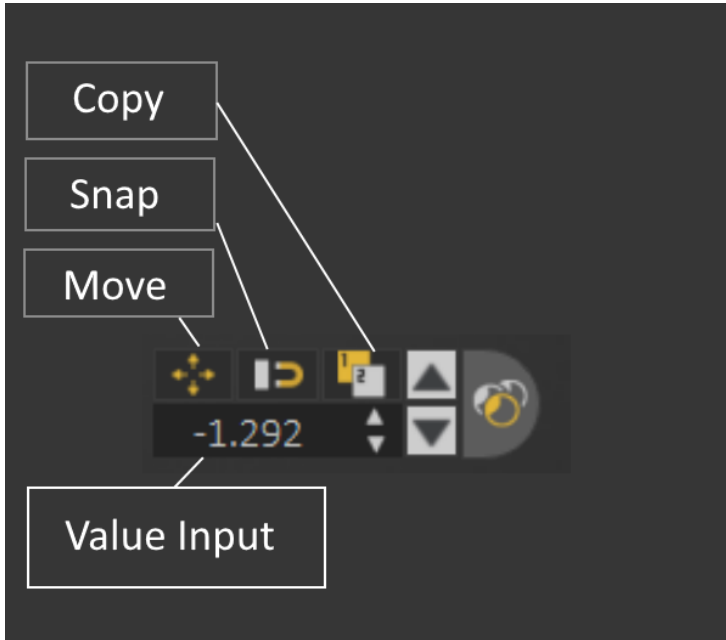


# Quick Access Toolbar

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



will appear close to the selected

This options include

**Translate** : to show draggers needed to move the object

**Snap to Object** : to allowing 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

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**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 a specific part or assembly



**Material Finish options:** 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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