## 7.3.3 Rigging - Armatures - Armature Editing

# Armature Editing

| Reference |
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| Mode: *Edit mode*<br>Hotkey: `Tab` |

As with any other object, you edit your armature in *Edit mode* (`Tab`).

Editing an armature means two main domains of action:

- *Editing the bones* - i.e. adding/inserting/deleting/extruding/sub-dividing/joining them...
- *Editing the bones' properties* - this includes key features, like transform properties (i.e. grab, scale, etc...) and relationships between bones (parenting and connecting), as well as bones' names, influence, behavior in *Pose* mode, etc.

These are standard editing methods, quite similar for example to *meshes* editing. Blender also features a more advanced "armature sketching" tool, called *Etch-a-Ton*. The same tool might also be used in *templating*, i.e. using another armature as template for the current one...

| Warning |
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| One important thing to understand about armature editing is that you **edit the rest position of your armature**, i.e. its "default state". An armature in its *rest position* has all bones with no rotation and scaled to **1.0** in their own local space. |

The different *poses* you might create afterwards are based on this rest position - so if you modify it in *Edit mode*, all the poses already existing will also be modified. Thus you should in general be sure that your armature is definitive before starting to *skin* and *pose* it!

| Warning |
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| Please note that some tools work on bones' ends, while others work on bones themselves. Be careful not to get confused. |