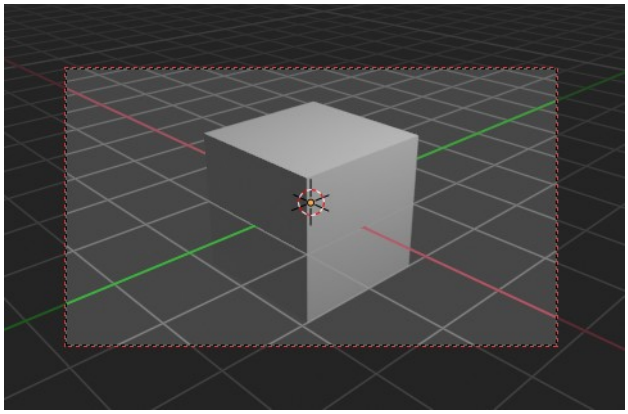
Locks the view of the world camera to an object. Choose an object for it.

Lock to 3D Cursor

Locks the view of the world camera to the 3D cursor. You can either lock to an object or to the 3d cursor. When you choose an object then the checkbox for the 3d cursor vanishes.

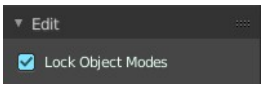
Lock Camera to view

This menu item allows you to navigate in camera view like you would be in world view. When it is unticked then you can navigate the passepartout, you can zoom and move it. And when you rotate the view, then you will leave the camera mode.



View tab - Edit Panel

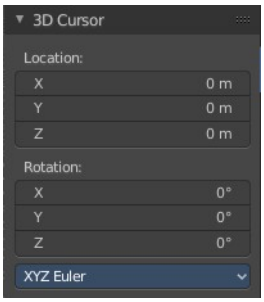
Lock Object Modes



Restrict selection to content that is in the same mode than the current element.

View Tab - 3D Cursor Panel

Location

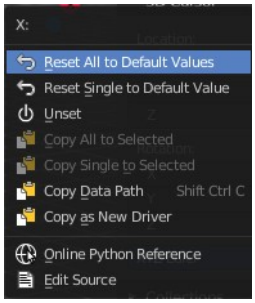


The position of the 3D cursor in world coordinates.

Rotation

The rotation of the 3D cursor in world coordinates.

Right Click menu



When you right click at the edit boxes then a menu with further functionality appears.

Reset All to Default Value

Resets the X Y and Z values to the default value.

Reset Single to Default Value

Resets the value for the single edit box under the mouse to the default value.

Unset

Unset is usually a RMB menu entry when you right click at an edit box. It is somehow similar to Reset to Default Value. But it clears the property instead of resetting it to the default value. Which can end in another value.

Copy All to Selected

Allows to copy the current rotation of all axis to another object.

Workflow. Select target object, hold down shift, select source object, and use Copy All to Selected.

Copy Single to Selected

Allows to copy the current rotation of the single selected axis to another object.

Workflow. Select target object, hold down shift, select source object, and use Copy All to Selected.

Copy Data Path

Copy Data Path copies the RNA data path for this property.

Copy as new Driver

Copies the current value as a new driver.

Online Python Reference

Developer feature. Open the Blender Python Reference.

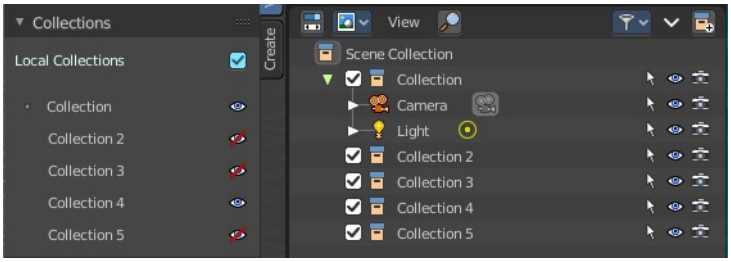
Edit Source

Developer feature. When you have a text editor open in the current layout then you can call the UI script that contains this menu item.

View tab - Collections Panel

Local Collections

Allows the list of visible collections to be controlled per viewport rather than globally.



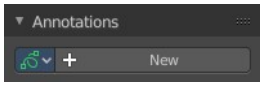
List of Collections

The Collections panel shows a list of collections. They can be hidden in the viewport by clicking on the eye icon.

If a collection contains objects, there is a circle to the left of the collection name. If a collection is empty, there is no circle to the left of the collection name.

By clicking directly on the collection names, it “isolates” the collection by hiding all other collections, and showing the direct parents and all the children of the selected collection.

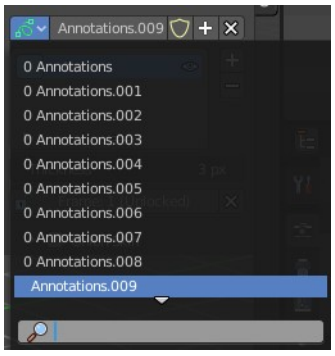
View tab - Annotations Panel



Manage the Annotation layers and materials.

When you don't have drawn an annotation yet then the panel just contains a New button.

Annotations prop



Add, remove and rename new annotations.

Drop down box

A list of the available annotation layers.

Edit Box

The name of the current annotation. You can rename the annotation to your needs here.

Fake User

Assign a fake user to this annotation. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Add Annotation

Add a new annotation.

Delete Annotation

Delete the annotation.

List of Annotation Strokes

Here you see your Annotation layers for the current Annotation. Every layer can have an own color.

At the right side you find buttons to sort them and to add and remove new Annotation layers.

You can change the color by clicking at the color field. A color dialog will pop up. You can rename annotation layers by double clicking at it.

The eye icon allows you to make it invisible And it has a search field.

Thickness

The thickness of the annotation stroke.

Frame Locked/Unlocked

Lock frame displayed by current layer. This toggles whether the active layer is the only one that can be edited.

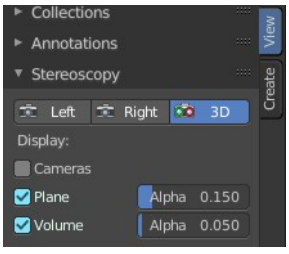
Onion Skin

Enable Onion Skinning.

Onion Skinning allows to show ghosts of the keyframes before and after the current frame. In this sub panel you can adjust the color of the onion skin frames.

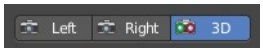
With the numbers below the colors you can define how many frames before or after are displayed that way.

View tab - Stereoscopy Panel



This panel shows when you have Stereoscopy enabled in the Output Properties of the Properties editor. Some content depends of the Stereoscopy settings.

Left / Right / 3D



With Stereoscopy setting Stereo 3D.

Show the image in the 3d view from the left or right camera, or from both.

Views / 3D

With Stereoscopy setting Multi-View.

Show the image in the 3d view from the single cameras, or from both.

Cameras

With Stereoscopy setting Stereo 3D. Show the left and right cameras.

Plane

Show the convergence plane.

Alpha

The transparency of the convergence plane.

Volume

Show the stereoscopy volume.

Alpha

The transparency of the stereoscopy volume.