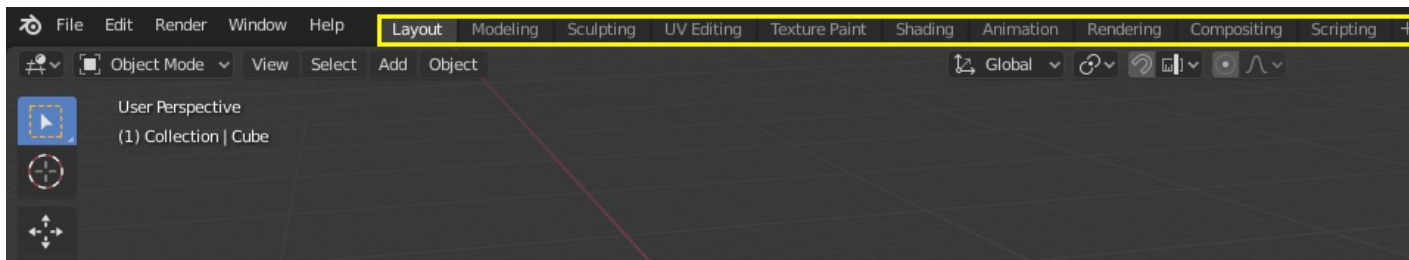


[Skip to content](#)

Workspaces

Workspaces are essentially predefined window layouts. Each Workspace consists of a set of [Areas](#) containing [Editors](#), and is geared towards a specific task such as modeling, animating, or scripting. You'll typically switch between multiple Workspaces while working on a project.



Workspaces are located at the Topbar.

Controls

Tabs

Click on the tabs to switch between the workspaces. You can also use the keyboard shortcuts `Ctrl - PageUp` and `Ctrl - PageDown`. Double-click a tab to rename the workspace.

Add +

Click on the *Add* button to add a new workspace.

