

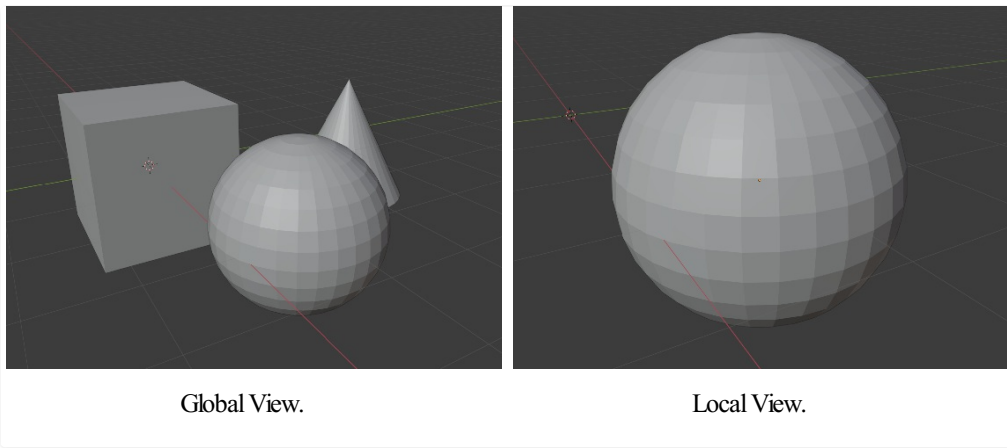
Local View

Toggle Local View

Reference
Mode: All modes
Menu: View ▸ Local View ▸ Toggle Local View
Shortcut: NumpadSlash , Slash

Global view shows all 3D objects in the scene. Local view isolates the selected object(s) so that they are the only ones visible in the viewport. This is useful for working on objects that are obscured by others, or to speed up the viewport performance in heavy scenes. Local view is contextual, meaning that it can be set per 3D Viewport.

You can toggle between *Global* and *Local View* by selecting the option from the View menu or using the shortcut `NumpadSlash` .



Note
In Local View, the 3D Cursor is not locked to the scene. Instead, each view has an independent cursor location.
Tip
Accidentally pressing <code>NumpadSlash</code> can happen rather often if you are new to Blender, so if a bunch of the objects in your scene seem to have mysteriously vanished, try pressing <code>NumpadSlash</code> again.

Remove from Local View

Reference
Mode: All modes
Menu: View ▸ Local View ▸ Remove from Local View
Shortcut: Alt - NumpadSlash , Alt - Slash

Objects can be removed from Local View by selecting them and using the *Remove from Local View* operator. If the last remaining object is removed, Blender will automatically return to the Global View.

Hint

This is useful when working with objects in dense scenes where painstakingly selecting objects to include in the local view isn't practical, especially when they intersect or are obscured by objects you don't want to include. In this case it's simpler to select many objects in a region and enter local view, then remove the ones you don't need.

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Last updated on 2025-05-10

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