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Properties

The Properties editor shows, and lets you edit, the properties of the active scene, object, material, and so on.

Tabs

The properties are grouped into tabs (the vertical list of icons on the left) which are described below.

Active Tool and Workspace Settings

This first tab contains settings for the active [tool](#) (in the 3D Viewport) and the current [workspace](#).

Scene

These tabs contain settings for the active scene.

- Render: [Eevee](#), [Cycles](#) or [Workbench](#) settings
- [Output](#)
- [View Layer](#)
- [Scene](#)
- [World](#)

Collection

This tab contains settings for the active [Collection](#).

Object

These tabs are related to the active object. Some of them are only visible for certain types of objects.

- [Object](#)
- [Modifiers](#) (or [Grease Pencil Modifiers](#))
- [Effects](#)
- [Particles](#)
- [Physics](#)
- [Object Constraints](#)

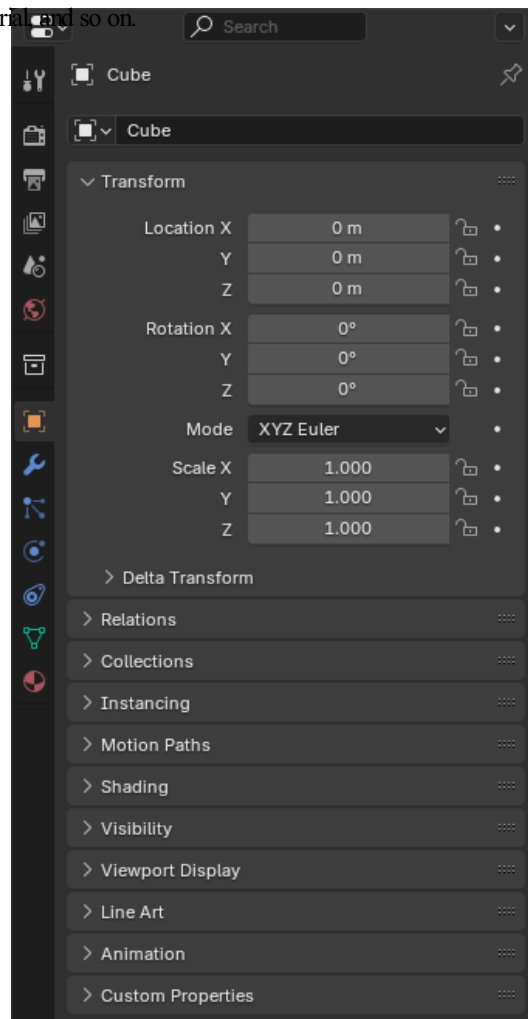
Object Data

The main tab of this category (often the only one) always has the same name, *Object Data*, but its icon will change based on the type of the object.

Geometry Objects:

- [Mesh](#)
- [Curve](#)
- [Surface](#)
- [Text](#)
- [Metaball](#)
- [Grease Pencil](#)

Rigging and Deformation Objects:



The Properties editor.

- [Armature](#)
 - [Bone](#)
 - [Bone Constraints](#)
- [Lattice](#)

Other Types of Objects:

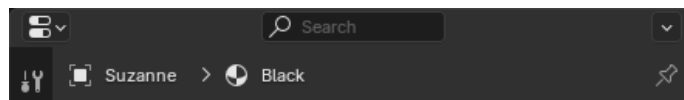
- [Empty](#)
- [Speaker](#)
- [Camera](#)
- [Light](#)
- [Light Probe](#)

Object Shading

Tabs related to the appearance of the active object. Only visible for certain types of objects.

- [Material](#)
- [Texture](#)

Header



The header of the Properties editor.

Display Filter **Ctrl - F**

Lets you search for a property by typing its name. The editor jumps to the first result and grays out all the properties and tabs that don't match the search term

You can start a search with **Ctrl - F** and clear it with **Alt - F**.

Data Context

Below the filter textbox, the editor shows the icon and name of the item whose properties it's displaying. In the example above, it's displaying the properties of the material "Black" which is used by the object "Suzanne".

Toggle Pin ID

You can click the pin icon to "lock in" the current item and keep displaying its properties regardless of the selection in the 3D Viewport/Outliner. Click again to unlock.

Options

These options are accessible through the dropdown button in the top right corner of the editor.

Sync with Outliner

Whether to switch to the relevant tab when clicking an icon (not a name) in the [Outliner](#).

Always:

Always switch.

Never:

Never switch.

Auto:

Switch if the Properties editor shares a border with an Outliner.

Made with [Furo](#)

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