The Object Mode Menu

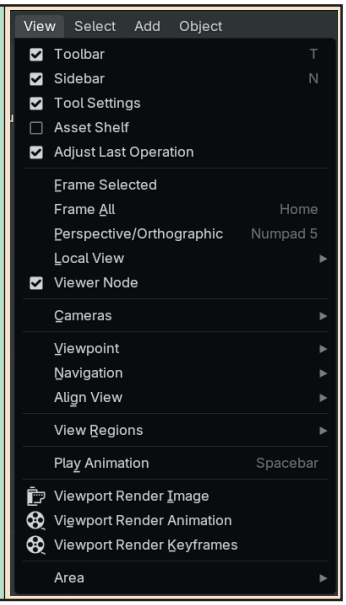
Near the top-left of the ***3D Viewport*** is its menu bar.

There are four menu headings: **View**, **Select**, **Add** and **Object**. Over the next few pages, we are going to look at the options listed under each of these headings.

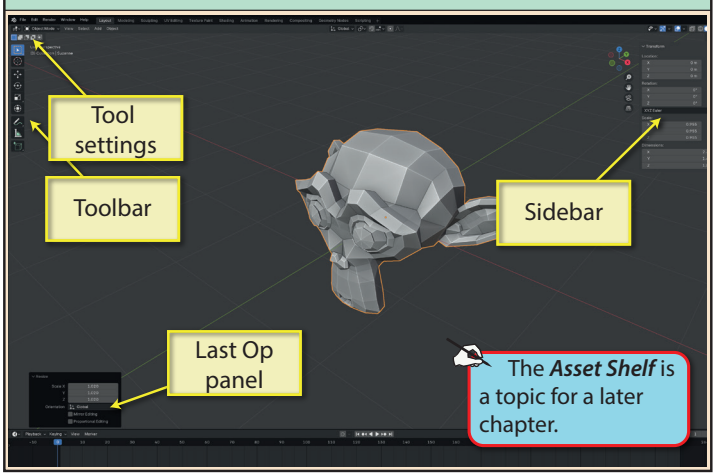
Some of the options we have already discovered through their keyboard shortcuts, but there are many others that have no shortcut and so have to be accessed through the menus.

The View Menu

The first heading is **View**. The options we find under this heading adjust exactly what is visible in the ***3D Viewport***.

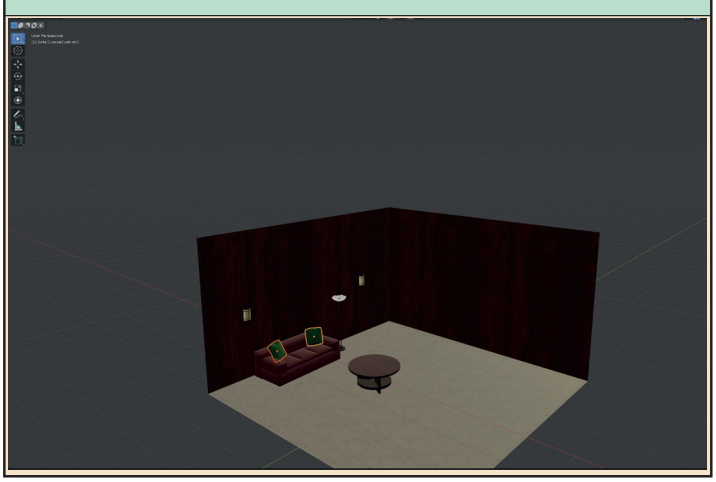


The first five options are checkbox menu items which toggle the visibility of the **Toolbar**, **Sidebar**, **Tool Settings**, **Asset Shelf**, and **Last Op panel** (labelled: **Adjust Last Operation**).

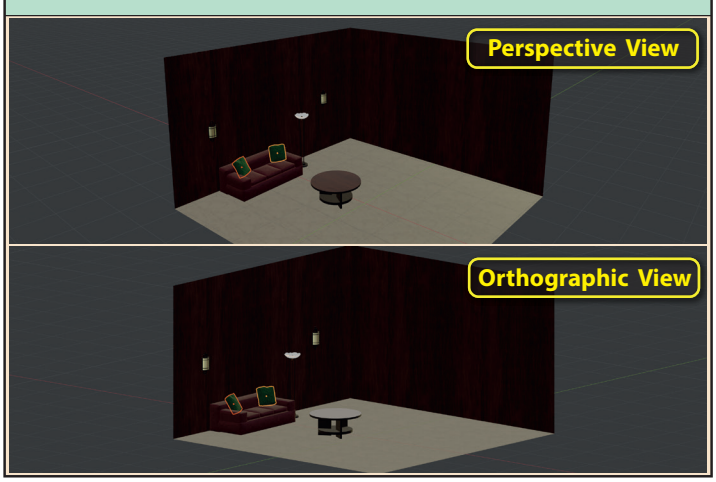


Frame Selected adjusts the view so that the currently selected objects occupy a large part of the ***3D Viewport***. This may require zooming in or out, but the viewpoint will not change. Below we can see the result when the two cushions are selected.

