

7.3.5 Rigging - Armatures - Selecting armature's bones

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Selecting armature's bones

Reference

Mode: *Edit mode*

Panel: Bone panel

You can select and edit bones of armatures in *Edit mode* and in *Pose mode*. Here, we will see how to select bones in *Edit mode*. Selecting bones in *Pose mode* is similar to selecting in *Edit mode* with a few specific differences that will be detailed in the *posing part*.

Similar to *vertices/edges selection* in meshes, there are two ways to select whole bones in *Edit mode*:

- directly, by selecting the bone's body
- selecting both of its end points (root and tip)

This is an important point to understand, because selecting bones' ends only might lead to non-obvious behavior, with respect to which bone you actually select, see the.

Note that unlike the mesh draw type the armature draw type has no effect on selection behavior. In other words, you can select a bone's end or body the same way regardless of the bone visualization chosen.

Selecting bones' ends

To select bones' ends you have the standard selection methods.

action	shortcut	menu	mouse
Select a bone's end			RMB -click on it
Add or Remove from the current selection			Shift - RMB
(De)select the ends of all bones	A	Select ▸ Select/Deselect All	
Invert the current selection	Ctrl-I	Select ▸ Inverse	
Box selection tool ON	B	Select ▸ Border Select	
Box selection	Click and drag LMB the		

action	shortcut	menu	mouse
	box around the ends you want to add to the current selection Click and drag LMB to remove from the current selection release LMB to validate press ESC or click RMB to cancel		
Box selection tool OFF	B or ESC		RMB
Lasso selection	Click and drag Ctrl-LMB the lasso around the ends you want to add to the current selection Click and drag Ctrl-Shift-LMB to remove from the current selection Release LMB to validate Hit ESC or click RMB to cancel		

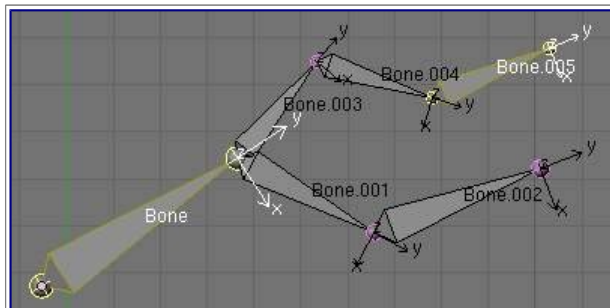
Inverse selection

As stated above, you have to remember that these selection tools are for bones' ends only, not the bones' bodies.

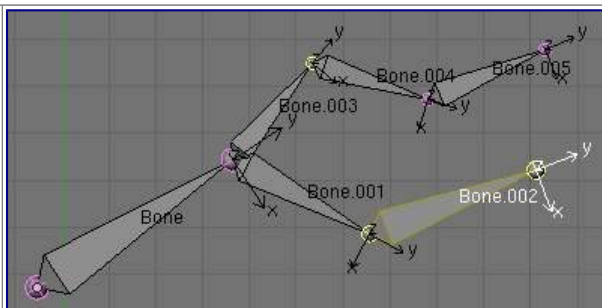
For example, the *Inverse* selection option (Ctrl-I) inverts the selection of bones' ends, not of bones (see *Inverse selection*).

Remember that a bone is selected only if both its ends are selected. So, when the selection status of bones' ends is inverted, a new set of bones is selected.

Inverse selection



Two bones selected.



The result of the inverse selection Ctrl-I the bones ends selection has been inverted, and not the bones selection.

Selecting connected bones' ends

Another example is: when you select the root of a bone connected to its parent, you also implicitly select the tip of its parent (and vice versa).

Remember: when selecting bones' ends, the tip of the parent bone is the “same thing” as the root of its children bones.

