# 3.2.1 Editors - 3D View - Introduction

# 3D View

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# Introduction

The 3D View is used to interact with the 3D scene for a variety of purposes, such as modeling, animation, texture painting, etc.

Navigating in the 3D space is done with the use of both mouse movement and keyboard shortcuts.

**Orbit (`MMB`)**
    Rotate the view around the point of interest.
**Pan (`Shift-MMB`)**
    Move the view up, down, left and right
**Zoom (`Ctrl-MMB/Wheel`)**
    Move the camera forwards and backwards

*Read more about navigation.*

## Modes

Blender has a number of *Modes* used for editing different kinds of data:

- • Object Mode
- • Edit Mode
- • Pose Mode
- • Sculpt Mode
- • Vertex Paint
- • Weight Paint
- • Texture Paint
- • Particle Edit

The mode can be changed using the menu in the 3D View header, or using the hotkey associated with that mode.

*Read more about modes.*

# Regions of the 3D View

## Toolshelf

The Toolshelf is a context-sensitive region containing tools depending on the current mode (for example, modeling tools in *Edit Mode,* brush tools in *Sculpt Mode...*).

For more information on specific tools available, see:

- *Transformations*
- *History*
- *Creating Objects*
- *Parents*
- *Groups*
- Animation
- Rigid Body
- Grease Pencil
- Modeling
- Sculpting
- Vertex Paint
- Weight Paint
- Texture Paint

## Properties Region

The Properties Region contains properties of the active object and selected objects (such as their locations), as well as properties of the editor itself (such as *Display* settings and *background images*).

## Header

Contains various menus, buttons and options based on the current mode, such as:

- *Shading mode*
- *Pivot options*
- *Transform manipulator*
- *Proportional Edit*
- *Snapping*
- *OpenGL render*