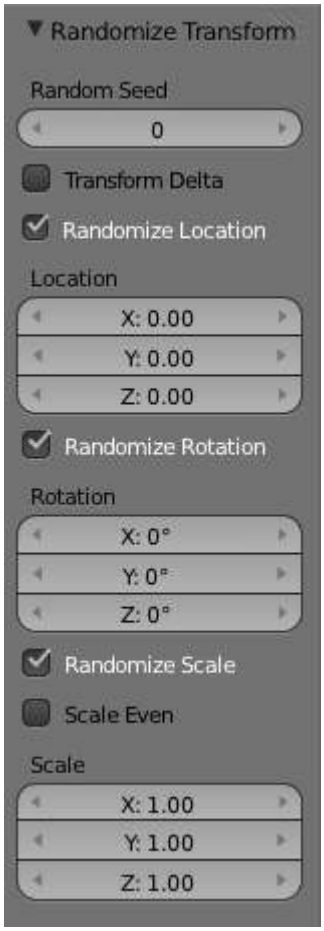
3.2.5.6 Editors - 3D View - Transforms - Advanced Transformations

Advanced Transformations

Randomize Transform

Reference
Mode: *Object* mode Menu: Object ‣ Transform ‣ Randomize Transform



Randomize transform options

The randomize transform tool allows you to apply random translate, rotate, and scale values to an object or multiple objects. When applied on multiple objects, each object gets its own seed value, and will get different

transform results from the rest.

Options

Random Seed
The random seed is an offset to the random transformation. A different seed will produce a new result.
Transform Delta
Randomize Delta Transform values instead of regular transform.

Randomize Location
Randomize Location vales
Location
The maximum distances the objects can move along each axis.
Randomize Rotation
Randomize rotation values.
Rotation
The maximum angle the objects can rotate on each axis
Randomize Scale
Randomize scale values.
Scale Even
Use the same scale for each axis.
Scale
The maximum scale randomization over each axis.

Separate

Reference
Mode: *Edit* mode Menu: *Mesh –> Vertices –> Separate* Hotkey: P

At some point, you'll come to a time when you need to cut parts away from a mesh to be separate. Well, the operation is easy.

To separate an object, the vertices (or faces) must be selected and then separated, though there are several different ways to do this.

Suzanne dissected neatly

Selected
: This option separates the selection to a new object.

All Loose Parts
: Separates the mesh in its unconnected parts.

By Material
: Creates separate mesh objects for each material.

Join

Reference
Mode: *Object* mode Menu: *Object* –> *Join* `Hotkey: Ctrl-J`

Joining makes one single object from all selected objects. Objects must be of the same type. Origin point is obtained from the previously *active* object. Performing a join is equivalent to adding new objects while in *Edit mode*. The non-active objects are deleted and their meshes added to the active object, so that only the active object remains. This only works with editable objects containing meshes and curves.