Frame All adjusts the zoom factor to include all objects in the scene. Alternatively, press the **Home** key.

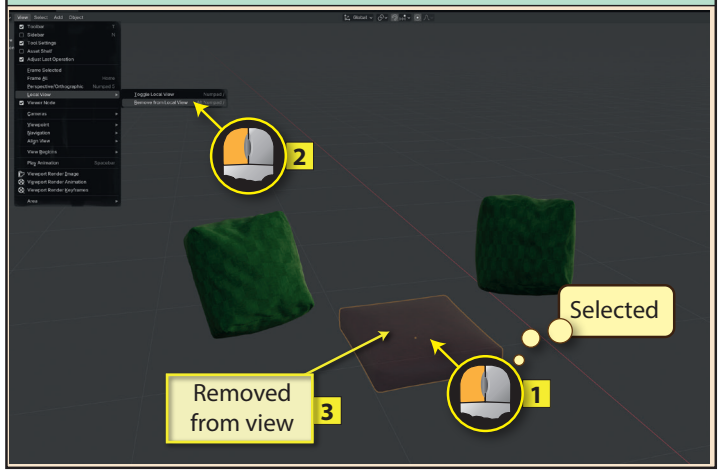


Perspective/Orthographic toggles between perspective and orthogtaphic views. Alternatively, press **5** on the numpad.



Local view is the term used to describe showing only selected items. All other items in the scene are not shown. **Local View's** submenu entry, **Toggle Local View**, switches between the current view and local view. Alternatively, use **/** on the numpad.

Remove from Local View is only available when in Local view, and allows us to remove the selected objects from Local View. Alternatively, use **Alt+ /**.

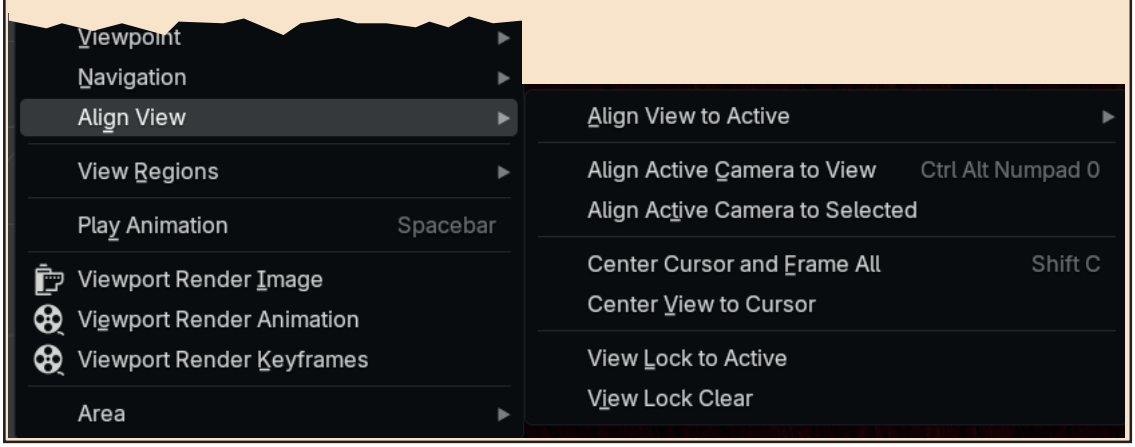


Viewer Node and **Cameras** are topics for the future.

