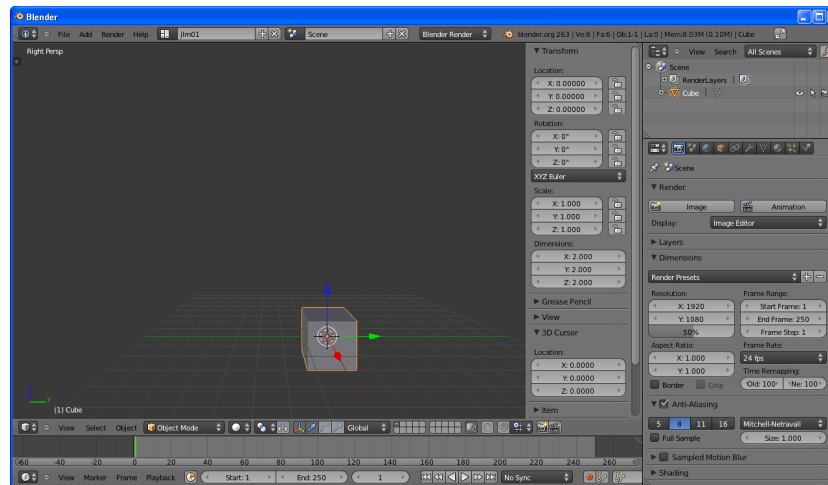
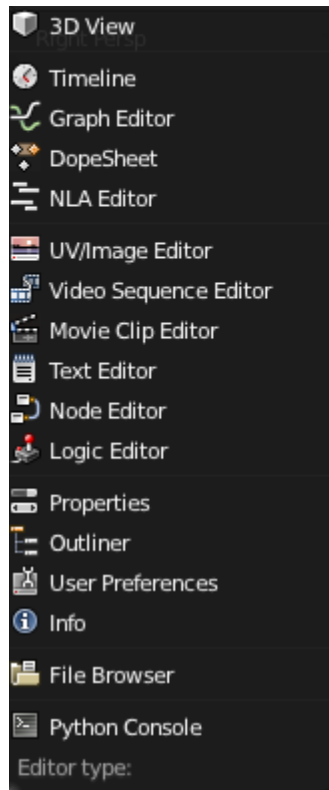




The Info panel menu bar is usually at the top of the Blender window. It gives access to menus for adding objects, loading and saving scenes, and rendering. The rest of the info panel is usually hidden, but can be dragged into view. Can be very useful if you intend to do any programming in Blender, or just to generally find out what's happening behind the scenes.

## 'Editor type' menu



This is the 3D view menu bar in **Object** mode. Menus change depending on which Editor Type is selected, and, in the case of the 3D View menu bar, the mode selected. In this case the menu is in Object mode. In Edit mode, or one of the other modes available in this Editor, the contents of menus and/or the buttons, may change.

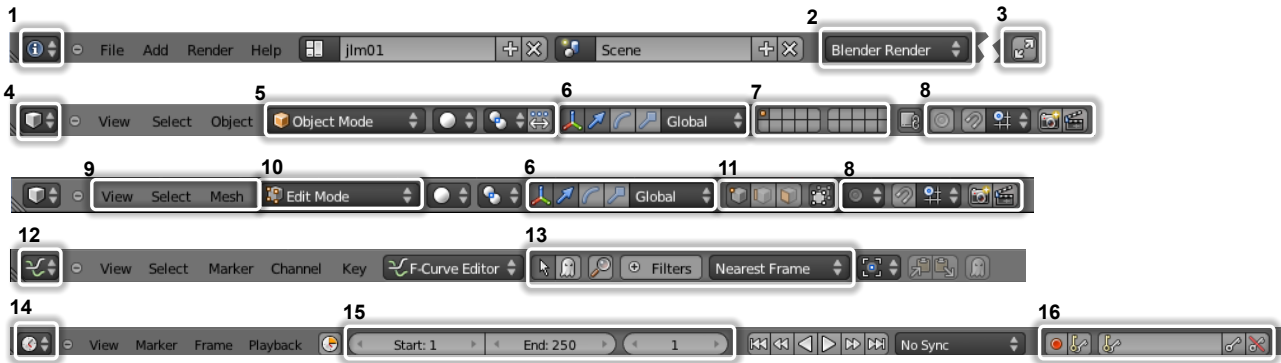


Blender will take over the full extent of the screen when this button is pressed.

