3.2.3 Editors - 3D View - Objects

Objects

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Introduction

The geometry of a scene is constructed from one or more Objects. These objects can range from lamps to light your scene, basic 2D and 3D shapes to fill it with models, armatures to animate those models, to cameras to take pictures or video of it all.

Types of Objects

Meshes
: Meshes are objects composed of Polygonal Faces, Edges and/or Vertices, and can be edited extensively with Blender's mesh editing tools. The default scene features a cube, which is one of the many included basic building-block shapes called *Mesh Primitives*

Curves
: Curves are mathematically defined objects which can be manipulated with control handles or control points (instead of vertices), to manage their length and curvature.

Surfaces
: Surfaces are patches that are also manipulated with control points. These are useful for simple rounded forms and organic landscapes.

Meta Objects
: Meta Objects (or Metaballs) are objects formed by a mathematical function (with no control points or vertices) defining the 3D volume in which the object exists. Meta Objects have a liquid-like quality, where when two or more Metaballs are brought together, they merge by smoothly rounding out the connection, appearing as one unified object.

Text
: Text objects create a two dimensional representation of a string of characters.

Armatures
: Armatures are used for *rigging* 3D models in order to make them poseable and animateable.

Lattice
: Lattices are non-renderable wireframes, commonly used for taking additional control over other objects

with help of the *Lattice Modifier.*

Empty
Empties are null objects that are simple visual transform nodes that do not render. They are useful for controlling the position or movement of other objects.

Speaker
Brings to scene source of sound.

Cameras
This is the virtual camera that is used to determine what appears in the render.

Lamps
These are used to place light sources in the scene.

***Force** Fields*
Force fields are used in physical simulations. They give simulations external forces, creating movement, and are represented in 3d editor by small control objects.

Objects Types

- Speaker
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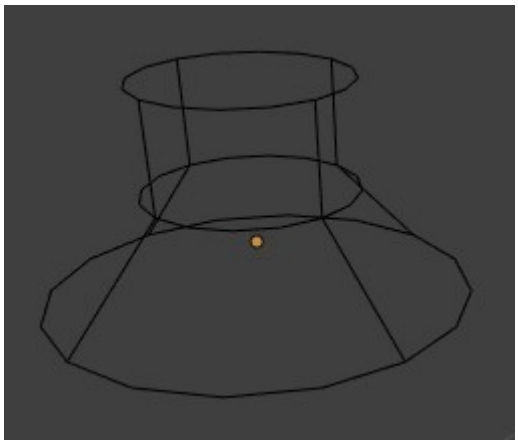
Speaker



Speaker Object.

The speaker object is used to give sound in the 3D Viewport. After adding the object the various settings can be changed in the properties editor.

Options

Sound

Mute
Toggles whether or not the sound can be heard.

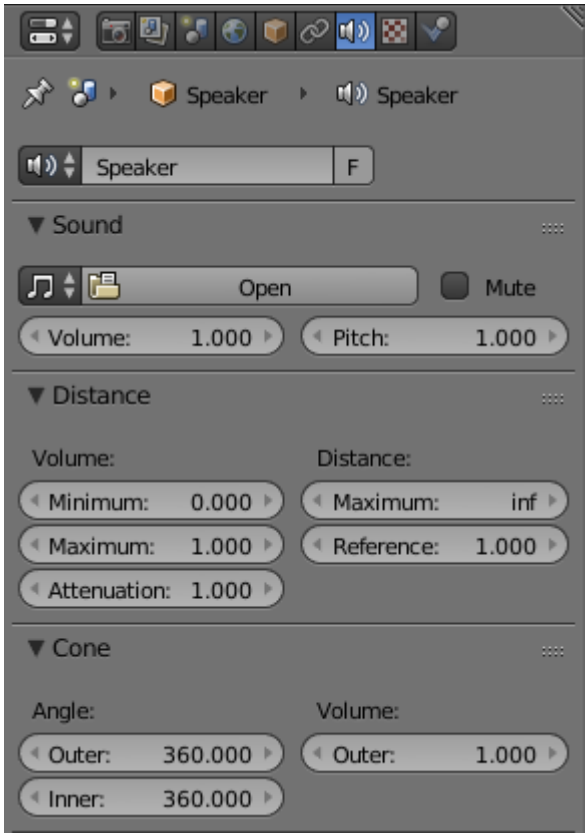
Volume

Adjust the loudness of the sound

Pitch

Can be used to bend the pitch of the sound to be either deeper or higher.

Distance



Volume:

Minimum

Minimum volume, no matter how far the object is.

Maximum

Maximum volume, no matter how far the object is.

Attenuation

How strong the distance affects the volume.

Distance:

Maximum

Maximum distance for volume calculation.

Reference

Reference distance at which volume is 100%.

Cone

Angle:

Outer

Angle of the outer cone in degrees. Outside this cone the volume is the outer cone volume (see below). Between the inner and outer cone the volume is interpolated.

Inner

Angle of the inner cone in degrees. Inside the cone the volume is 100%.

Volume:

Outer
Volume outside the outer cone.