

File Edit Render Window Help 3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing + Scene RenderLayer

User Perspective
(0) Scene Collection | Lamp

Select Box
Cursor
Move
Rotate
Scale
Transform
Annotate
Measure
Add Cube

Scene Collection
Collection 1
Camera
Lamp

Lamp
Lamp

Transform

Location X	4.07625	🔒
Y	1.00545	🔒
Z	5.90386	🔒
Rotation X	37.3°	🔒
Y	3.16°	🔒
Z	107°	🔒
Mode	XYZ Euler	🔒
Scale X	1.000	🔒
Y	1.000	🔒
Z	1.000	🔒

> Delta Transform

> Relations

> Collections

> Motion Paths

> Shading

> Visibility

> Viewport Display

Object Mode View Select Add Object Global

Playback Keying View Marker 0 Start 1 End 250