# Skip to content Randomize

Reference

Mode:

Object Mode and Edit Mode

Menu:

Object • Transform • Randomize Transform

This tool randomizes the move, rotate, and scale values to an object or multiple objects. When applied on multiple objects, each object gets its own seed value, and will get different transform results from the rest.

# Random Seed

The random seed is an offset to the randomized transformation. A different seed will produce a new result.

#### **Transform Delta**

Randomize Delta Transform values instead of regular transform.

#### **Randomize Location**

Randomize Location values.

#### Location

The maximum distances the objects can move along each axis.

#### **Randomize Rotation**

Randomize rotation values.

#### **Rotation**

The maximum angle the objects can rotate on each axis.

### Randomize Scale

Randomize scale values.

#### Scale Even

Use the same scale for each axis.

# Scale

The maximum scale randomization over each axis.

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Randomize transform options.

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