3.2.9 Editors - 3D View - Display

Display

Display Panel

Only Render

Displays only items that will be rendered.

This can be is useful to preview how animations look without being distracted by rigs, empties, lights & cameras.

Useful to enable with *OpenGL Render.*

Outline Selected
If disabled, the pink outline around your selected objects in *Solid* / *Shaded* / *Textured* draw types will no longer be displayed.

All Object Origins
If enabled, the center dot of objects will always be visible, even for non-selected ones (by default, unselected centers might be hidden by geometry in solid/shaded/textured shadings).

Relationship Lines
Controls whether the dashed parenting, constraining, hooking, etc., lines are drawn.

Grid Floor

If disabled, you have no grid in other views than the orthographic top/front/side ones.

   X Axis, Y Axis, Z Axis
   Control which axes are shown in other views than the orthographic top/front/side ones.

   Lines
   Controls the number of lines that make the grid in non-top/front/side orthographic views, in both directions.

   Scale
   Control the scale of the grid floor

   Subdivisions
   Controls the number of sub-lines that appear in each cell of the grid when you zoom in, so it is a setting specific to top/front/side orthographic views.

Toggle Quad View
Toggles the four pane 3D view. *Read more about arranging areas*

View Panel

The *View Properties* panel lets you set other settings regarding the 3D view. You can show it with the View ‣ View Properties... menu entry.

Lens

Control the focal length of the 3d view camera in millimeters, unlike a *rendering camera*

Lock to Object

By entering the name of an object in the *Object* field, you lock your view to this object, i.e. it will always be at the center of the view (the only exception is the active camera view, `Numpad0`). If the locked object is an armature, you can further center the view on one of its bones by entering its name in the *Bone* field.

Lock to Cursor

Lock the center of the view to the position of the 3D cursor

Lock Camera to View

When in camera view, use this option to move the camera in 3D space, while continuing to remain in camera view.

Clip Start and Clip End

Adjust the minimum and maximum distances to be visible for the view-port.

> **Note**
>
> A large clipping range will allow you to see both near and far objects, but reduces the depth precision.
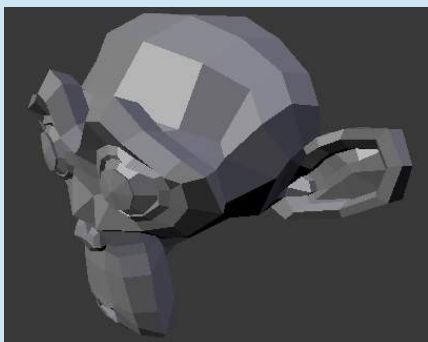>
> To avoid this:
>
> - increase the near clipping when working on large scenes.
> - decrease the far clipping when objects are not viewed at a distance.
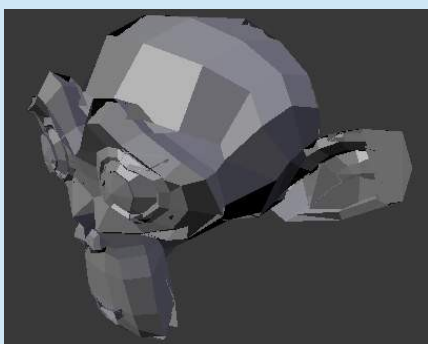>
> When perspective is disabled only the far Clip-End is used, very high values can still give artifacts.
>
> *This is not specific to blender, all OpenGL/DirectX graphics applications have these same limitations.*
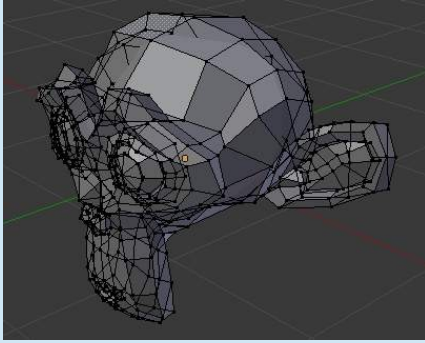>
> Examples:
>
>
>
> Model with no clipping artifacts.
>
>

Model with clipping artifacts.

3

Mesh with artifacts in edit-mode.

Local Camera
　　Active camera used in this view
Render Border
　　Use a Render Border when not looking through a camera. Using `Ctrl-B` to draw a border region will
　　automatically enable this option.