



▼ Transform

Median:
◀ X: 0.02493 ▶
◀ Y: 0.22060 ▶
◀ Z: 0.47215 ▶

Global Local

Vertices Data:
◀ Mean Bevel Wei: 0.00 ▶

Edges Data:
◀ Mean Bevel Wei: 0.00 ▶
◀ Mean Crease: 0.00 ▶

▶ Grease Pencil

▶ View

▶ 3D Cursor

▶ Item

▼ Display

- Only Render
- World Background
- Outline Selected
- All Object Origins
- Relationship Lines

Grid Floo X Y Z

◀ Lines: 16 ▶

◀ Scale: 1.000 ▶

◀ Subdivisions: 10 ▶

Toggle Quad View

▶ Shading

▶ Motion Tracking

▶ Mesh Display