

# MeasureIt

## Access:

Keyboard shortcut: None

Mode: 3D Editor: Object Mode  
3D Editor: Edit Mode

Panel: **Tool Shelf > Measureit Tab**

Menu: None

## Add-on:

MeasureIt add-on (version 1.6.4 December 28, 2015)

Description:

<http://www.blendernation.com/2015/05/29/take-measurements-in-the-blender-viewport-with-measureit/>

Download:

<https://github.com/Antonioya/blender/tree/master/measureit>

The downloaded add-on is a zip file. Upon unzipping you get a folder with four files inside. Place this folder inside you addons folder.

For a Mac, navigate as follows:

Macintosh HD > Applications > Blender-2.76b-OSX\_10.6-x86\_64 > Blender app (right click and chose Show Package Contents) > Contents > Resources > 2.76 > scripts > addons.

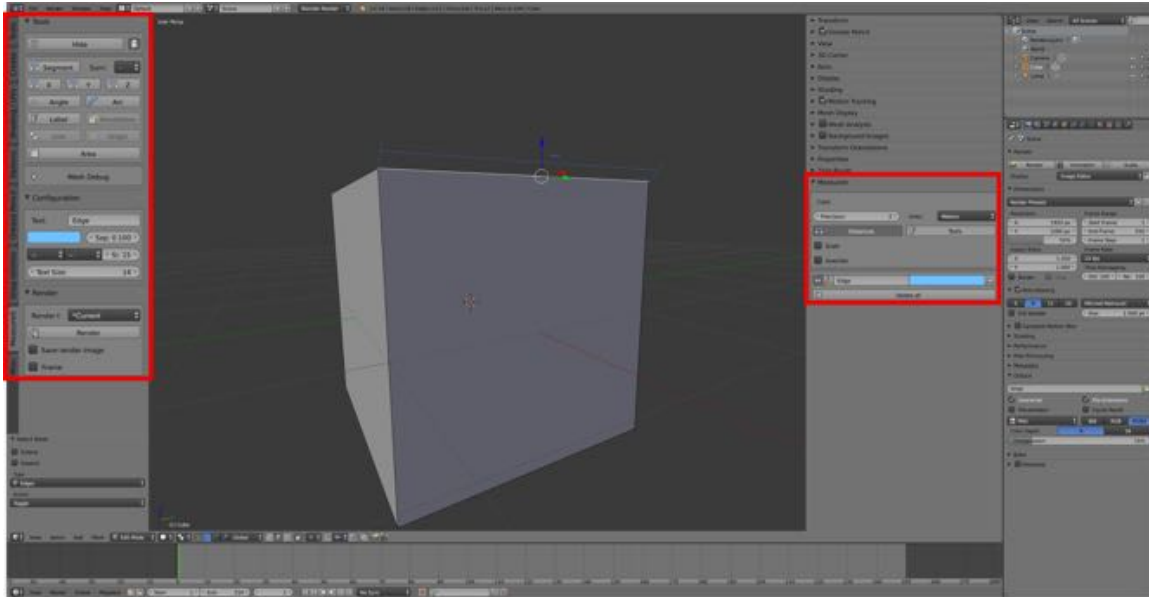
For a PC, navigate:

This PC > C: Drive > Program Files > Blender Foundation > Blender > 2.76 > scripts > addons.

## Description:

MeasureIt adds the ability to add measurements in the 3D Editor's Object Mode or Edit Mode. Measurements update in real-time as you manipulate your model. Measurements can be added to distances between an object and a point (such as the origin), any two

