

Screen Layouts

Access:

Keyboard shortcut: None

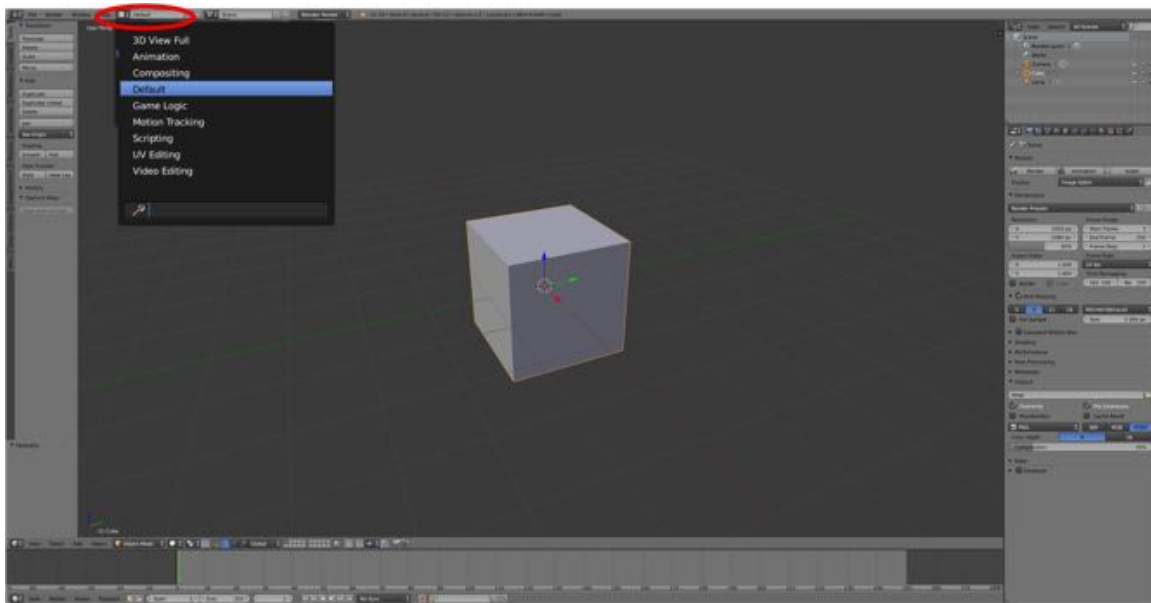
Mode: All Modes

Panel: None

Menu: **Choose Screen Layout Icon >**

Description:

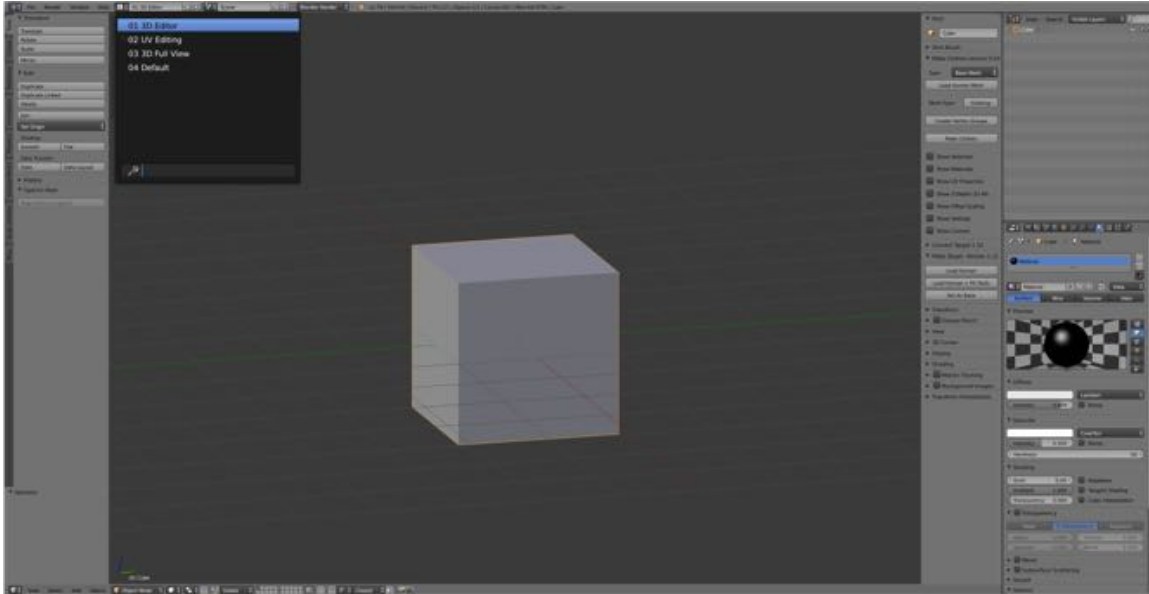
Blender comes with 9 predefined screen layouts: 3D View Full, Animation, Compositing, Default, Game Logic, Motion Tracking, Scripting, UV Editing and Video Editing.



