



## 7.0.18 Editors - 3D Viewport - Armature - Pose Mode - Pose context menu

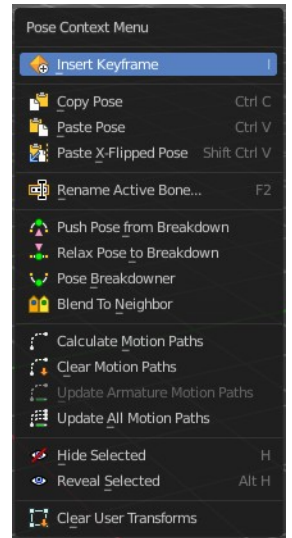
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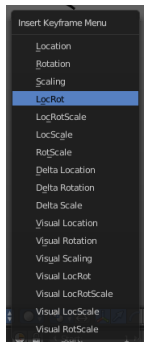
## Pose Mode - Pose Context Menu

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



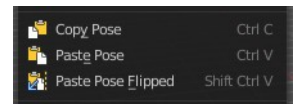
### Insert Key frame

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.

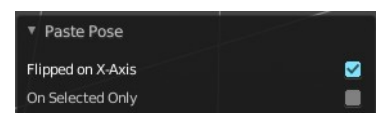
### Last Operator Paste Pose

#### *Flipped on X Axis*

Paste the pose flipped along X Axis.

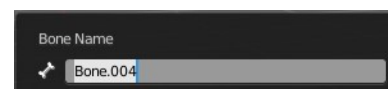
#### *On Selected Only*

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



## Rename active Bone

Calls a dialog where you can rename the active bone.



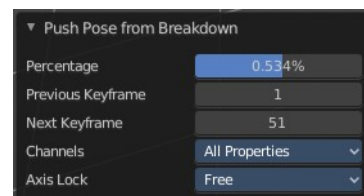
## Push Pose from Breakdown

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*

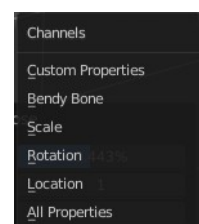
The key frame position before the current frame.

#### *Next Key frame*

The key frame position after the current frame.

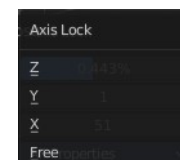
#### *Channels*

Limit the push effect to specific channels.



#### *Axis Lock*

Limit the push effect to specific axis.



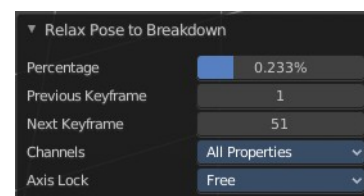
## Relax Pose to Breakdown

Relaxes the current pose.

### Last Operator Relax Pose to Breakdown

#### *Percentage*

The percentage of relaxing.



#### *Previous Key frame*

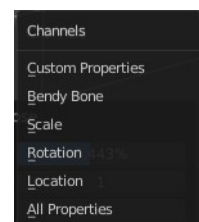
The key frame position before the current frame.

## ***Next Key frame***

The key frame position after the current frame.

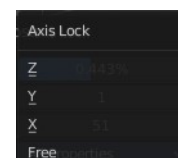
## ***Channels***

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***

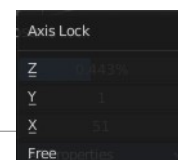
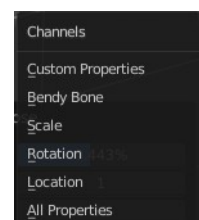
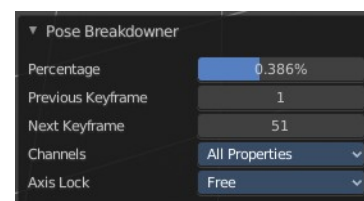
The key frame position after the current frame.

## ***Channels***

Limit the breakdowner pose to specific channels.

## ***Axis Lock***

Limit the breakdowner pose to specific axis.



## **Blend to Neighbour**

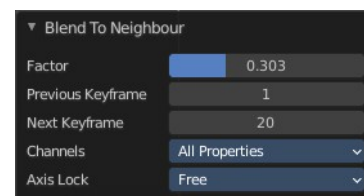
Blends the current pose with the neighbouring poses.

When you perform the tool then you will see a per cent slider in the header where you can read the percentual influence of the blending.

Move the mouse to position the blend pose where you need it.



## Last Operator Blend to Neighbour



### **Factor**

The blend factor.

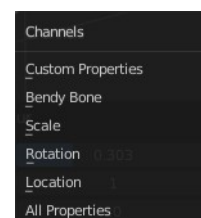
### **Previous Keyframe**

The keyframe to calculate from before the current position.

### **Next Keyframe**

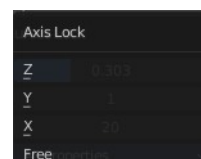
The keyframe to calculate from after the current position.

### **Channels**



### **Axis Lock**

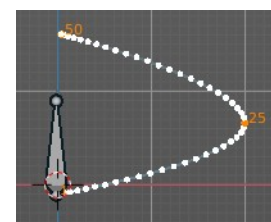
Lock the transformation along an axis.



## 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**

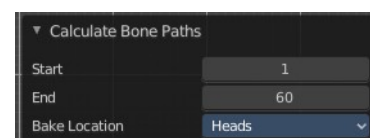
Defines the start frame of the calculation.

#### **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.

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## **Update Armature Motion Paths**

Updates the motion paths for the armature object.

## **Update All Motion Paths**

Updates the motion paths for all objects.

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## **Hide Selected**

Hides the selected geometry.

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## **Show Hidden**

Makes all hidden geometry visible again.

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## **Clear User Transforms**

Resets Pose of selected bones back to key frame state.