

[Skip to content](#)

# Transform Mode Type Items

## INIT:

Init.

## DUMMY:

Dummy.

## TRANSLATION:

Translation.

## ROTATION:

Rotation.

## RESIZE:

Resize.

## SKIN\_RESIZE:

Skin Resize.

## TOSPHERE:

To Sphere.

## SHEAR:

Shear.

## BEND:

Bend.

## SHRINKFATTEN:

Shrink/Fatten.

## TILT:

Tilt.

## TRACKBALL:

Trackball.

## PUSHPULL:

Push/Pull.

## CREASE:

Crease.

## VERTEX\_CREASE:

Vertex Crease.

## MIRROR:

Mirror.

## BONE\_SIZE:

Bone Size.

## BONE\_ENVELOPE:

Bone Envelope.

## BONE\_ENVELOPE\_DIST:

Bone Envelope Distance.

## CURVE\_SHRINKFATTEN:

Curve Shrink/Fatten.

## MASK\_SHRINKFATTEN:

Mask Shrink/Fatten.

## BONE\_ROLL:

Bone Roll

## TIME\_TRANSLATE:

Time Translate.

## TIME\_SLIDE:

Time Slide.

**TIME\_SCALE:**

Time Scale.

**TIME\_EXTEND:**

Time Extend.

**BAKE\_TIME:**

Bake Time.

**BWEIGHT:**

Bevel Weight.

**ALIGN:**

Align.

**EDGESLIDE:**

Edge Slide.

**SEQSLIDE:**

Sequence Slide.

**GPENCIL\_OPACITY:**

Grease Pencil Opacity.

[Previous](#)  
[Transform Pivot Full Items](#)  
[Report issue on this page](#)

Copyright © Blender Authors  
Made with [Furo](#)

[Nla Mode Extend Item](#)