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Blender's flexibility also allows you to create custom screen and there are keyboard shortcuts for switching between screen layouts: CTRL + LEFT-ARROW or CTRL + RIGHT-ARROW.

I prefer to delete the predefined screen layouts, except for the Default layout and create my own screen layouts. I also number them so I can determine the order in which they will appear in the list of screen layouts.



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Below I'll show you how to:

- Delete the default screen layouts,
- Create the custom the screen layouts I use,

To Use the Tool:

- In the **Information Editor LMB** click on the **Choose Screen Layout Icon** and **chose** the screen layout.

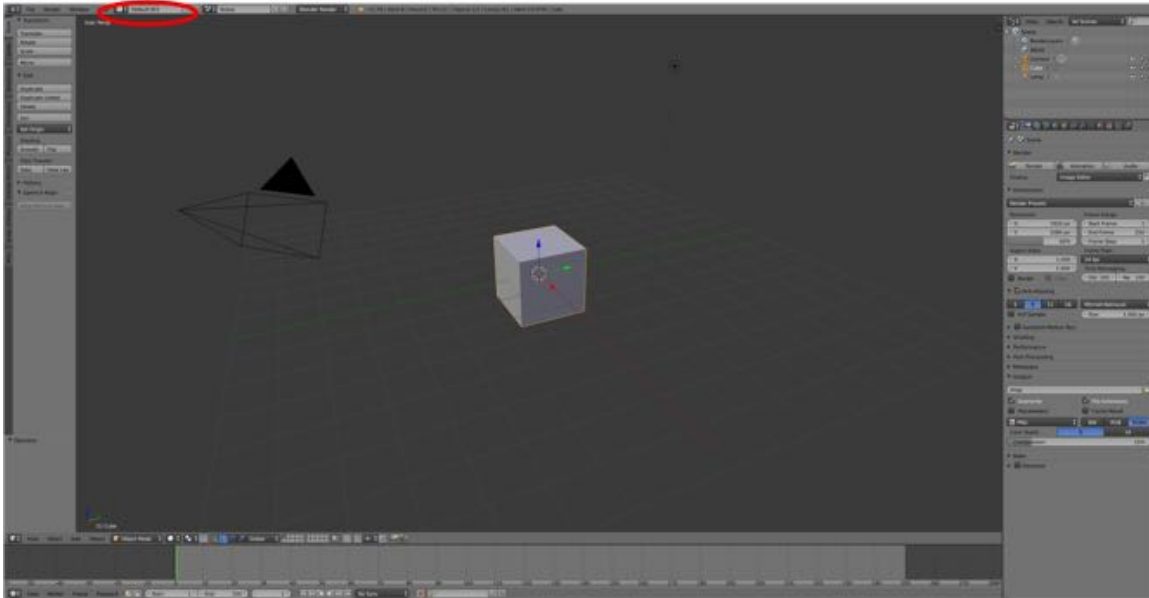
Let's Try It:

Delete the Default Screen Layouts

- **Open Blender.**
- In the **Information Editor, LMB** click on the **Choose Screen Layout Icon** and, with the **exception of the Default Screen Layout**, select each screen layout and **LMB** on the **"X" Icon** to the right to **delete** them.

