

Symbols

- **3D Mouse**

A

- **Action**
- **Action Safe**
- **Active**
- **Add-ons, [1]**
- **Add-ons Extensions**
- **Aliasing**
- **Alpha Channel**
- **Ambient Light**
- **Ambient Occlusion**
- **Animation**
- **Anti-Aliasing**
- **Armature**
- **Asset**
- **Asset Catalog**
- **Asset Library**
- **Asset Metadata**
- **Attribute**
- **Axis**
- **Axis Angle**

B

- **Baking**
- **Bevel**
- **Bézier**
- **Bit Depth**
- **Blend Modes**
- **Blender Session**
- **Bone**
- **Bone Collection**
- **Boolean**
- **Bounding Box**
- **Bounding Volume Hierarchy**
- `bssrdf()`
 - built-in function
- built-in function
 - `bssrdf()`
- **Bump Mapping**
- **BVH**

C

- **Caustics**
- **Child**
- **Chroma**
- **Chromaticities**
- **Chrominance**
- **Clamp**
- **Clamping**
- **Collection**
- **Color Blend Modes**
- **Color Gamut**
- **Color Model**
- **Color Space**
- **Compositor Nodes**
 - Alpha Convert
 - Alpha Over
 - Anti-Aliasing
 - Bilateral Blur
 - Blur
 - Bokeh Blur
 - Bokeh Image
 - Box Mask
 - Brightness/Contrast
 - Channel Key
- **Concave Face**
- **Constraint**
 - Bone Constraints
 - Object Constraints
 - Rigid Body Constraints
- **Convex Face**
- **Coplanar**
- **Crease**
- **Current File Asset Library**
- **Curve**
- **Curve Segment**
- **Cyclic**

- Channel Key
- Chroma Key
- Color Balance
- Color Correction
- Color Key
- Color Ramp
- Color Space
- Color Spill
- Combine Color
- Combine XYZ
- Composite
- Corner Pin
- Crop
- Cryptomatte
- Cryptomatte (Legacy)
- Defocus
- Denoise
- Despeckle
- Difference Key
- Dilate/Erode
- Directional Blur
- Displace
- Distance Key
- Double Edge Mask
- Ellipse Mask
- Exposure
- File Output
- Filter
- Flip
- Gamma
- Glare
- Hue Correct
- Hue/Saturation/Value
- ID Mask
- Image
- Inpaint
- Invert Color
- Keying
- Keying Screen
- Kuwahara
- Lens Distortion
- Levels
- Luminance Key
- Map Range
- Map UV
- Map Value
- Mask
- Math
- Mix
- Movie Clip
- Movie Distortion
- Normal
- Normalize
- Pixelate
- Plane Track Deform
- Posterize
- Render Layers

- RGB
- RGB Curves
- RGB TO BW
- Rotate
- Scale
- Scene Time
- Separate Color
- Separate XYZ
- Set Alpha
- Split
- Stabilize 2D
- Sun Beams
- Switch
- Switch View
- Texture
- Time Curve
- Tone Map
- Track Position
- Transform
- Translate
- Vector Blur
- Vector Curves
- Viewer
- Z Combine

D

- **Data User**
- **Data-Block**
- **Depth of Field**
- **Dielectric Material**
- **Diffuse Light**
- **Directional Light**
- **Displacement Mapping**
- **Display Referenced**
- **DOF**
- **Double Buffer**

E

- **Edge**
- **Edge Loop**
- **Edge Ring**
- **Editors**
 - 3D Viewport
 - Asset Browser
 - Compositor
 - Dope Sheet
 - Drivers Editor
 - File Browser
 - Geometry Node Editor
 - Graph Editor
 - Image Editor
 - Info Editor
 - Movie Clip Editor
 - NLA Editor
 - Outliner
 - Preferences
 - Properties
 - Python Console
 - Shader Editor
 - Spreadsheet
 - Text Editor
- **Elastic**
- **Elasticity**
- **Empty**
- **Euler**
- **Euler Rotation**
- **Extensions, [1]**

- Texture Node Editor
- Timeline
- UV Editor
- Video Sequencer

F

- **F-Curve**
- F-Curve Modifiers
 - Built-in Function Modifier
 - Cycles Modifier
 - Envelope Modifier
 - Generator Modifier
 - Limits Modifier
 - Noise Modifier
 - Stepped Interpolation Modifier
- **Face**
- **Face Loop**
- **Face Normal**
- **Fake User**
- **Field of View**
- **Fireflies**
- **FK**
- **Focal Length**
- Force Fields
 - Boid
 - Charge
 - Curve Guide
 - Drag
 - Fluid Force
 - Force
 - Harmonic
 - Lennard-Jones
 - Magnetic
 - Texture
 - Turbulence
 - Vortex
 - Wind
- **Forward Kinematics**
- **Frame Types**

