Qt DOCUMENTATION

Qt Design Studio Manual 3.7.0

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Group

The **Group** component is a Node component that can be used to wrap other objects for the purpose of grouping them. This allows you to transform and set the opacity and visibility of multiple 3D components in the Properties view simultaneously.

To add a **Group** component to your scene, drag-and-drop it from **Components** > **Qt Quick 3D** > **Qt Quick 3D** to the 3D view or to Navigator > **View3D** > **Scene Environment** > **Scene**.

If the **Group** component is not displayed in **Components**, you should add the **Qt Quick 3D** module to your project, as described in Adding and Removing Modules.

Select the **Group** component in **Navigator** to modify **Node** properties for its child components in the **Properties** view.

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