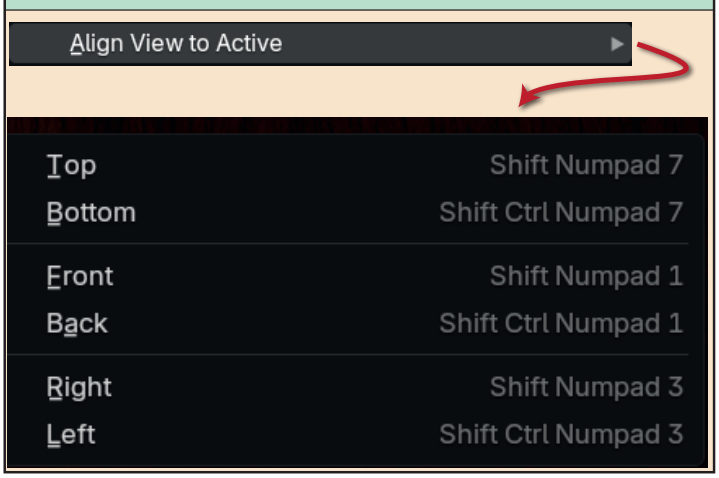
Viewpoint allows us to adjust the viewpoint to a named view such as ***Front*** or ***Top*** or to the render camera view. We looked at these options previously, so we'll skip them here.

Navigation is another entry that offers options we've covered previously.

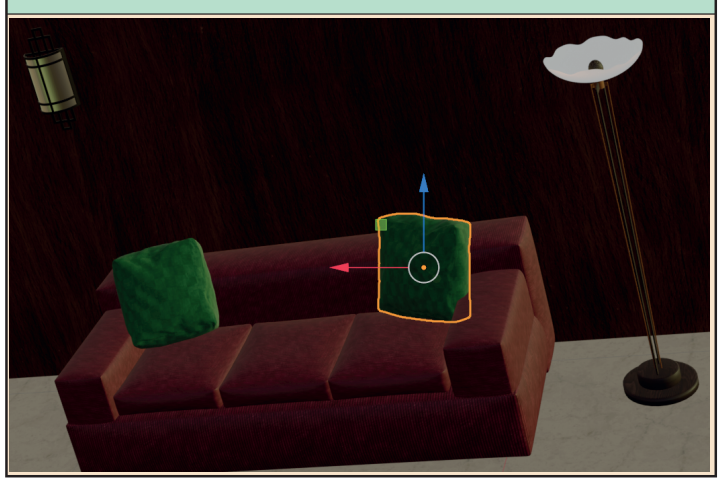
Align View has its own submenu.



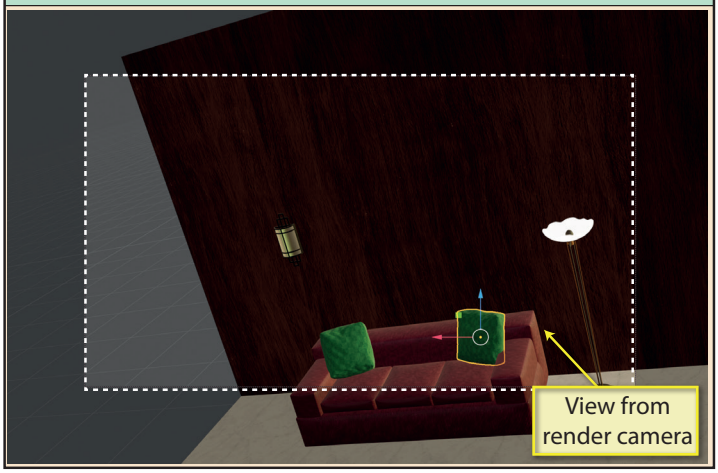
Align View to Active also has a submenu of its own. These align the ***3D Viewport's*** view along a Local axis of the active object.



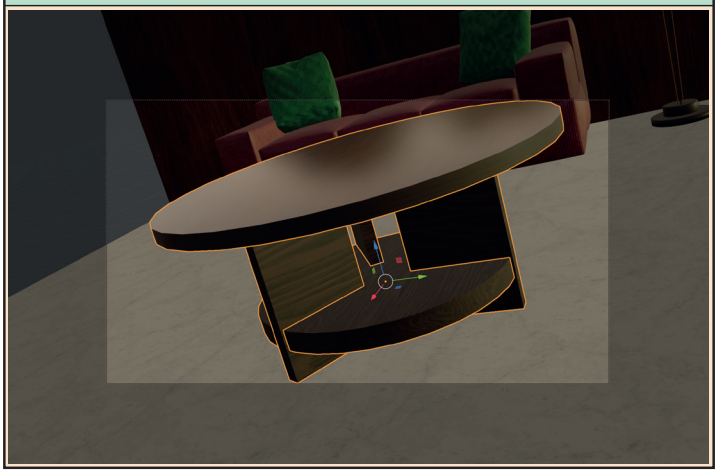
For example, in the scene below **View>Align View to Active>Back** has aligned the viewpoint along the y-axis of the selected cushion.



