

Separate Bones

Reference
Mode: Edit Mode
Menu: Armature ▶ Separate Bones
Shortcut: P

You can, as with meshes, separate the selected bones in a new armature object Armature ▶ Separate, `Ctrl - Alt - P` and of course, in *Object Mode*, you can join all selected armatures in one Object ▶ Join Objects, `Ctrl - J`.

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Last updated on 2025-05-10

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