G

- **Gamma**
- **Geodesic**
- **Geometric Center**
- Geometry Nodes
 - 3D Cursor
 - Accumulate Field
 - Active Camera
 - Active Element
 - Align Euler to Vector
 - Align Rotation to Vector
 - Arc
 - Attach Hair Curves to Surface
 - Attribute Reference
 - Attribute Statistic
 - Axis Angle to Rotation
 - Axis to Rotation
 - Bake
 - Bézier Segment
 - Blackbody
 - Blend Hair Curves
 - Blur Attribute
 - Boolean
 - Boolean Math
 - Bounding Box
 - Braid Hair Curves
 - Brick Texture
 - Capture Attribute
 - Checker Texture
 - Clamp
 - Clump Hair Curves
 - Collection
- **Gimbal**
- **Gimbal Lock**
- **Global Illumination**
- **Global Space**
- **Glossy Map**
- Grease Pencil Modifiers
 - Armature Modifier
 - Array Modifier
 - Build Modifier
 - Dot Dash Modifier
 - Envelope Modifier
 - Hook Modifier
 - Hue/Saturation Modifier
 - Lattice Modifier
 - Length Modifier
 - Line Art Modifier
 - Mirror Modifier
 - Multiple Strokes
 - Noise Modifier
 - Offset Modifier
 - Opacity Modifier
 - Outline Modifier
 - Shrinkwrap Modifier
 - Simplify Modifier
 - Smooth Modifier
 - Subdivide Modifier
 - Texture Mapping Modifier
 - Thickness Modifier
 - Time Offset Modifier
 - Tint Modifier
 - Vector Weight Angle Modifier

- Collection
- Collection Info
- Color
- Color Ramp
- Combine Color, [1]
- Combine Matrix
- Combine Transform
- Combine XYZ
- Compare
- Cone
- Convex Hull
- Corners of Edge
- Corners of Face
- Corners of Vertex
- Create Guide Index Map
- Cube
- Curl Hair Curves
- Curve Circle
- Curve Handle Position
- Curve Info
- Curve Length
- Curve Line
- Curve of Point
- Curve Root
- Curve Segment
- Curve Tangent
- Curve Tilt
- Curve Tip
- Curve to Mesh
- Curve to Points
- Curves to Grease Pencil
- Cylinder
- Deform Curves on Surface
- Delete Geometry
- Dial Gizmo
- Displace Hair Curves
- Distribute Points in Volume
- Distribute Points on Faces
- Domain Size
- Dual Mesh
- Duplicate Elements
- Duplicate Hair Curves
- Edge Angle
- Edge Neighbors
- Edge Paths to Curves
- Edge Paths to Selection
- Edge Split
- Edge Vertices
- Edges of Corner
- Edges of Vertex
- Edges to Face Groups
- Endpoint Selection
- Euler to Rotation
- Evaluate at Index
- Evaluate on Domain
- Extrude Mesh
- Face Area

- Vertex Weight Angle Modifier
- Vertex Weight Proximity Modifier
- Grease Pencil Visual Effects
 - Blur Visual Effect
 - Colorize Visual Effect
 - Flip Visual Effect
 - Glow Visual Effect
 - Pixelate Visual Effect
 - Rim Visual Effect
 - Shadow Visual Effect
 - Swirl Visual Effect
 - Wave Distortion Visual Effect

- Face Group Boundaries
- Face Neighbors
- Face of Corner
- Face Set
- Fields
- Fill Curve
- Fillet Curve
- Find In String
- Flip Faces
- Float Curve
- Float To Integer
- For Each Element
- Frizz Hair Curves
- Gabor Texture
- Generate Hair Curves
- Geometry Proximity
- Geometry to Instance
- Gizmos
- Gradient Texture
- Grease Pencil to Curves
- Grid
- Hair
- Hair Attachment Info
- Hair Curves Noise
- Handle Type Selection
- Hash Value
- Ico Sphere
- ID
- Image
- Image Info
- Image Texture
- Index
- Index of Nearest
- Index Switch
- Inspection
- Instance on Points
- Instance Rotation
- Instance Scale
- Instance Transform
- Instances
- Instances to Points
- Integer
- Integer Math
- Interpolate Curves
- Interpolate Hair Curves
- Invert Matrix
- Invert Rotation
- Is Edge Smooth
- Is Face Planar
- Is Face Smooth
- Is Spline Cyclic
- Is Viewport
- Join Geometry
- Join Strings
- Linear Gizmo
- Magic Texture
- M... ..

