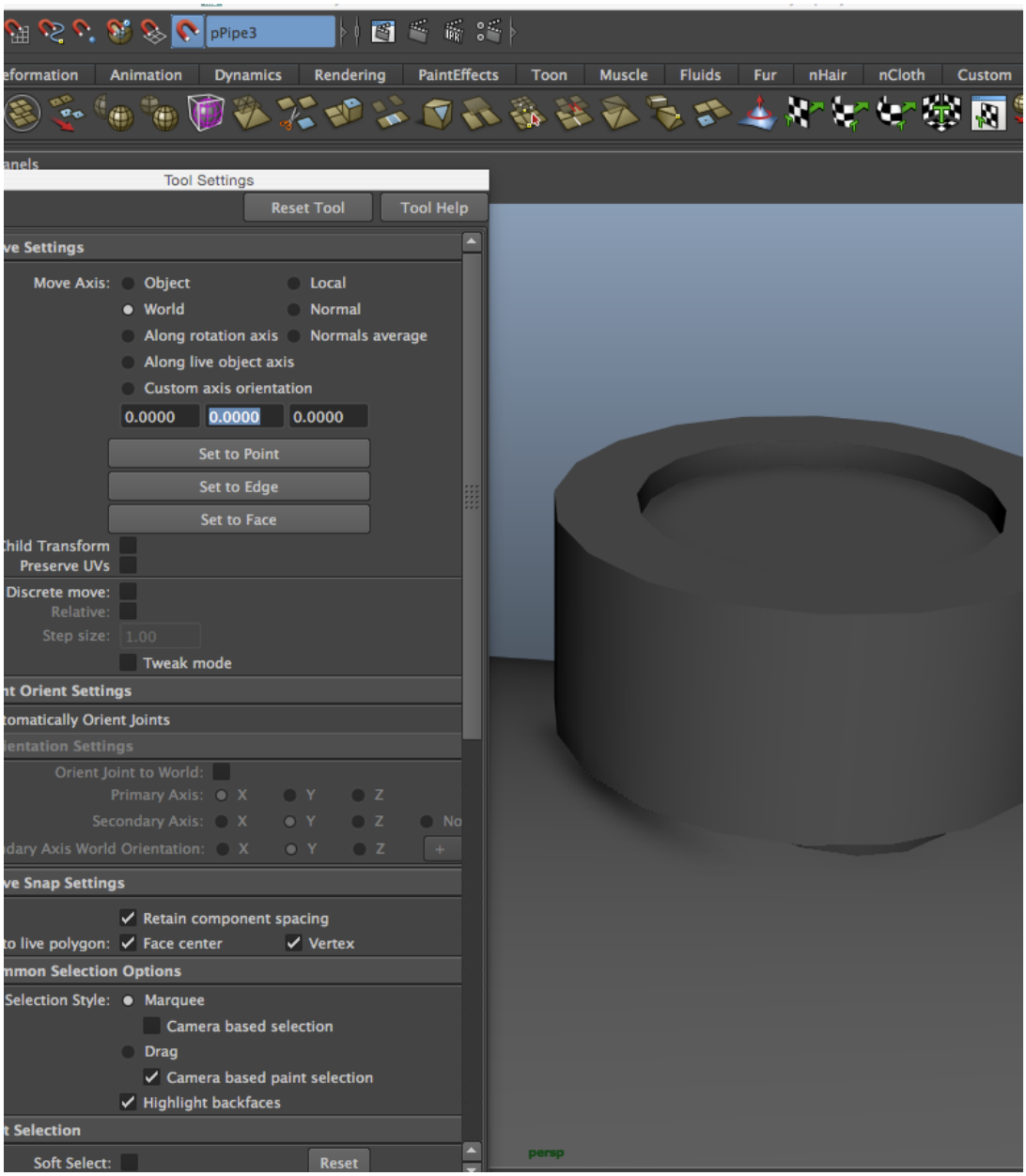
pPipe3
eformation
Animation
Dynamics
Rendering
PaintEffects
Toon
Muscle
Fluids
Fur
nHair
nCloth
Custom
anels
Tool Settings
Reset Tool
Tool Help
ve Settings
Move Axis:
Object
Local
World
Normal
Along rotation axis
Normals average
Along live object axis
Custom axis orientation
0.0000
0.0000
0.0000
Set to Point
Set to Edge
Set to Face
hild Transform
Preserve UVs
Discrete move:
Relative:
Step size:
1.00
Tweak mode
nt Orient Settings
tomatically Orient Joints
ientation Settings
Orient Joint to World:
Primary Axis:
X
Y
Z
Secondary Axis:
X
Y
Z
No
dary Axis World Orientation:
X
Y
Z
+
ve Snap Settings
Retain component spacing
to live polygon:
Face center
Vertex
mmon Selection Options
Selection Style:
Marquee
Camera based selection
Drag
Camera based paint selection
Highlight backfaces
t Selection
Soft Select:
Reset
persp