Align Camera to View aligns the render camera to the same viewpoint and zoom factor as shown in the ***3D Viewport***.

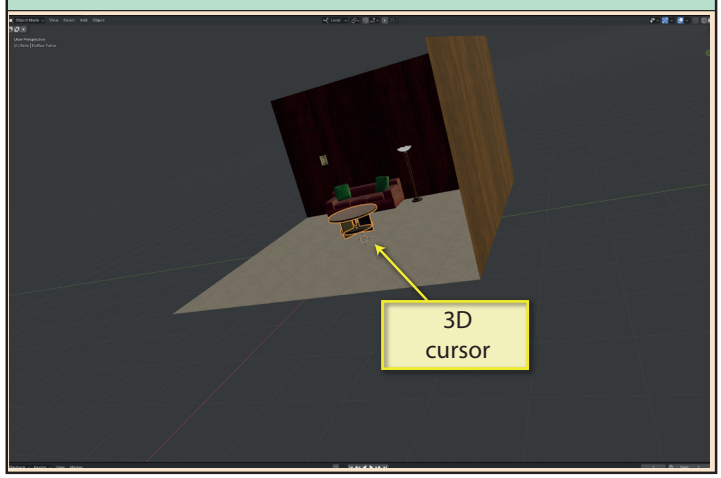


Align Active Camera to Selected aligns the render camera with the selected object(s) making them fill the frame. The ***3D Viewport's*** normal view is unchanged.



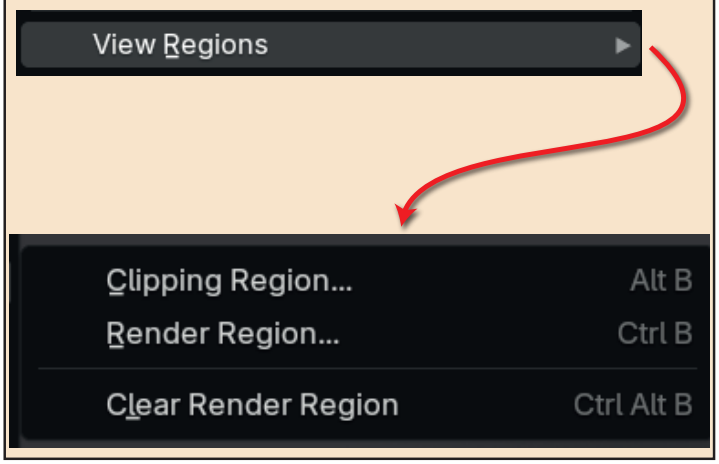
Center Cursor and Frame All adjusts the standard ***3D Viewport*** view so that all objects in the scene are included. It also moves the 3D cursor to the ***World origin***. The render camera view remains unchanged.

Center View to Cursor adjusts the view in the ***3D Viewport*** so that it is centred on the 3D cursor. The zoom factor is unchanged.

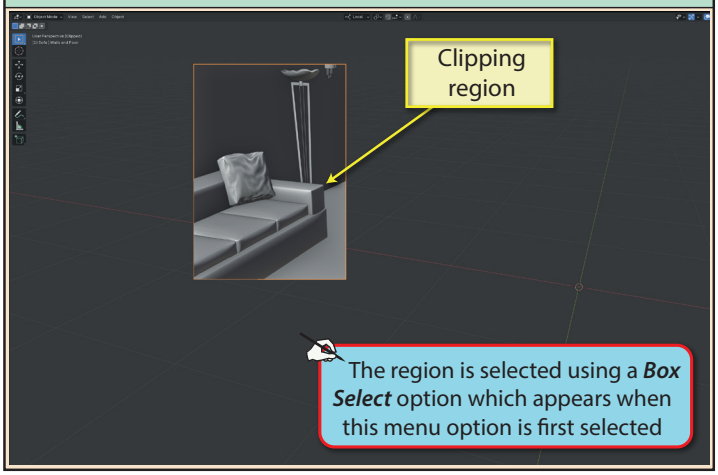


View Lock to Active adjusts the ***3D Viewport's*** view so that it tracks any movement of the active object. This option remains active until switched off by the next submenu option, **View Lock Clear**.

