

Link Data

Reference

Mode:

Object Mode

Menu:

Object ▸ Link/Transfer Data

Shortcut:

Ctrl - L

Performs various assignments: adding an object to a scene, giving an object the same data or modifiers as another, and so on.

When you link two objects to the same data, changes made to one will also appear in the other. Should you no longer want this, you can use [Making Single User](#) to once again give each object its own data.

Link Objects to Scene

Adds the selected objects to the specified scene. Objects can exist in multiple scenes at once and have the same position/animation in all of them.

Link Object Data

Replaces the [object data](#) of the selected objects by that of the [active object](#).

Link Materials

Replaces the [materials](#) of the selected objects by those of the active object.

Link Animation Data

Replaces the [actions](#) and [tracks](#) of the selected objects by those of the active object.

Link Collections

Moves the selected objects into the same [collections](#) as the active object.

Link Instance Collection

Replaces the [instance collection](#) of the selected objects by that of the active object.

Link Fonts to Text

Replaces the font of the selected [text objects](#) by that of the active text object.

Copy Modifiers

Replaces the [modifiers](#) of the selected objects by those of the active object.

Copy Grease Pencil Effects

Replaces the [visual effects](#) of the selected Grease Pencil objects by those of the active object.

Copy UV Maps

Replaces the active [UV map](#) of each selected mesh object by the active UV map of the active object. If a selected object doesn't have any UV maps, one is created.

All objects must have matching geometry and face order. You can ensure the latter using [Sort Elements](#), but even then, this operator is really only useful if the destination is a deformed copy of the source. Use [Transfer Mesh Data](#) for other cases.

Transfer Mesh Data

See [Transfer Mesh Data](#).

Transfer Mesh Data Layout

See [Transfer Mesh Data Layout](#).

Link Receivers to Emitter

Adds the selected objects to the [Link Linking](#) collection of the active link object.

Adds the selected objects to the [Light Linking](#) collection of the active light object.

Link Blockers to Emitter

Adds the selected objects to the [Shadow Linking](#) collection of the active light object.

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