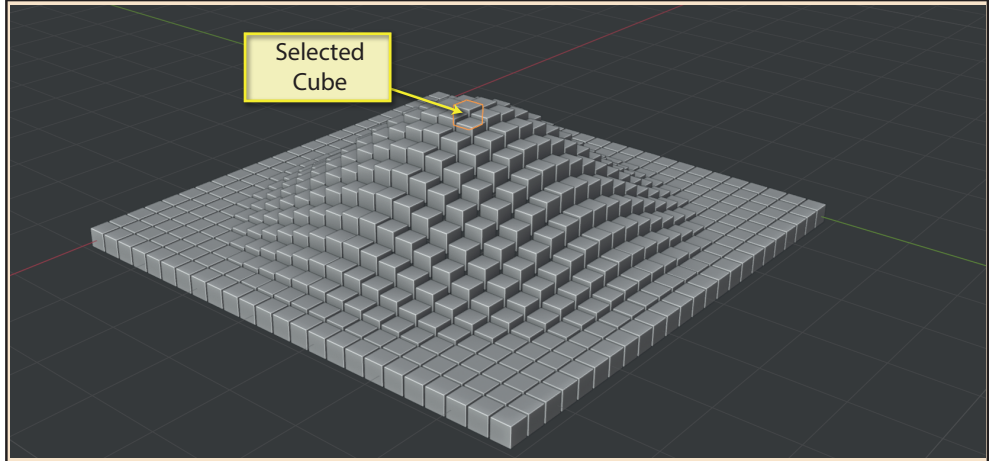


# Proportional Editing

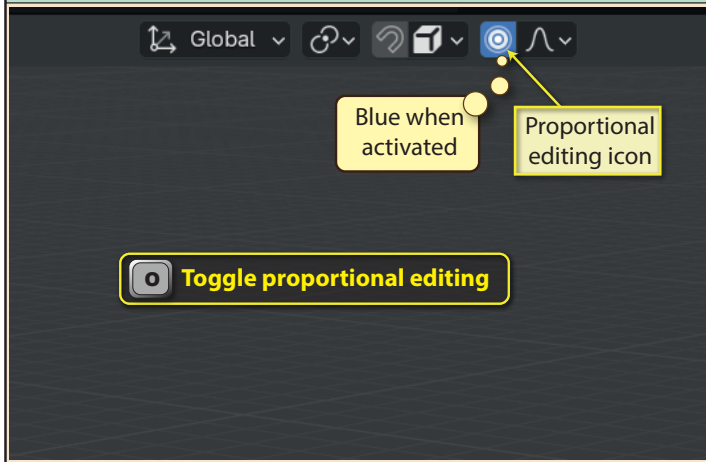
The term “proportional editing” refers to the ability of an edit to affect not only the selected element but also those elements that are positioned nearby.

This is of most use when we are working in Edit mode, but it can also be employed in Object mode.

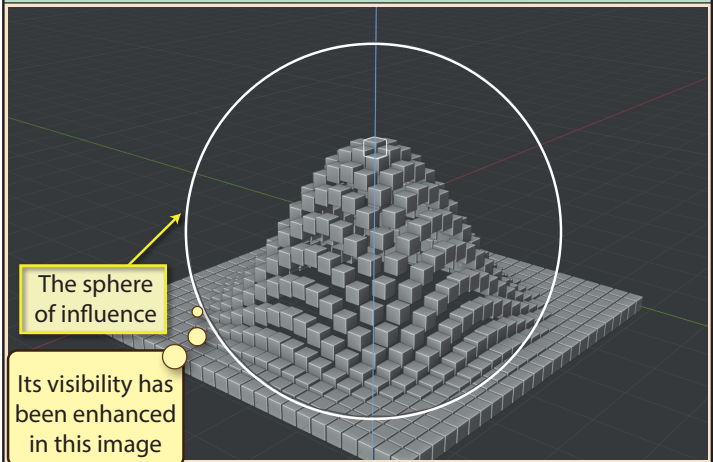
To demonstrate the effect, we'll start with a block of small Cubes. If we select one Cube near the centre of the block and move it upwards, with proportional editing activated, nearby Cubes also move even though they are not selected.