- Map Range
- Material
- Material Index
- Material Selection
- Math
- Matrix Determinant
- Menu Switch
- Merge by Distance
- Merge Layers
- Mesh Boolean
- Mesh Circle
- Mesh Island
- Mesh Line
- Mesh to Curve
- Mesh to Points
- Mesh to Volume
- Mix
- Mix Color
- Mix Vector
- Mouse Position
- Multiply Matrices
- Musgrave Texture
- Named Attribute
- Noise Texture
- Normal
- Object
- Object Info
- Offset Corner in Face
- Offset Point in Curve
- Pack UV Islands
- Points
- Points of Curve
- Points to Curves
- Points to Vertices
- Points to Volume
- Position
- Project Point
- Quadratic Bézier
- Quadriateral
- Quaternion to Rotation
- Radius
- Random Value
- Raycast
- Realize Instances
- Redistribute Curve Points
- Remove Named Attribute
- Repeat
- Replace Material
- Replace String
- Resample Curve
- Restore Curve Segment Length
- Reverse Curve
- RGB Curves
- Roll Hair Curves
- Rotate Euler
- Rotate Hair Curves
- Rotate Instances

- Rotate Rotation
- Rotate Vector
- Rotation
- Rotation to Euler
- Rotation to Quaternion
- Sample Curve
- Sample Index
- Sample Nearest
- Sample Nearest Surface
- Sample UV Surface
- Scale Elements
- Scale Instances
- Scene Time
- Selection
- Self Object
- Separate Color
- Separate Components
- Separate Geometry
- Separate Matrix
- Separate Transform
- Separate XYZ
- Set Curve Normal
- Set Curve Radius
- Set Curve Tilt
- Set Face Set
- Set Geometry Name
- Set Hair Curve Profile
- Set Handle Positions
- Set Handle Type
- Set ID
- Set Instance Transform
- Set Material
- Set Material Index
- Set Point Radius
- Set Position
- Set Selection
- Set Shade Smooth
- Set Spline Cyclic
- Set Spline Resolution
- Set Spline Type
- Shortest Edge Paths
- Shrinkwrap Hair Curves
- Simulation
- Slice String
- Smooth Hair Curves
- Sort Elements
- Special Characters
- Spiral
- Spline Length
- Spline Parameter
- Spline Resolution
- Split To Instances
- Star
- Store Named Attribute
- Straighten Hair Curves
- String

- String Length
- String to Curves
- Subdivide Curve
- Subdivide Mesh
- Subdivision Surface
- Switch
- Tools
- Transform Direction
- Transform Geometry
- Transform Gizmo
- Transform Point
- Translate Instances
- Transpose Matrix
- Triangulate
- Trim Curve
- Trim Hair Curves
- UV Sphere
- UV Unwrap
- Value
- Value to String
- Vector
- Vector Curves
- Vector Math
- Vector Rotate
- Vertex Neighbors
- Vertex of Corner
- Viewer
- Viewport Transform
- Volume Cube
- Volume to Mesh
- Voronoi Texture
- Warning
- Wave Texture
- White Noise Texture

H

- **HDRI**
- **Head**
- **High Dynamic Range Image**
- **Hue**

I

- **IK**
- **Index of Refraction**
- **Interpolation**
- **Inverse Kinematics**
- **IOR**

K

- **Keyframe**
- **Keyframing**

L

- **Lattice**
- **Licenses**
- **Light Bounces**
- **Local Space**
- **Luminance**

M

- **Manifold**
- **Mask**
- **Modeling Transform**
- **Modifiers**

- **MatCap**
- **Matte**
- **Mesh**
- **Micropolygons**
- **MIP**
- **Mip-map**
- **Mip-mapping**
- **MIS**
- Modeling
- Modeling Modifiers
 - Armature Modifier
 - Array Modifier
 - Bevel Modifier
 - Boolean Modifier
 - Build Modifier
 - Cast Modifier
 - Cloth Modifier
 - Collision Modifier
 - Curve Modifier
 - Data Transfer Modifier
 - Decimate Modifier
 - Displace Modifier
 - Dynamic Paint Modifier
 - Edge Split Modifier
 - Explode Modifier
 - Fluid Modifier
 - Geometry Nodes Modifier
 - Hook Modifier
 - Laplacian Deform Modifier
 - Lattice Modifier
 - Mask Modifier
 - Mesh Cache Modifier
 - Mesh Deform Modifier
 - Mesh Sequence Cache Modifier
 - Mesh to Volume
 - Mirror Modifier
 - Multiresolution Modifier
 - Normal Edit Modifier
 - Ocean Modifier
 - Particle Instance Modifier
 - Particle System Modifier
 - Remesh Modifier
 - Screw Modifier
 - Shrinkwrap Modifier
 - Simple Deform Modifier
 - Skin Modifier
 - Smooth By Angle Modifier
 - Smooth Corrective Modifier
 - Smooth Laplacian Modifier
 - Smooth Modifier
 - Soft Body Modifier
 - Solidify Modifier
 - Subdivision Surface Modifier
 - Surface Deform Modifier
 - Triangulate Modifier
 - UV Project Modifier
 - UV Wrap Modifier
- F-Curve Modifiers
- Grease Pencil Modifiers
- Modeling Modifiers
- Video Sequencer Modifiers
- **Motion Blur**
- **Multiple Importance Sampling**
- **Multisampling**