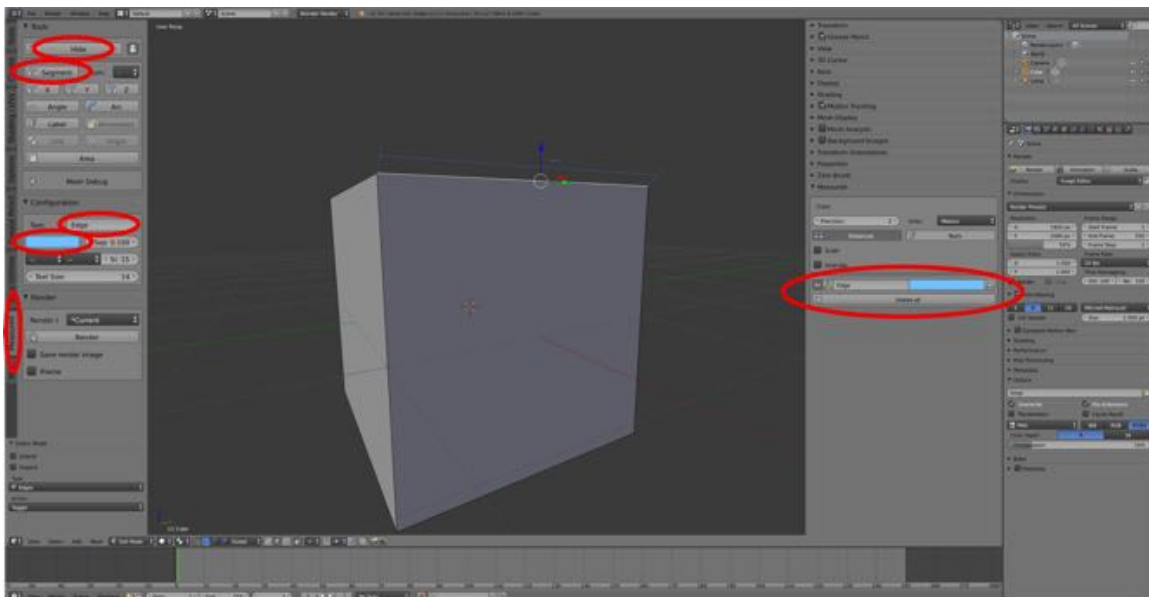
objects, any two vertices, the length of an edge, etc. (you name it). Also calculates areas, angles and arcs.



MeasureIt Tab appears in the Tool Shelf on the left after the Measureit add-on is installed and activated. When a measurement is defined in the MeasureIt Tab an Options Pane appears in the Properties Panel on the right.

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For each measurement, you define the measurement in the Tool Shelf's MeasureIt Tab by selecting a color, adding a name, designating the type of measurement (segment, angle, arc, etc.) or if it is a label, then toggling the Show/Hide Button.



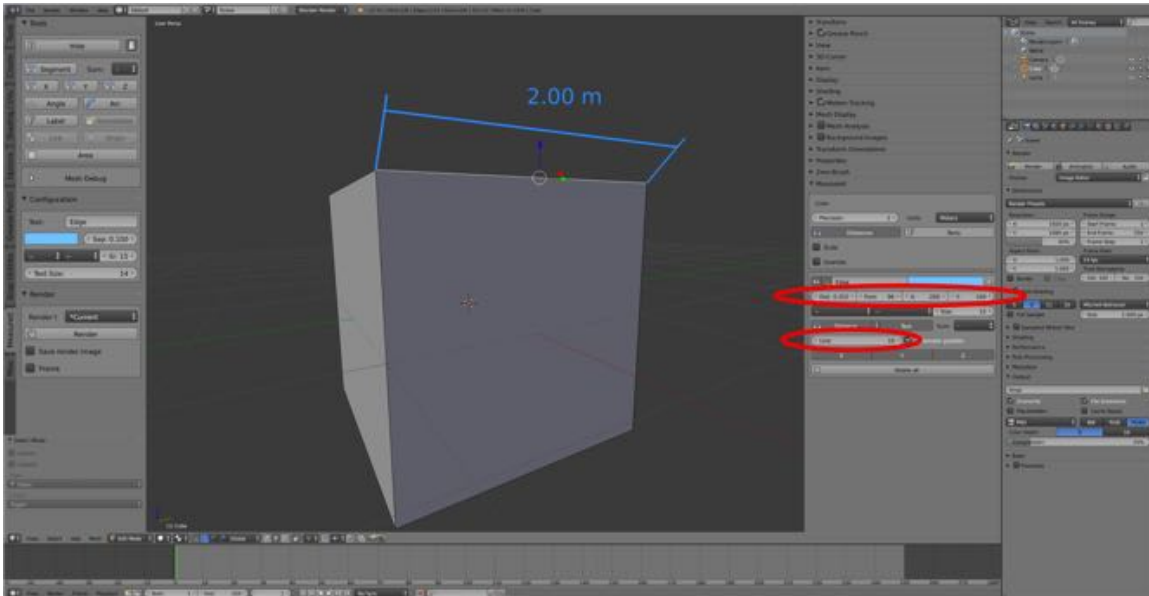
In the 3D Editor's Edit Mode, the Tool Shelf's MeasureIt Tab has been selected. For the selected edge of the Default Cube, a light blue color has been selected, it has been named

“Edge”, the type of measurement designated as “Segment”, and the “Show” Button” selected. The measurement is added to the MeasureIt Pane in the Properties Panel.

