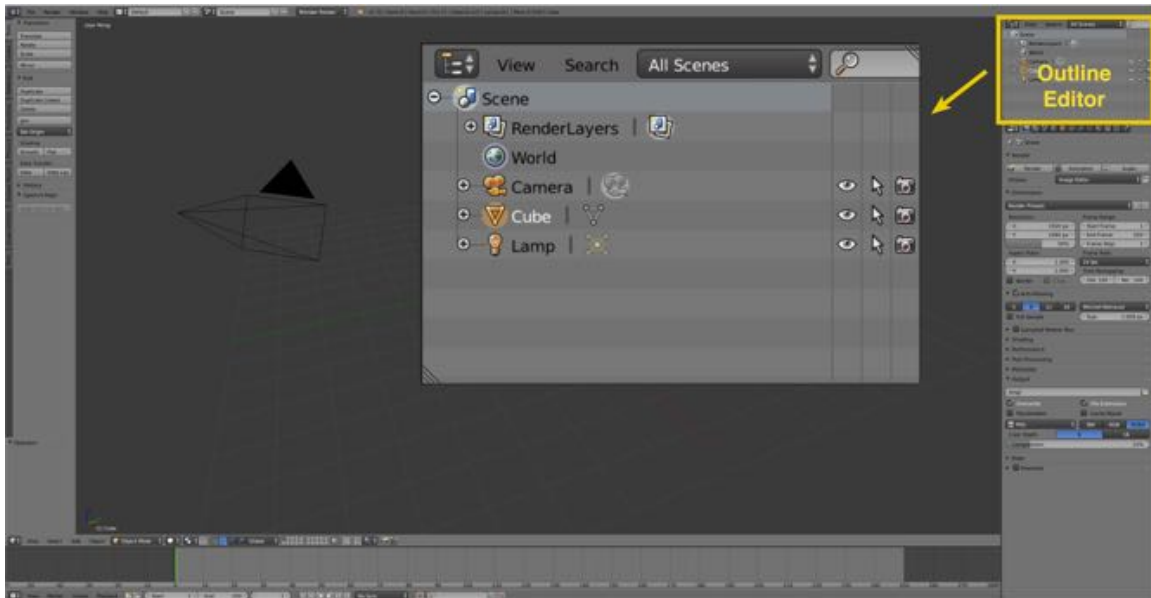


## Outline Editor

The outline Editor acts like a table of contents of all the objects in your scene.

In Blender's default interface there are three: the camera, the cube and the lamp.



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Items can be selected by **LMB** clicking on the name or **SHIFT + LMB** clicking to select more than one.

The Eye Icon to the right of the items name is a toggle for hiding or viewing each item.

As your model grows you will likely add new objects (meshes) or subdivide your model into separate objects that can be treated differently (e.g., have a different material or texture added or linked in different ways through what is know as parent-child relationships). These additions will appear in the hierarchy of the Outline Editor so they can be tracked (more about this later).

Note: A particular source of frustration can occur when viewing or selecting an item in the Outline Editor. Often you want to follow this selection by performing some action in the 3D editor, or some other editor, using a keyboard shortcut. And forget to move the mouse cursor back to the editor to which the keyboard shortcut is associated.

Remember: keyboard shortcuts are context sensitive. That is, they respond based on the position of the mouse cursor. To invoke a keyboard shortcut for the 3D Editor, the mouse cursor must be hovered over the 3D Editor.