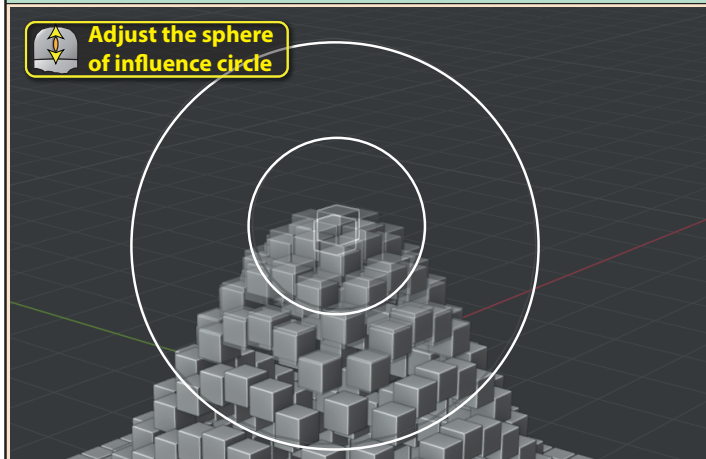
The proportional editing option is activated by the right-most icon of the group at the top-centre of the **3D Viewport**. It can be toggled on and off by either clicking on the icon, or by pressing the letter **O** key.



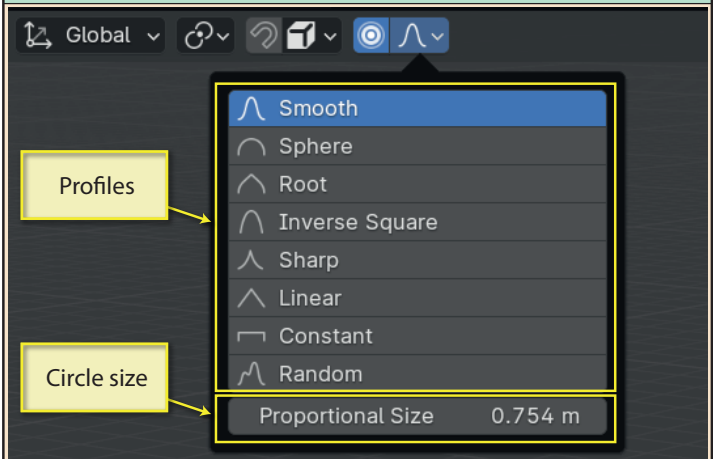
When using proportional editing, a circle centred on the selected object appears - it's really a sphere. This determines the sphere of influence over surrounding objects. Elements nearer the centre are affected more than those on the periphery.



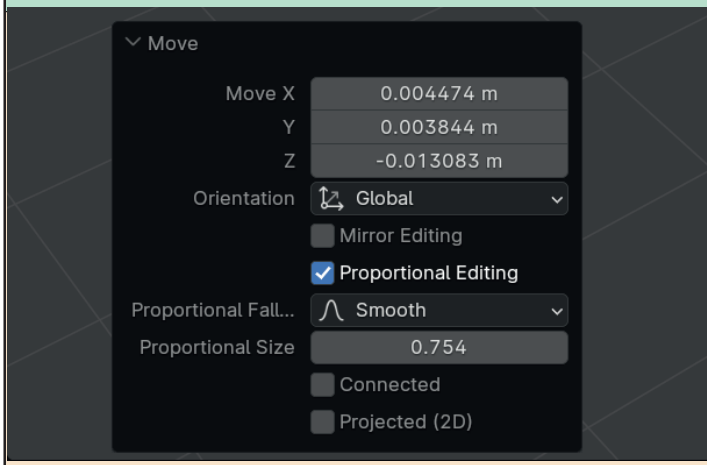
The circle's diameter can be adjusted using the mouse wheel.



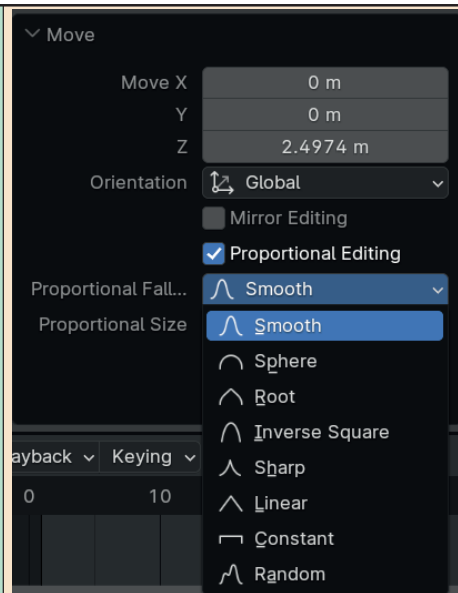
Beside the proportional editing icon is a dropdown list and here we can select the falloff profile created by the influenced items as well as the radius of the circle.



If we look at the Last Op panel after a move operation, we'll see that the Proportional Editing box is checked by default and this creates several other options.



**Proportional Falloff** allows us to change the falloff profile, for the current operation, displaying the same list of options as given in the *3D Viewport's* Proportional Editing dropdown list.



Below, we can see the effect created by each of the falloff options.