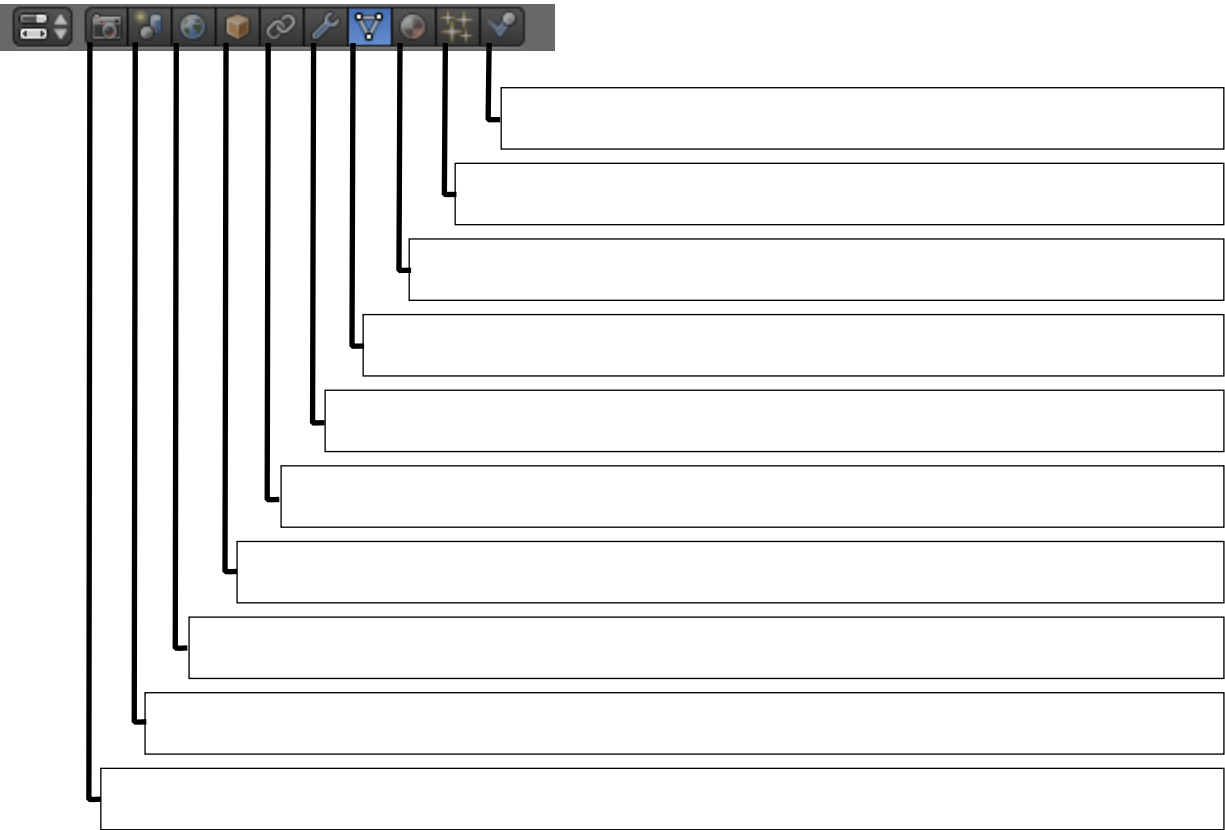


**Context sensitive menu content**

Identify the highlighted regions below and write a brief note to describe its function



Identify each of the tabs on the Properties menu bar and write a brief description of its function/contents



1
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