

## Reference

### Mode:

Object Mode

### Panel:

Properties ▸ Object Properties ▸ Relations

### Parent

The object to which the selected object is parented to.

### Parent Type

The type of parenting used. See [parenting](#) for information on the different types.

### Camera Parent Lock

When the camera is locked to the view, the root parent is transformed rather than the camera. This is useful for camera rigs where you don't want animate the camera directly.

### Tracking Axis

Axis that points in the “forward” direction. Applies to *Instance Vertices* when *Align to Vertex Normal* is enabled.

### Up Axis

Axis that points in the “upward” direction. Applies to *Instance Vertices* when *Align to Vertex Normal* is enabled.

### Pass Index

Defines the index the object will have in the Object Index render pass. See [passes](#) and [ID mask](#) for more information.

#### Note

[Volume Objects](#) are not supported.

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