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In the Properties Panel’s MeasureIt Pane you can choose to:

- Show or hide it (by clicking on the Eye Icon),
- Change it’s attributes (by clicking on the Axes Icon, which drops down the options panel)
- Change it color (by clicking on the color swatch which brings up the color selector) or
- Delete it (by clicking on the X Icon).



Line weight increased from 1 to 10. Distance of label from line increased from 0.100 to 0.310; font size increased from 14 to 36; X-axis location changed from 0 to -200 and Y-axis location changed from 0 to 100.

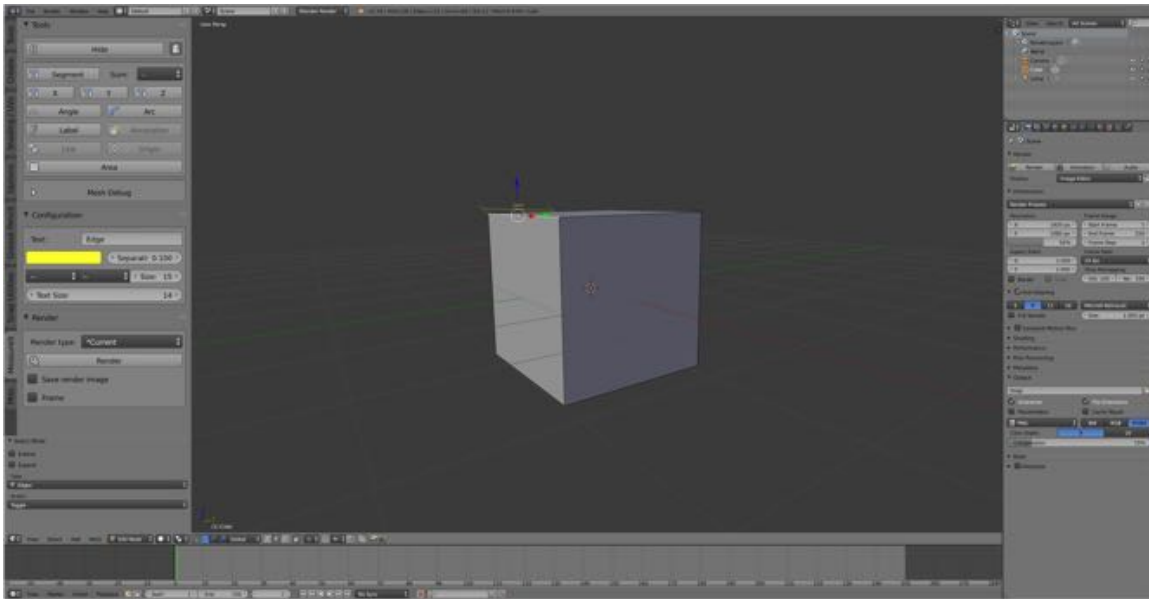
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### To Use the Tool:

- Open Blender and select the elements to be measured.
- Open the MeasureIt Tab in the Tool Shelf.
- Select the color, add a name, and define the type of measurement.
- Choose to Show or Hide the measurements at the top of the pane.