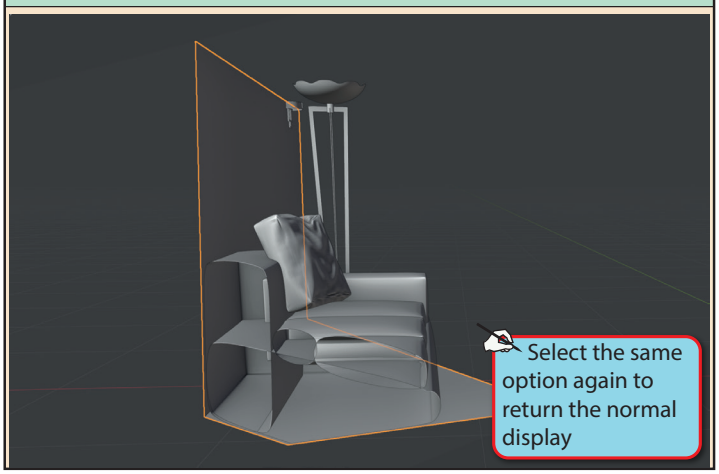
View Region is another entry in the View menu that has its own submenu.



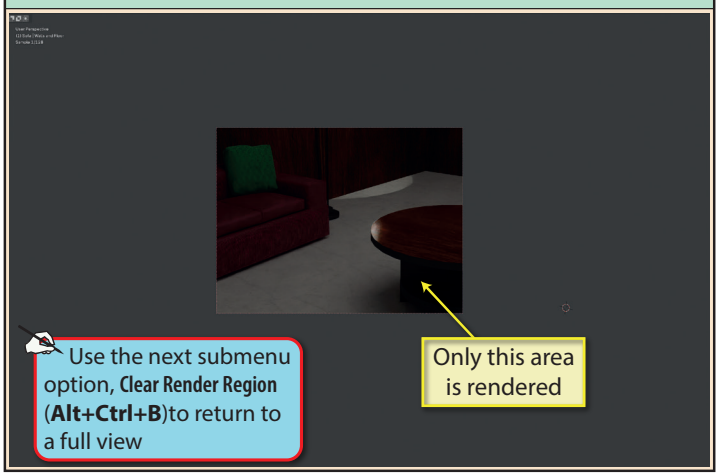
Clipping Region only works when the ***3D Viewport*** is using ***Solid Shading***. This option allows us to view only a specified region of our scene, with the remaining part of the viewport appearing empty.



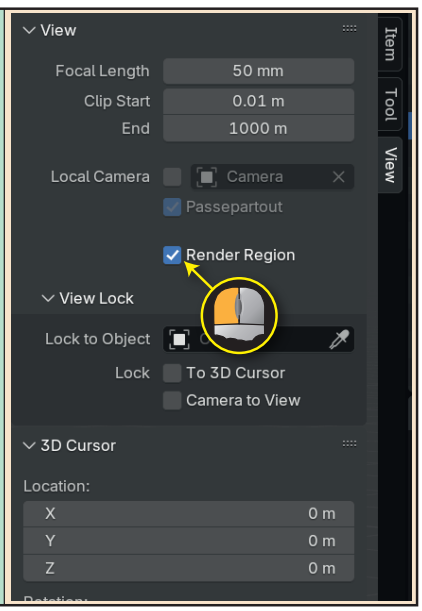
As we change viewpoint, the region remains but we get the impression that we have cut through the objects when we defined the box area. In fact, this is a useful technique for revealing hidden faces. The keyboard shortcut is **Alt+B**.



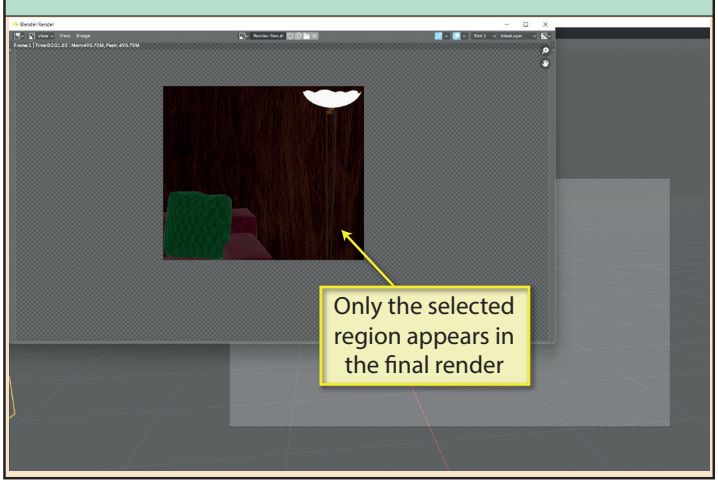
Render Region (**Ctrl+B**) requires the display to be in ***Material Preview mode*** or ***Rendered mode***. Again, we get to select an area of the scene and only that area will be rendered. This time objects are not "cut" and the view will remain "normal" as we orbit.



