

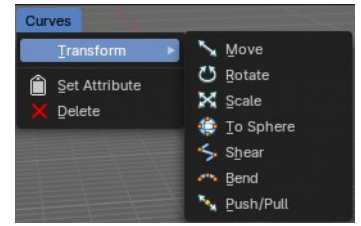
7.1.42 Editors - 3D Viewport - Header - Hair Curve - Edit mode - Curves menu

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Edit mode - Curves menu

Transform



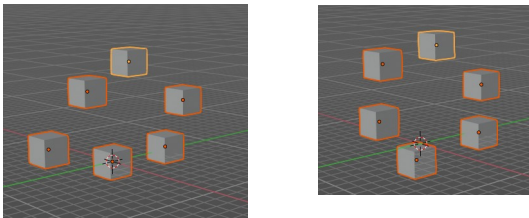
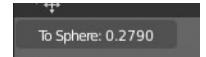
To Sphere

Shapes a selection of objects into the shape of a sphere. The calculation happens with the object origins.

In Object mode this tool requires to have more than one object selected.

Usage

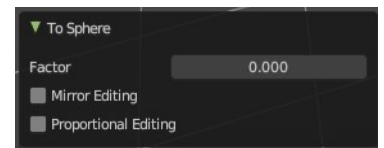
Select the objects, activate the tool, then drag the mouse in the 3D viewport. In the header you will read the current factor then. Which tells you how close you are towards the sphere shape.



Last Operator To Sphere

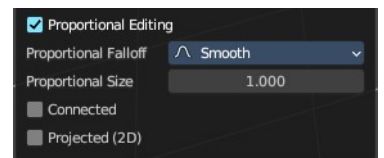
Factor

The factor to transform the selection into a shape form.



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.

Shear

Shear shears the selection.

In Object mode this tool requires to have more than one object selected.

Last Operator Shear

Offset

Adjust an offset.

Axis

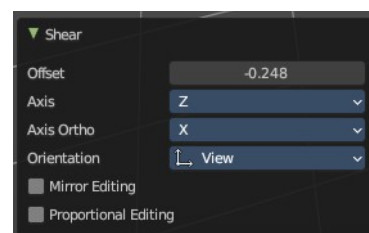
Defines one axis of the imaginary shear axis plane.

Axis Ortho

Defines the other axis of the imaginary shear axis plane.

Orientation

Choose the orientation for the shear action.



Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

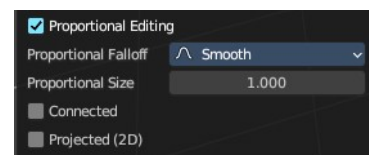
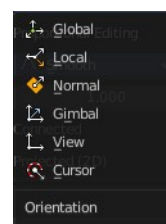
See and adjust the falloff radius.

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.



Bend

Bends the selection.

In Object mode this tool requires to have more than one object selected.

Push/Pull

It pushes or pulls the object positions relative to the center of the selection.

In Object mode this tool requires to have more than one object selected.

Last Operator Push/Pull

Distance

Adjust the strength of influence of the tool.

Mirror Editing

Enables mirror editing.

Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

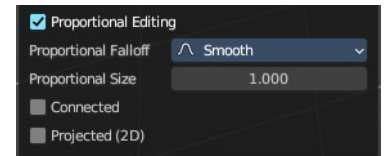
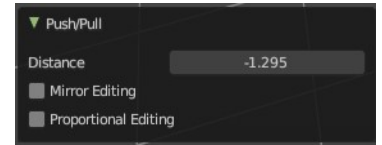
See and adjust the falloff radius.

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.



Radius

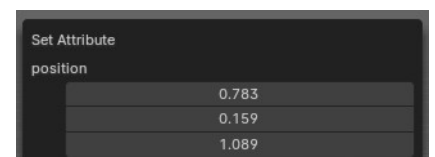
Scales the selected curves point along its normals.

A positive value pushes the vertices width outwards. A negative value pushes the vertices width inwards.

Notes: *Transform orientation and Pivot point gets ignored. To see the result, make sure you have geometry radius applied, without this will be set into the Radius attribute.*

Set Attribute

Set the position attribute of the selected elements. The values can be adjusted in the popup.



Delete

Deletes the selected hair curves.