

Set Attribute

Reference
Mode: Edit Mode
Menu: Mesh ▸ Set Attribute

Opens a pop-up window showing the name of the [active attribute](#) as well as the value of that attribute for the active element (vertex/edge/face). From there, you can change the value to apply it to all selected elements.

The “active” attribute is the one last selected in the [Data](#) tab of the [Properties](#) editor. It could be a [UV Map](#), a [Color Attribute](#), or a generic [Attribute](#).

See also
Attribute values can be viewed in the Spreadsheet editor.