Selecting Bones

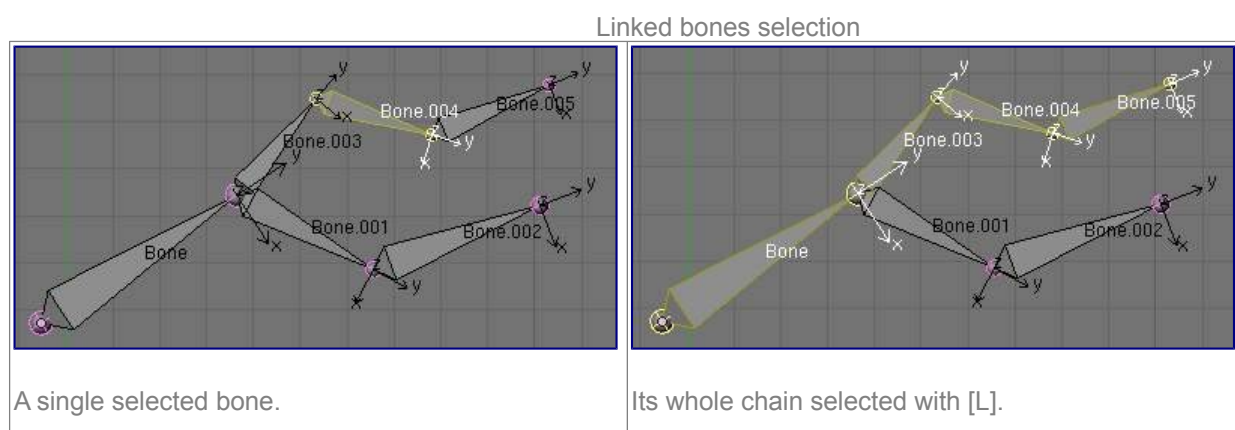
By RMB -clicking on a bone's body, you will select it (and hence you will implicitly select its root and tip).

To each selected bone corresponds a sub-panel in the *Armature Bones* panel (*Editing* context). These sub-panels contain settings for some of the bones' properties (regarding e.g. relationships between bones, bones' influence on deformed geometry, etc.), as we will see later.

Using Shift -RMB, you can add to/remove from the selection.

You also have some **advanced selection** options, based on their relations.

You can select at once all the bones in the chain which the active (last selected) bone belongs to by using the *linked selection* tool, L.



You can deselect the active bone and select its immediate parent or one of its children using respectively Select

▸ Select Parent ([) or Select ▸ Select Child (]). If you prefer to keep the active bone in the selection, use Select ▸ Extend Select Parent (Ctrl - [) or Select ▸ Extend Select Child (Ctrl -]).

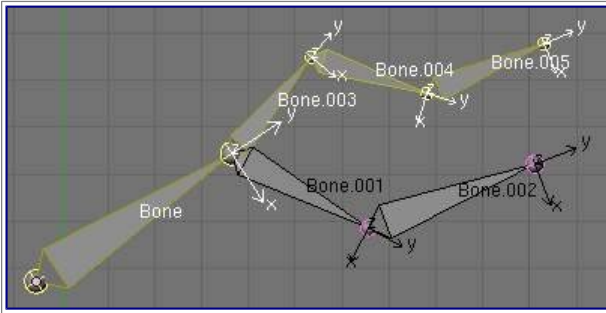
Deselecting connected bones

There is a subtlety regarding connected bones.

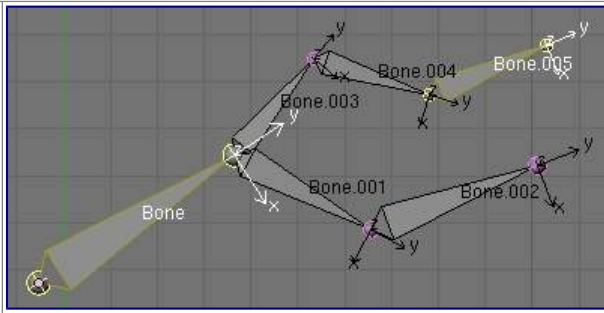
When you have several connected bones selected, if you deselect one bone, *you will in fact deselect its tip, but not its root if it is also the tip of another selected bone.*

To understand this, look at *Bone deselection in a selected chain*.

Bone deselection in a selected chain



A selected chain.



After Shift-RMB-clicking Bone.003:

- Bone.003 's tip (which is same as Bone.004 's root) is deselected
- Bone is Bone.003 's parent. Therefore Bone.003 's root is same as the tip of Bone. Since Bone is still selected, its tip is selected. Thus the root of Bone.003 remains selected.