Make Single User

Reference

Mode:
    Object Mode
Menu:
    Object ‣ Relations ‣ Make Single User

Makes the selected or all object data-blocks single users, that is, not shared (linked) between other objects in the blend-file.

Additionally, it can also make single-user copies of its dependencies, like meshes, curves, materials, animations…

Type

   These actions work on the selected objects, or on all the objects of the scene.

   All, Selected Objects

Data-blocks

   Lets you, in addition to the menu predefined selection, choose the type of data-blocks individually.

   Object:

      Make single user objects.

   Object Data:

      Make single user object data.

   Materials:

      Make materials local to each data-block.

   Object Animation:

      Make the animation of Object Properties data local to each object.

   Object Data Animation:

      Make object data (mesh, curve etc.) animation data local to each object.

See also
Making Single User