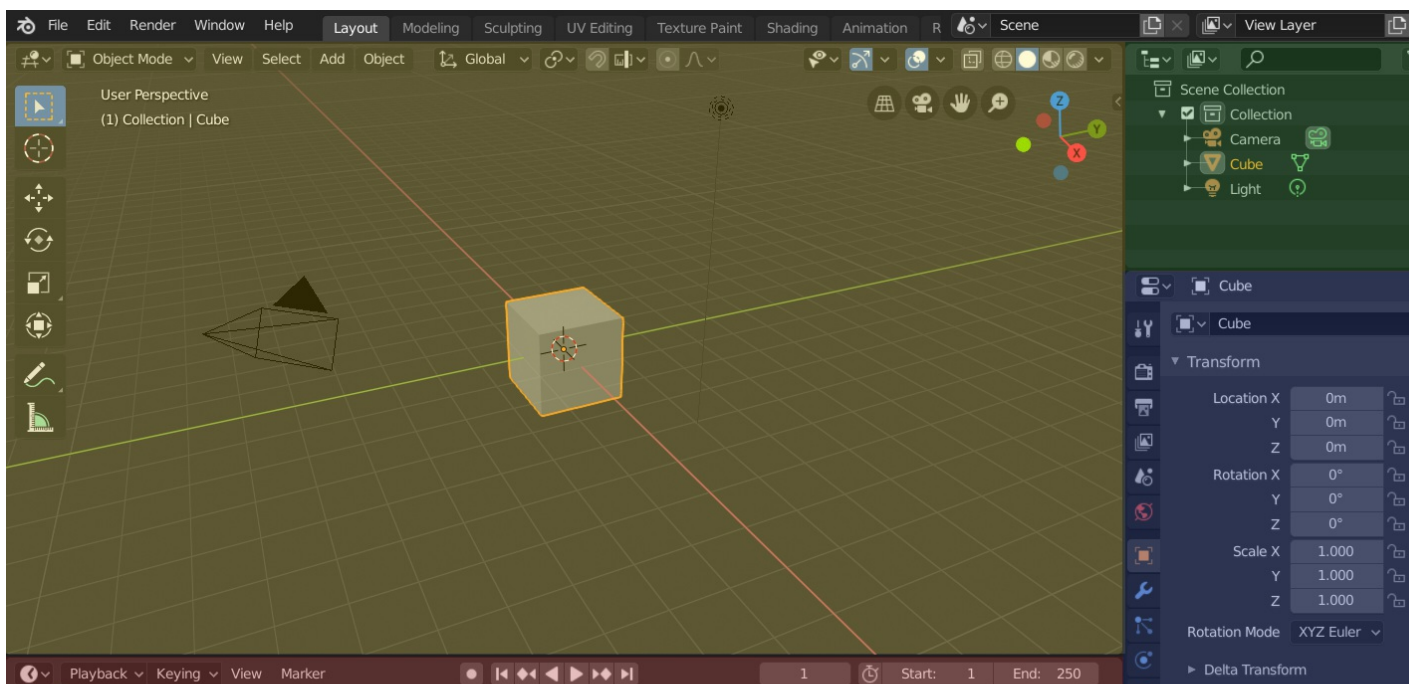
Context menu **RMB**

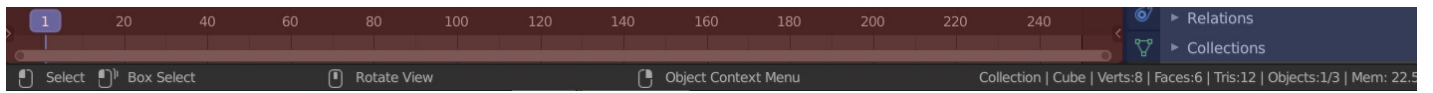
The context menu contains options to duplicate, delete and reorder workspaces.

Default Workspaces

Blender's default startup shows the "Layout" workspace in the main area. This workspace is a general workspace to preview your scene and contains the following Editors:

- [3D Viewport](#) on top left.
- [Outliner](#) on top right.
- [Properties](#) on bottom right.
- [Timeline](#) on bottom left.





Blender's 'Layout' Workspace with four editors.

3D Viewport (yellow), Outliner (green), Properties (blue) and Timeline (red).

Blender also has several other workspaces added by default:

Modeling:

For modification of geometry by modeling tools.

Sculpting:

For modification of meshes by sculpting tools.

UV Editing:

For mapping of image texture coordinates to 3D surfaces.

Texture Paint:

For coloring image textures in the 3D Viewport.

Shading:

For specifying material properties for rendering.

Animation:

For making properties of objects dependent on time.

Rendering:

For viewing and analyzing rendering results.

Compositing:

For combining and post-processing of images and rendering information.

Geometry Nodes:

For procedural modeling using [Geometry Nodes](#).

Scripting:

For interacting with Blender's Python API and writing scripts.

Additional Workspaces

Blender has a couple additional Workspaces to choose from when adding a new Workspace:

2D Animation

2D Animation:

General workspace to work with Grease Pencil.

2D Full Canvas:

Similar to "2D Animation" but contains a larger canvas.

VFX

Masking:

For creating 2D masks for compositing or video editing.

Motion Tracking:

For calculating camera motion and stabilizing video footage.

Video Editing

Video Editing:

For sequencing together media into one video.

Save and Override

The workspaces are saved in the blend-file. When you open a file, enabling [Load UI](#) in the File Browser indicates that Blender should use the file's screen layout rather than the current one.

A custom set of workspaces can be saved as a part of the [Defaults](#).

Workspace Settings

Reference

Editor:

Properties

Panel:

Tool tab ▸ Workspace

Pin Scene

When enabled, the current workspace will remember the currently selected scene. Then, whenever you activate the workspace, it'll automatically switch back to that scene.

Mode

Switch to this [Mode](#) when activating the workspace.

Filter Add-ons

Determines which [add-ons](#) are enabled in the active workspace. When unchecked, the global add-ons will be used. When checked, you can enat individual add-ons in the list below.