Space Type Items

EMPTY:

Empty.

General

VIEW_3D:

3D Viewport.

Manipulate objects in a 3D environment.

IMAGE_EDITOR:

UV/Image Editor.

View and edit images and UV Maps.

NODE_EDITOR:

Node Editor.

Editor for node-based shading and compositing tools.

SEQUENCE_EDITOR:

Video Sequencer.

Video editing tools.

CLIP_EDITOR:

Movie Clip Editor.

Motion tracking tools.

Animation

DOPESHEET_EDITOR:

Dope Sheet.

Adjust timing of keyframes.

GRAPH_EDITOR:

Graph Editor.

Edit drivers and keyframe interpolation.

NLA_EDITOR:

Nonlinear Animation.

Combine and layer Actions.

Scripting

TEXT_EDITOR:

Text Editor.

Edit scripts and in-file documentation.

CONSOLE:

Python Console.

Interactive programmatic console for advanced editing and script development.

INFO:

Info.

Log of operations, warnings and error messages.

TOPBAR:

Top Bar.

Global bar at the top of the screen for global per-window settings.

Global bar at the top of the screen for global per-window settings.

STATUSBAR:

Status Bar.

Global bar at the bottom of the screen for general status information.

Data

OUTLINER:

Outliner.

Overview of scene graph and all available data-blocks.

PROPERTIES:

Properties.

Edit properties of active object and related data-blocks.

FILE_BROWSER:

File Browser.

Browse for files and assets.

SPREADSHEET:

Spreadsheet.

Explore geometry data in a table.

PREFERENCES:

Preferences.

Edit persistent configuration settings.