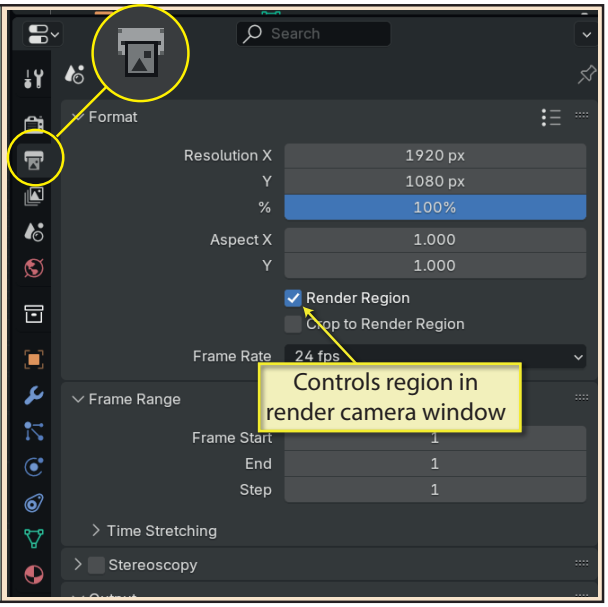
If we want to switch between full view and the identical restricted region more than once, this can be controlled by using the **Render Region checkbox** in the ***View page*** of the ***Sidebar***.



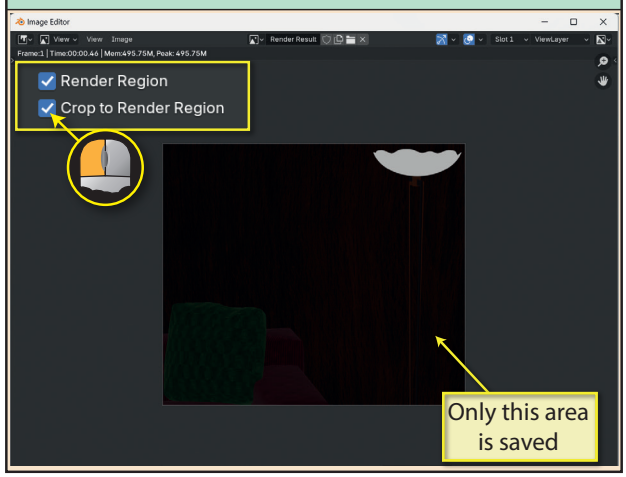
If we are displaying the render camera view (toggled by pressing **0** on the numpad), when we activate **Render Region**, it's only that defined region that will appear in the final render.



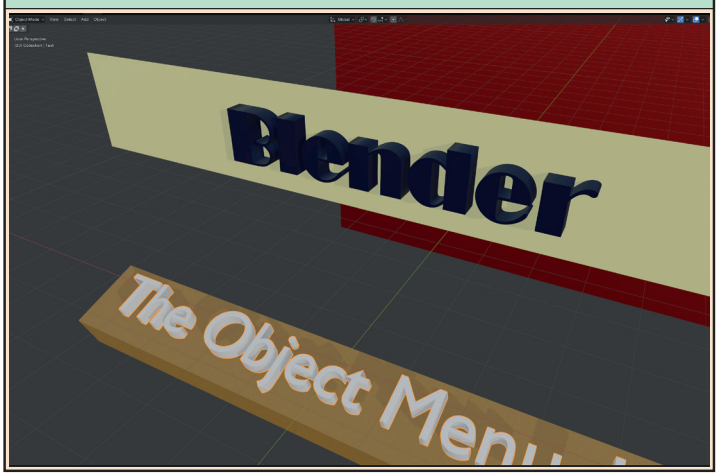
When in render camera view, switching between the restricted render region view and the full render camera view is controlled by the **Render Region** checkbox in the ***Output page*** of the ***Properties Editor***.



