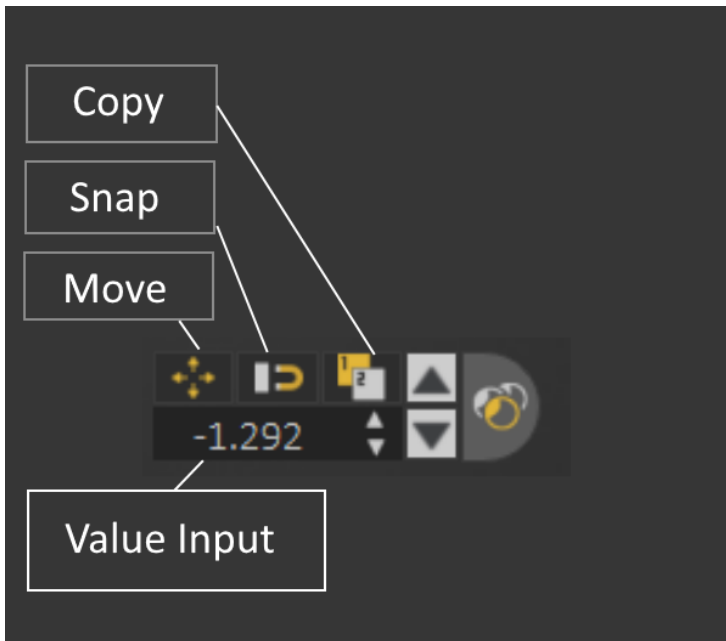


Quick Access Toolbar

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



These options include

Translate: to show draggers needed to move the object

Snap to Object: to allow the user to snap a 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 Material Finish options

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



Material Finish options: it makes it easy to

change the material finish to another type, for example, you can set it to Plastic, Metal, or Glass

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

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