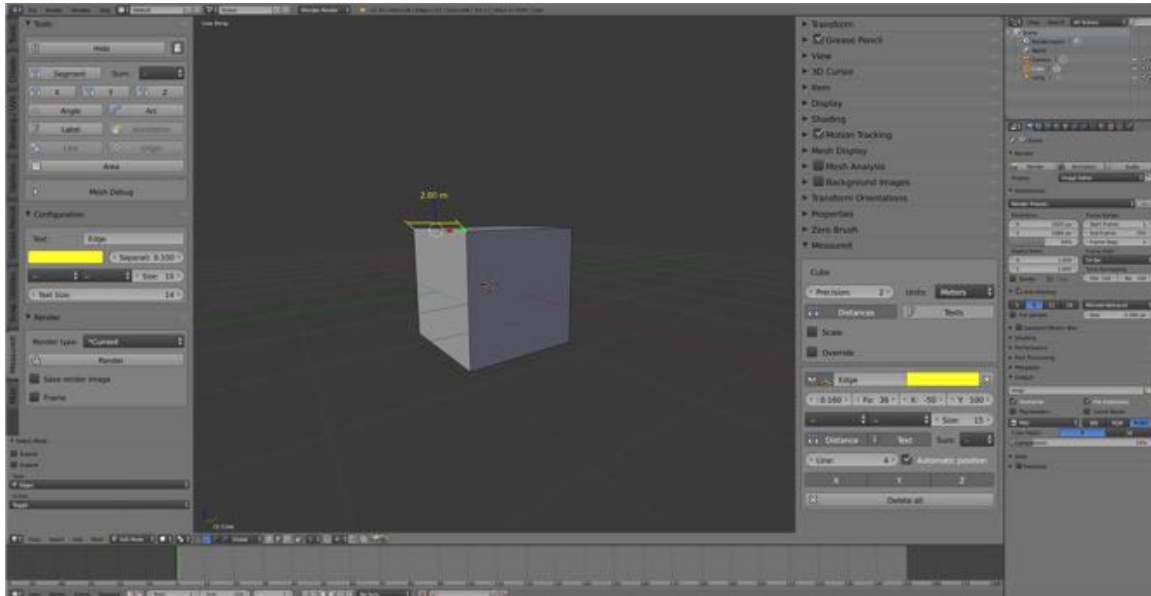
## Let's Try It:

- **Open Blender, switch (TAB-KEY) to Edit Mode and deselect (A-KEY) the Default Cube.**
- **Switch to Edge Selection Mode, and select an edge that is parallel to the X-axis.**
- **In the Tool Shelf's MeasureIt Tab, LMB on the Color Button and from the Color Picker choose a yellow color.**
- **In the Text Box name the edge "Edge".**
- **Designate the measurement as a "Segment".**
- **LMB click the Show/Hide toggle to view the measurement detail on the model.**



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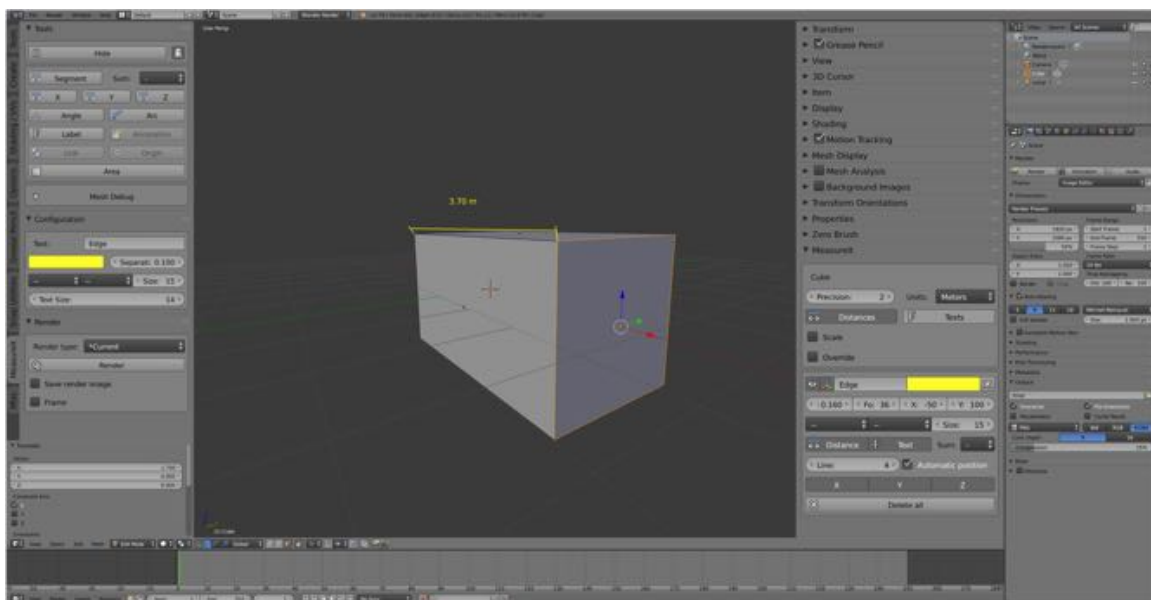
- **Bring the Properties Panel into view (N-KEY).**
- **LMB click on the Axes Icon in the MeasureIt Pane and from the Drop Down Options Pane change:**
  - **Line weight increased from 1 to 4.**
  - **Distance of label from line increased from 0.100 to 0.160.**
  - **Font size increased from 14 to 36.**
  - **X-axis location changed from 0 to -50.**
  - **Y-axis location changed from 0 to 100.**



