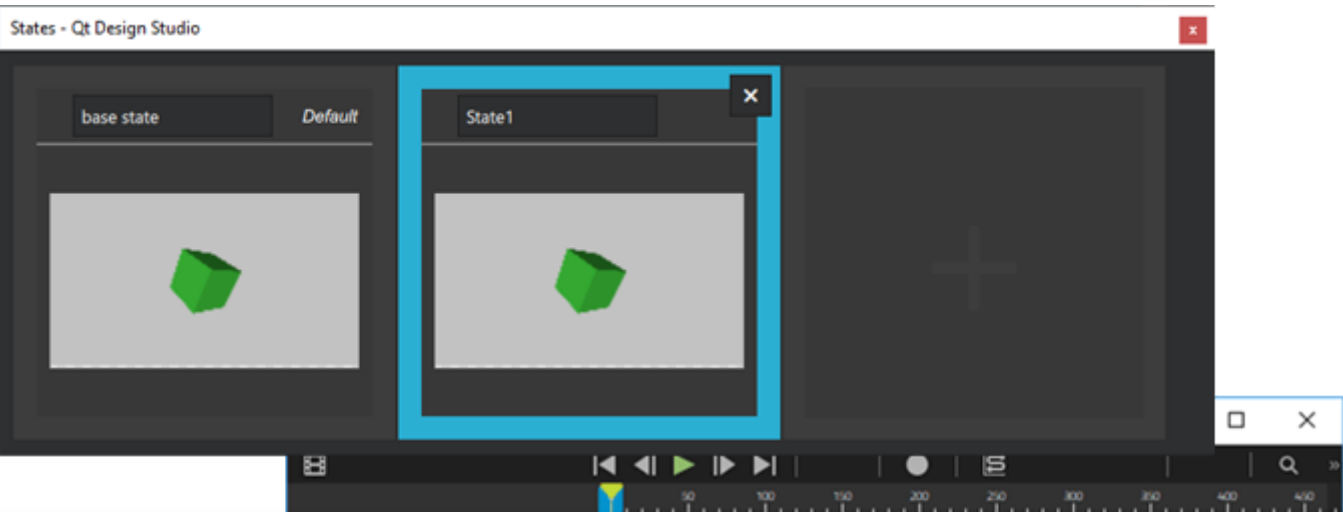
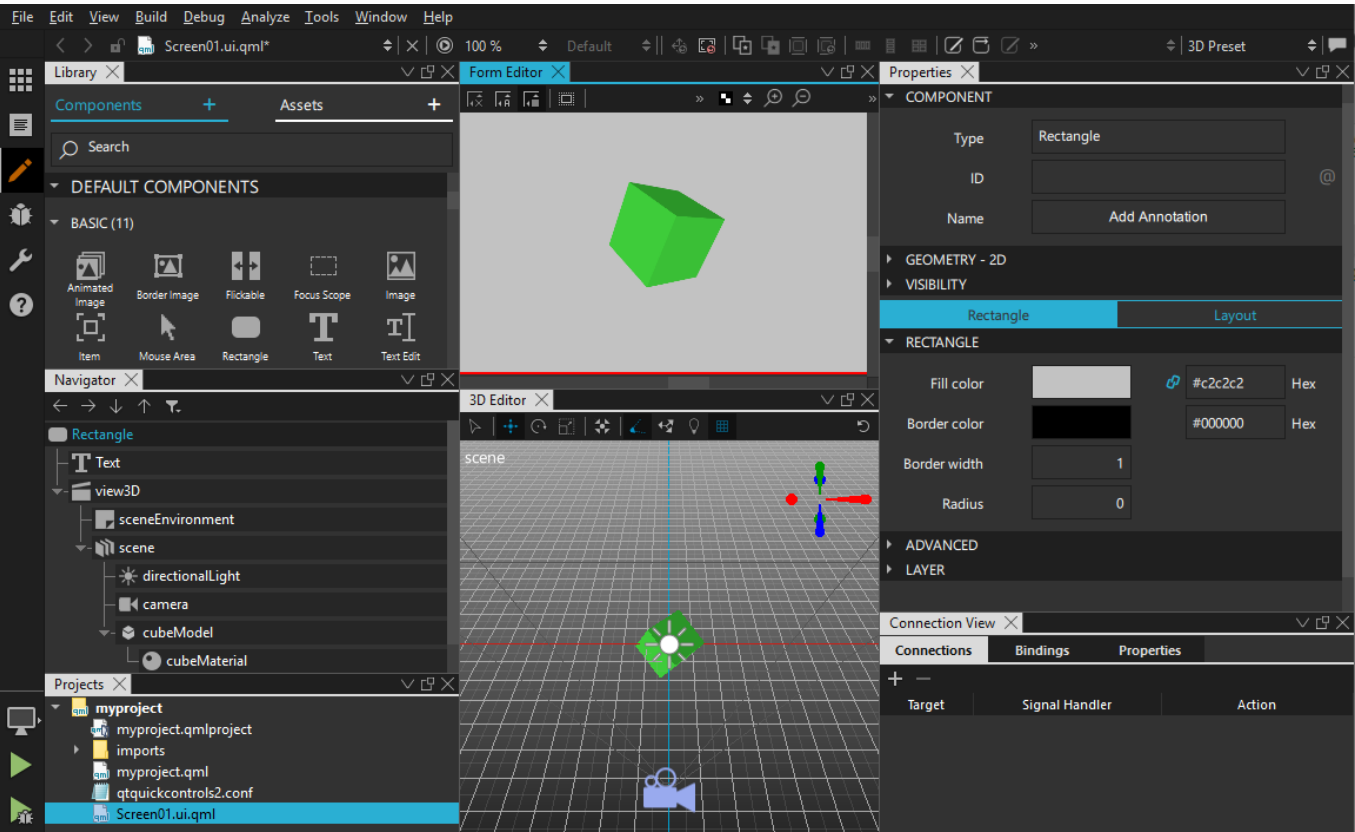


Design Views

Qt Design Studio contains views for designing UIs. To open them, select **View > Views**. The following images present the views that you are likely to use most often while designing UIs.





