Skip to content

Scene Properties

Scene

Reference

Panel:
Properties ▸ Scene ▸ Scene

Camera

Used to select which camera is used as the active camera. You can also set the active camera in the 3D Viewport with `Ctrl - Numpad0`.

Background Scene

Allows you to use a scene as a background, this is typically useful when you want to focus on animating the foreground for example, without background elements getting in the way.

This scene can have its own animation, physics simulations, etc, but you will have to select it from the *Scene* data-block menu, if you want to edit any of its contents.

Background Scenes can themselves have a Background Scene (they're recursively included). So you can always make additions to existing scene by using them as a background to a newly created scene where your additions are made.

Tip

This can also be used in combination with Linking to a Scene, where one blend-file contains the environment, which can be reused in many places.

Active Clip

Selects a Movie Clip that can be used by Motion Tracking Constraints or a camera's Background Images.

Units

Reference

Panel:
Properties ▸ Scene ▸ Units

Unit System

The unit system to use for user interface controls.

None:
Use units that have with no relation to the real world, practically this is the same as *Metric* just without unit names.

Metric:
Use the metric unit system in this scene.

Imperial:
Use the imperial unit system in this scene.

Unit Scale

Scale factor to use when converting between internal units and values displayed in the user interface. This can be changed when modeling at microscopic or astronomical scales.

Note

This only influences the values displayed in the user interface and not how things behave internally. For example, physics simulations don't take the unit scale into account.

Separate Units

When using *Metric* or *Imperial*, display properties as multiple values. For example, `2.285m` will become `2m 28.5cm`.

Rotation

Unit to use for displaying/editing rotation values.

Degrees:

Use degrees for angles in the user interface.

Radians:

Use radians for angles in the user interface.

Length

Unit that will be used to display length values.

Adaptive:

The unit used for a specific value depends on the magnitude of the value. For example, some values might be displayed as `23cm` while others are displayed as `10km`.

Meters/Centimeters/Feet:

A fixed unit that will be used for all lengths in the user interface.

Mass

See *Length*.

Time

See *Length*.

Temperature

See *Length*.

Imperial Length Units

Full Name	Short Name(s)	Scale of a Meter
thou	`mil`	0.0000254
inch	`"`, `in`	0.0254
foot, feet	`'`, `ft`	0.3048
yard	`yd`	0.9144
chain	`ch`	20.1168
furlong	`fur`	201.168
mile	`mi`, `m`	1609.344

Metric Length Units

Full Name	Short Name(s)	Scale of a Meter
micrometer	`um`	0.000001
millimeter	`mm`	0.001
centimeter	`cm`	0.01
decimeter	`dm`	0.1
meter	`m`	1.0
dekameter	`dam`	10.0
hectometer	`hm`	100.0
kilometer	`km`	1000.0

Gravity

Reference

Panel:
Properties ▸ Scene ▸ Gravity

Options to control global gravity used for physics effects.

See the Physics chapter for more information.

Simulation

Simulation Range
Use a simulation range that is different from the scene range for Simulation Nodes that do not override the frame range themselves.

Start, End
The frame at which the simulation starts/ends.

Keying Sets

Reference

Panel:
Properties ▸ Scene ▸ Keying Sets

See Keying Sets.

Audio

Reference

Panel:
Properties ▸ Scene ▸ Audio

Options to control global audio settings. To control how sounds is played back from within Blender, see the audio settings in the Preferences.

Volume
Volume for the scene.

Distance Model
Changes how the sound attenuation is calculated based on the distance. Most physically correct is the *Inverse* model, but it's also possible to choose a linear and an exponential falloff. The clamped modes limit the volume to be lower than 100% (1.0), that means if the distance is smaller than the reference distance, the volume is always 100%. For an exact description of each option see the OpenAL documentation.

Doppler Speed
Speed of the sound for the Doppler effect calculations. The typical value is 343.3 m/s in air, in water for example this value is around 1560 m/s.

Doppler Factor
Controls how strong the Doppler effect is. You can exaggerate or attenuate the change of pitch, but physically correct is a factor of 1.0.

Update Animation Cache
Updates the audio animation cache. This is useful if you start noticing artifact in the audio.

Rigid Body World

Reference

Panel:
Properties ▸ Scene ▸ Rigid Body World

The *Rigid Body World* is a group of rigid body objects, which holds settings that apply to all rigid bodies in this simulation.

See Rigid Body World for more information.

See Rigid Body World for more information.

Animation

Reference

Panel:

Properties ▸ Scene ▸ Animation

Controls animation data for scene-level properties, including active Actions and their assigned Slot.

See Manually Assigning Actions and Slots for more information.

Scene

Specifies the action and slot where animation data for scene properties is stored/retrieved.

Compositing Node Tree

Specifies the action and slot where animation data for Compositing Nodes is stored/retrieved.

Previous
Introduction

Ne
Obje

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with Furo
Last updated on 2025-05-10

View Source
View Translation
Report issue on this page