- UV Wrap Modifier
- Vertex Weight Edit Modifier
- Vertex Weight Mix Modifier
- Vertex Weight Proximity Modifier
- Volume Displace
- Volume to Mesh
- Warp Modifier
- Wave Modifier
- Weighted Normal Modifier
- Weld Modifier
- Wireframe Modifier

N

- **N-gon**
- **NDOF**
- **Nodes**
 - Compositing Nodes
 - Geometry Nodes
 - Shader Nodes
 - Texture Nodes
- **Non-manifold**
- **Non-uniform Rational Basis Spline**
- **Nonlinear Animation**
- **Normal**
- **Normal Mapping**
- **NURBS**

O

- **Object**
- **Object Center**
- **Object Constraints**
 - Action Constraint
 - Armature Constraint
 - Camera Solver Constraint
 - Child Of Constraint
 - Clamp To Constraint
 - Copy Location Constraint
 - Copy Rotation Constraint
 - Copy Scale Constraint
 - Copy Transforms Constraint
 - Damped Track Constraint
 - Floor Constraint
 - Follow Path Constraint
 - Follow Track Constraint
 - Inverse Kinematics Constraint
 - Limit Distance Constraint
 - Limit Location Constraint
 - Limit Rotation Constraint
 - Limit Scale Constraint
 - Locked Track Constraint
 - Maintain Volume Constraint
 - Object Solver Constraint
 - Pivot Constraint
 - Shrinkwrap Constraint
 - Spline IK Constraint
 - Stretch To Constraint
 - Track To Constraint
 - Transform Cache Constraint
 - Transformation Constraint
- **Object Origin**
- **Octahedron**
- **OpenGL**
- **Operator**
- **Overscan**

P

- **Panel**
- **Pose Bone**

- [Parent](#)
- [Parenting](#)
- [Particle System](#)
- [Phong](#)
- [Pivot Point](#)
- [Pixel](#)
- [Point Cloud](#)
- [Pole](#)

- [Pose Mode](#)
- [Posing](#)
- [Premultiplied Alpha](#)
- [Primaries](#)
- [Primitive](#)
- [Procedural Texture](#)
- [Projection](#)
- [Proxy](#)

Q

- [Quad](#)
- [Quadrangle](#)

- [Quadrilateral](#)
- [Quaternion](#)
- [Quaternion Rotation](#)

R

- [Radiosity](#)
- [Random Seed](#)
- [Ray Tracing](#)
- [Real User](#)
- [Refraction](#)
- [Render](#)
- [Resource](#)
- [RGB](#)
- [Rig](#)
- [Rigid Body Constraints](#)
 - [Fixed Constraint](#)
 - [Generic Constraint](#)
 - [Generic Spring Constraint](#)
 - [Hinge Constraint](#)
 - [Motor Constraint](#)
 - [Piston Constraint](#)
 - [Point Constraint](#)
 - [Slider Constraint](#)

- [Roll](#)
- [Roll Angle](#)
- [Rolling Shutter](#)
- [Roughness Map](#)

S

- [Saturation](#)
- [Scanline](#)
- [Scene Referenced](#)
- [Seed](#)
- [Session](#)
- [Shader Nodes](#)
 - [Combine XYZ](#)
 - [Separate XYZ](#)
- [Shading](#)

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- [Specular Light](#)
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- [Subdiv](#)
- [Subdividing](#)
- [Subdivision Surface](#)
- [Subsurface Scattering](#)
- [Swing](#)
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T

- [Tags](#)
- [Tail](#)
- [Tangent](#)
- [Tessellation](#)
- [Texture](#)
- [Texture Space](#)
- [Timecode](#)

- [Title Safe](#)
- [Topology](#)
- [Transform](#)
 - [Modeling Transform](#)
- [Transformation](#)
- [Transformation Matrix](#)
- [Triangle](#)

U

- [User Interface](#)

- [UV Map](#)

V

- [Value](#)
- [Vertex](#)
- [Vertex Group](#)
- [Vertices](#)
- [Video Sequencer Modifiers](#)
 - [Brightness/Contrast Modifier](#)
 - [Color Balance Modifier](#)
 - [Curves Modifier](#)
 - [Hue Correct Modifier](#)
 - [Mask Modifier](#)
 - [Sound Equalizer Modifier](#)
 - [Tone Map Modifier](#)
 - [White Balance Modifier](#)

- [Voxel](#)

W

- [Walk Cycle](#)
- [Weight Painting](#)

- [White Point](#)
- [World Space](#)

Z

- [Z-buffer](#)

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