You can move the views anywhere on the screen and save them as *workspaces*, as instructed in [Managing Workspaces](#).

To learn more about using the design views, see the following video:






Summary of Design Views













View	Purpose	Read More
2D	Provides a working area for designing 2D UIs. When you are editing 3D scenes, the 2D view is used as a canvas for the 3D scene projected by the camera.	2D
3D	Provides an editor for files you created using 3D graphics applications and stored in one of the supported formats.	3D
Components	Contains preset components and your own components, that you can use to design you application.	Using Components
Assets	Contains assets such as images and fonts that you can use in your application.	Assets
Navigator	Displays the composition of the current component file as a tree structure. A component file can contain references to other components and assets.	Navigator
Properties	Enables you to modify the properties of the selected component.	Specifying Component Properties
Connections	Enables you to add functionality to the UI by creating connections between components, signals, and component properties.	Adding Connections
States	Displays the different states that can be applied to a component. Typically, states describe UI configurations, such as the visibility and behavior of components and the available user actions.	Adding States
Transitions	Enables you to make movement between states smooth by animating the changes between states.	Animating Transitions Between
View	Purpose	Read More

Timeline	Provides a timeline and keyframe based editor for animating the properties of components.	Creating Timeline Animations
Curves	Enables you to view and modify the whole animation curve by inserting keyframes to the curve and dragging them and the point handlers to modify the curve.	Editing Animation Curves
Code	Provides a code editor for viewing and modifying the code generated by the visual editors.	Working in Edit Mode
Projects	Shows a list of open projects and the files they contain.	Projects
File System	Shows all files in the currently selected directory.	File System
Open Documents	Shows currently open files.	Open Documents

Summary of Main Toolbar Actions

The top level toolbar in the **Design** mode contains shortcuts to widely used actions.

Button/Field	Action	Keyboard Shortcut	Read More
	Go Back: moves a step backwards in your location history. That is, returns the focus to the last location in the last file it was on.	Alt+< (Opt+Cmd+< on macOS)	Navigating Between Open Files and Symbols
	Go Forward: moves a step forward in your location history.	Alt+> (Opt+Cmd+> on macOS)	Navigating Between Open Files and Symbols
	File is writable: the currently open file can be modified and saved.		Open Documents
File type icon	Indicates the type of the currently open file. Design views cannot be split, so the icon cannot be dragged, contrary to the tooltip.		Open Documents
Currently open file	Displays the location and filename of the currently open file. You can select another file in the list of open files to view it in the 2D and Navigator views.		Open Documents
	Close Document: closes the current file.	Ctrl+W (Cmd+W on macOS)	
	Show Live Preview shows a preview of the current file or the entire UI. The changes you make to the UI are instantly visible to you in the preview.	Alt+P (Opt+P on macOS)	Validating with Target Hardware
Preview size	Displays the size of the preview dialog as a percentage. You can select another percentage in the list to view the UI in different sizes.		Previewing on Desktop
Button/Field	Action	Keyboard Shortcut	Read More

Preview language	Displays the language used for a localized application during preview. You can select another language in the list of languages that the application has been localized to.		
	Returns a component to its <i>implicit position</i> after being moved.	Ctrl+D (Cmd+D on macOS)	Resetting Component Position and Size
	Returns a component to its implicit size after it was scaled.	Shift+S	Resetting Component Position and Size
	Fills the selected component to its parent component.	Shift+F	Setting Anchors and Margins
	Resets anchors to their saved state for the selected component.	Ctrl+Shift+R (Shift+Cmd+R on macOS)	Setting Anchors and Margins
	Copies property values from the selected component.		Copying and Pasting Formatting
	Applies copied property values to one or several selected components.		Copying and Pasting Formatting
	Uses a Row component to lay out the selected components.	Ctrl+U (Cmd+U on macOS)	Using Layouts
	Uses a Column component to lay out the selected components.	Ctrl+L (Cmd+L on macOS)	Using Layouts
	Uses a Grid component to lay out the selected components.	Shift+G	Using Layouts
	Show Event List: opens a dialog for viewing and creating an event list for an application flow.	Alt+E (Opt+E on macOS)	Simulating Events
	Assign Events to Actions: assigns events to actions in an application flow.	Alt+A (Opt+A on macOS)	Simulating Events
Styling	Displays the UI style used for UI controls.		Styling Controls
Subcomponents	Displays the components referred to in the current file. Select a component in the list to open it in the 2D and Navigator views.		Using Components
Workspace	Displays the currently selected workspace. To switch to another workspace, select it in the list.		Managing Workspaces
	Enables you to add or edit global annotations.		Annotating Designs



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