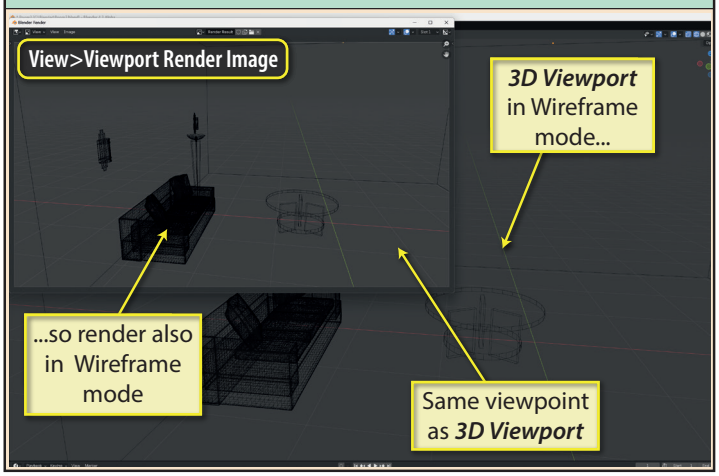
If don't want an unrendered area in the final rendered image, we can check the **Crop to Render Region** in ***Output page***.



Play Animation is the next entry in the **View** menu. This plays through the frames of an animation as seen from the ***3D Viewport's*** viewpoint. Pressing the **Spacebar** will normally perform the same operation.

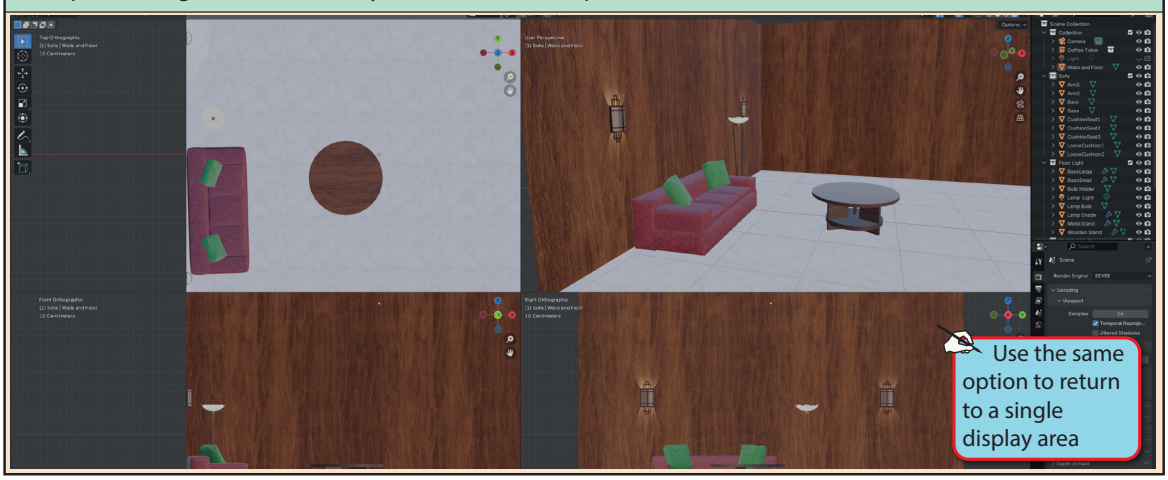


Viewport Render Image creates a rendered image from the 3D Viewport's viewpoint using the Viewport's display mode.

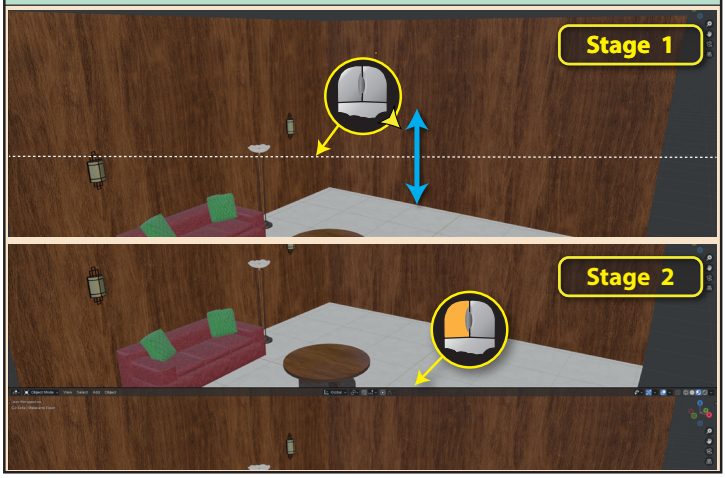


Render Viewport Animation and **Render Viewport Keyframes** both relate to animation so we'll leave them for a later chapter, enough to say that they both use the ***3D Viewport's*** viewpoint and display mode when producing results.

