

# Randomize

Reference

**Mode:**  
Object Mode and Edit Mode

**Menu:**  
Object ▸ Transform ▸ Randomize Transform

This tool randomizes the move, rotate, and scale values to an object or multiple objects. When applied on multiple objects, each object gets its own seed value, and will get different transform results from the rest.

**Random Seed**

The random seed is an offset to the randomized transformation. A different seed will produce a new result.

**Transform Delta**

Randomize [Delta Transform](#) values instead of regular transform.

**Randomize Location**

Randomize Location values.

**Location**

The maximum distances the objects can move along each axis.

**Randomize Rotation**

Randomize rotation values.

**Rotation**

The maximum angle the objects can rotate on each axis.

**Randomize Scale**

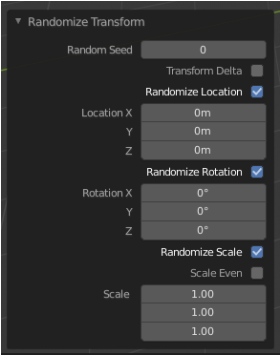
Randomize scale values.

**Scale Even**

Use the same scale for each axis.

**Scale**

The maximum scale randomization over each axis.



Randomize transform options.