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- **Switch to Face Selection Mode.**
- **Select the side face and drag on the X-axis.**

Notice how the measurement changes dynamically as you drag the face.

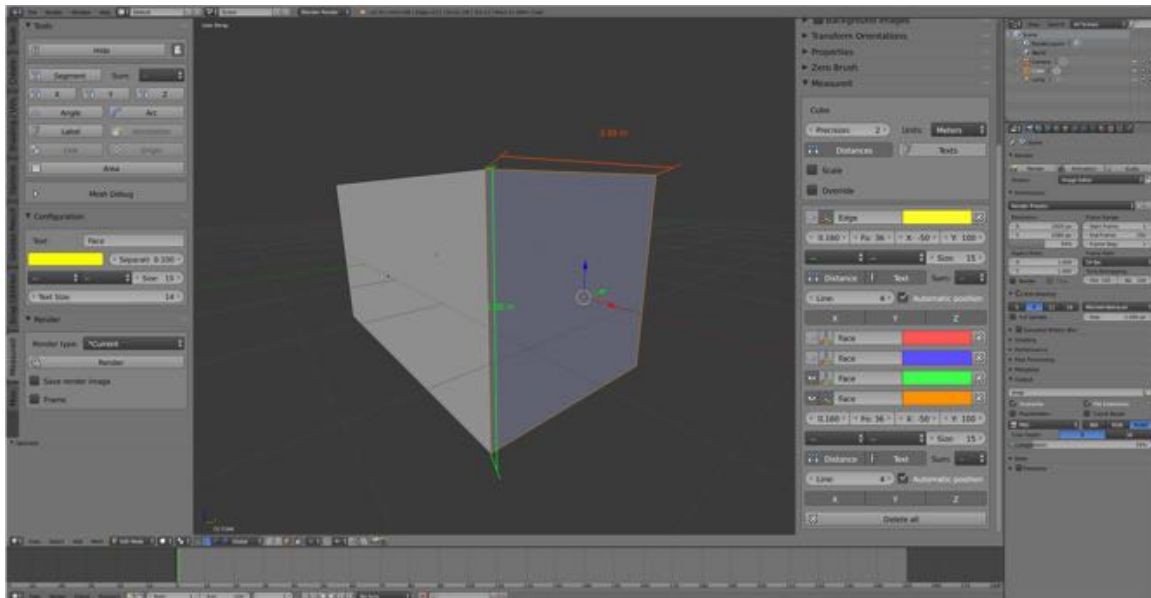


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- With the face still selected, in the **Tool Shelf's MeasureIt Tab**, change the **name** from Edge to **"Face"**.
- **LMB click on "Segment"**.
- In the **Properties Panel's MeasureIt Pane** LMB click on the **Axes Icon** of each edge it turn and from the Drop Down Options Pane **change:**

- **Color to red, blue, green and orange** (in turn).
  - **Line weight** increased from 1 to 4.
  - **Distance** of label from line increased from 0.100 to **0.160**.
  - **Font size** increased from 14 to **36**.
  - **X-axis location** changed from 0 to **-50**.
  - **Y-axis location** changed from 0 to **100**.
- **Hide the yellow, red and blue edge measurements.**

Notice how each measurement can be changed independently.



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### Additional Comments:

There are many ways you can add measurements to your model and have them visible only when you need them. Watch the videos listed below and experimenting will give you an idea of how versatile this add-on is, and will make you more proficient in its use.

### For More Information:

<https://www.youtube.com/watch?v=R0jCdCoaRvs&feature=youtu.be>

<https://www.youtube.com/watch?v=hiEZxnPHq70&feature=youtu.be>