



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

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## 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.

### Breakdowner Push Relax tools group



#### Breakdowner

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

#### Header values

When you activate one of the tools, then you will see a percentage slider in the header. This slider is not interactive. It just displays the percentage of the exaggeration.



#### Footer hotkey display

In the footer you will see some hotkeys for further options. These hotkeys are hard coded, and cannot be changed in the input manager.

Breakdown: W/E/R/B/C - Limit to Transform/Property Set | S - Enable overshoot | Shift - Hold for precision | Ctrl - Hold for 10% increments | [H] - Toggle bone visibility

The hotkeys W, E and R stand for the usual transform modes move, rotate or scale. Hotkey B stands for Bendy Bones. And C is for a custom property.

Overshoot allows you to go over the 0 -100 per cent range. The header values show a bigger range then.

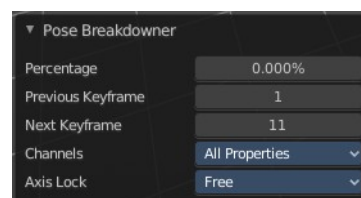


The rest of the hotkeys should be self-explaining.

## ***Last Operator Pose Breakdowner***

### **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**

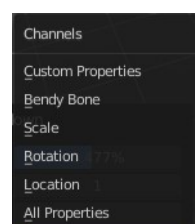
The keyframe position after the current frame.

### **Channels**

Which channels to affect.

### **Axis Lock**

Lock the action to specific axis.



## **Push**

Push exaggerates the current pose.

### ***Header Values***

Push Pose: 38 % | 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 Push Pose from Breakdown.***

### **Previous Keyframe**

The keyframe position before the current frame.

### **Next Keyframe**

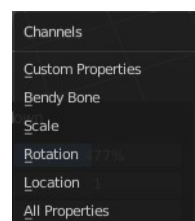
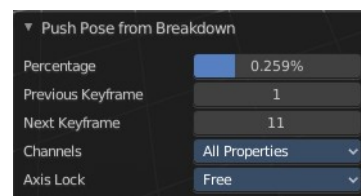
The keyframe position after the current frame.

### **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

Push Pose: 38 % | 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.

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 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.

