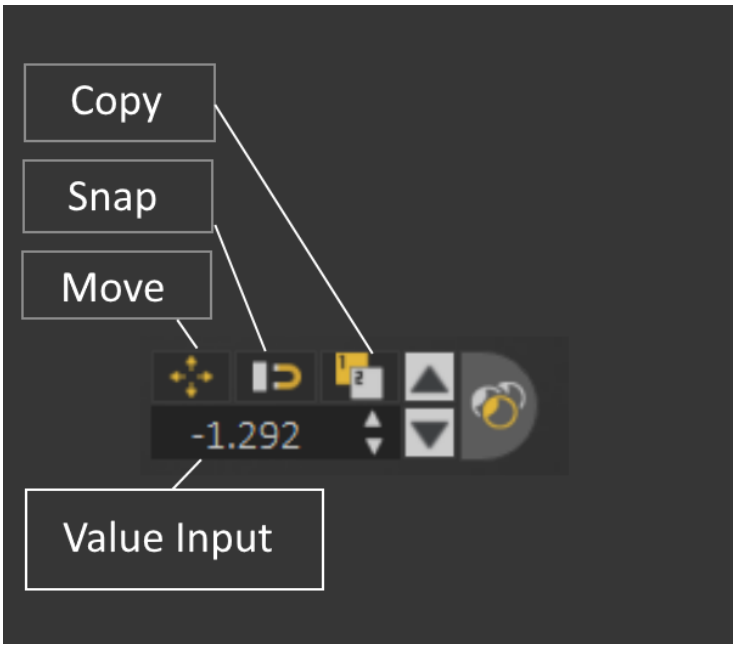
Quick Access Toolbar

When 3D geometry is selected in the 3D area, the Quick Access Toolbar will appear, with will appear close to the selected



This options includes:

Translate: To show draggers needed to move the object
Snap to Object: To allow the user to snap the selected object to another.
Copy: To create a new copy of the selected geometry
Value Input: Allows the user to enter exact values for translation or rotation
Material: Opens Quick Material Access

Move selection Up/Down: It allows moving up or down in the Scene Browser based on selection, going up means selecting the parent, moving down means selecting a child, this makes it very easy to select and move through a specific part or assembly



Quick Material Access: It makes it easy to change material finish to another type, for example you can set it to Plastic, Metal, or Glass

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Note: From preferences the user can select to turn on/off appearance of Quick Access Toolbar

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