



7.3.16 Editors - 3D Viewport - Sidebar - Animation Tab

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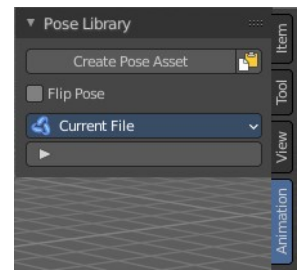
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Animation tab - Pose Library Panel

The Animation tab contains currently the pose library settings.

Create Pose Asset

This button becomes active with a armature in pose mode. It allows you to insert the current pose into the Asset browser, to reuse it at a later point.



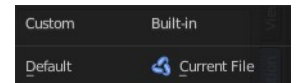
Copy Pose as Asset

Copy the current pose as an asset, which can then be pasted into an asset library.



Active Asset Library

Which asset library to use. A custom one, or the built in asset lib. Default is the built-in called Current File.



List of Asset Poses

The list of available asset poses.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



Invert

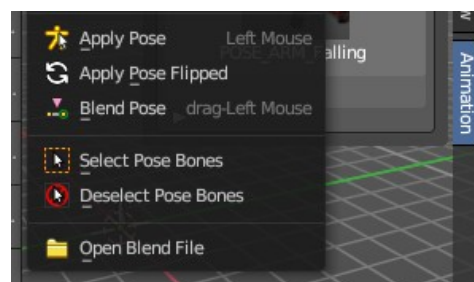
Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Pose Assets context menu

When you right click on a pose asset in the Pose Library, you get extra options to help apply the pose. To use them, make sure you have a compatible armature selected, are in Pose Mode and have the bones you'd like to pose selected.



Apply Pose

Apply the given pose action to the active rig. When you select this, this will apply the pose to selected bones.

Apply Pose Flipped

Apply the given pose action to the active rig with a flipped axis. When you select this, this will apply the flipped pose to selected bones. Flipping happens usually from bones labeled .L and .R

Blend Pose

Blend the given pose action to the active rig. This is useful to interpolate from the original pose to the new pose. When using, you will see a slider in the asset browser header giving you a degree of blend.

Select Pose Bones

Select those bones used in this pose action. This will select all the necessary bones you need to apply the pose effectively. If you have no bones selected, the pose will not apply. Poses only apply to bones that are selected.

Deselect Pose Bones

Deselect those bones used in this pose action. This will ultimately clear the selection based on the pose action bones defined in the marked action clip.

Open Blend File

Opens the path for the blend file that contains the active asset. Useful to help edit poses.