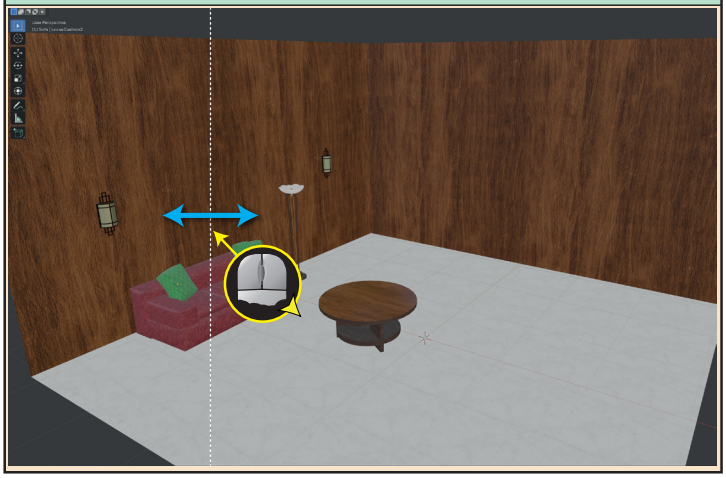
Area has its own submenu. This offers various ways of adjusting the appearance of the ***3D Viewport***. The first entry in the submenu is **Toggle Quad View** (shortcut **Ctrl+Alt+Q**) which splits the ***3D Viewport*** into four diffent Viewports. Three of these have named viewpoints: ***Top***, ***Front*** and ***Right*** while the fourth is the viewpoint being used immediately before the screen split was executed.



Horizotal Split creates a draggable horizontal line across the ***3D Viewport***. Dragging the line to the desired location, and left-clicking splits the ***3D Viewport*** into two Viewports.

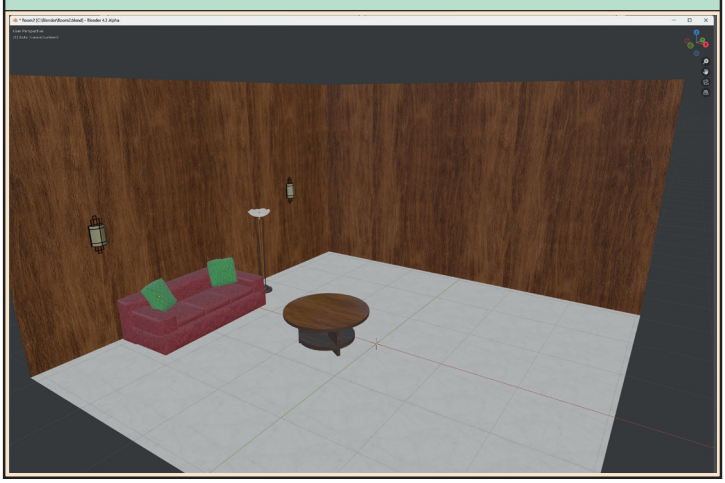


Vertical Split is similar to ***Horizontal Split***, but this time with a vertical line.

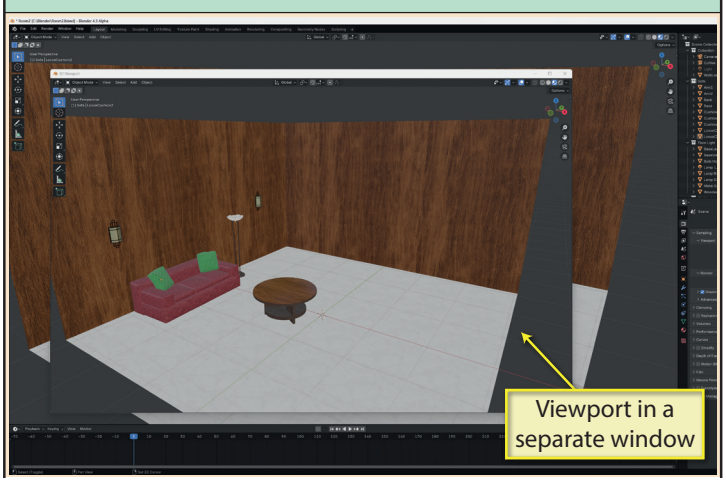


Toggle Maximize Area (shortcut **Ctrl+Spacebar**) expands the ***3D Viewport*** to file most of the Blender window but elements such as the menu, Toolbar and Navigation gizmo and Status Bar remain.

Toggle Fullscreen Area (shortcut **Ctrl+Alt+Spacebar**) expands the ***3D Viewport*** even further than the previous option. Here only the Navigation gizmo remains.



Duplicate Area into New Window opens a new window containing a copy of the ***3D Viewport***.



Close Area closes the 3D Viewport with one of the other Editors (usually the Timeline when using the default layout) expanding to occupy the space.