Skip to content **Delete**

Reference
Iode:
Object Mode
Tenu:
Object • Delete
hortcut:
X $_{ m Or}$ Delete

Delete the selected objects from the current scene.

Delete Globally

Reference Mode: Object Mode Menu: Object * Delete Globally Shortcut: Shift - X or Shift - Delete

Delete the selected objects from all scenes, and any other possible usages (like e.g. from a shading node).

Previous Clean Up Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License Made with Furo

Last updated on 2025-05-10

Propert

View Source View Translation Report issue on this page