Add Custom Screens

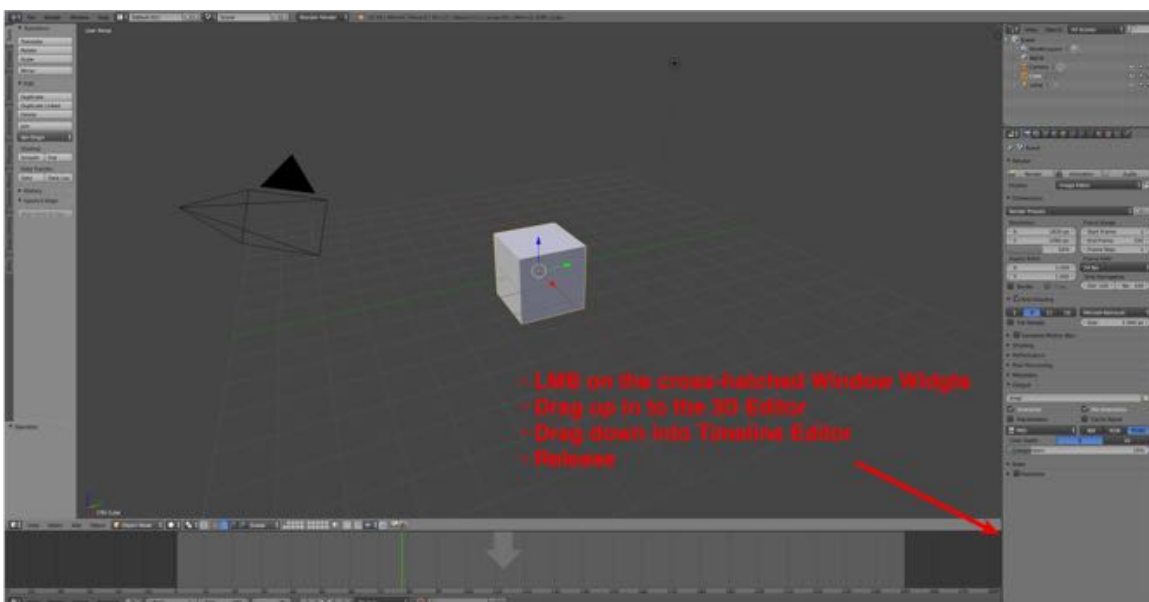
- **LMB** click on the **"+" Icon** to **create a new screen layout**. It will be named **"Default.001"**.



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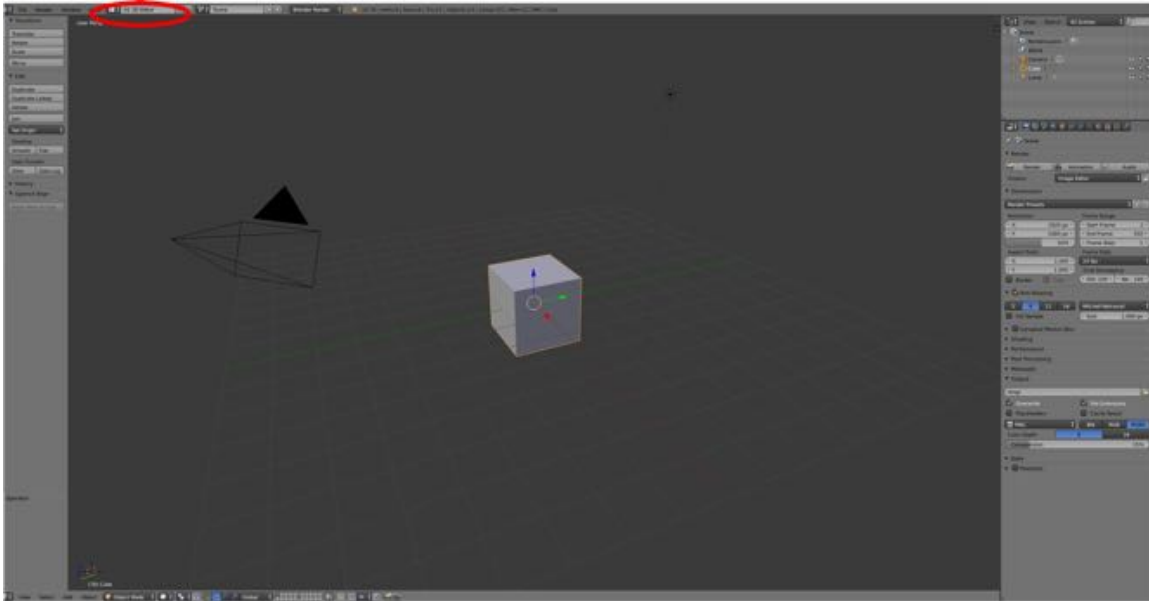
- **LMB** on the **Frame Widget** (the cross-hatched area) in the upper right-hand corner of the **Timeline Editor** and drag first upwards into the 3D Editor (an upward facing arrow will appear) and then (without releasing the mouse button) downwards into the Timeline Editor (a downward facing arrow will appear). Release the mouse button over the Timeline Editor **LMB** to **remove** the **Timeline Editor** and have the 3D Editor fill it's vacated space.

Note: If you are not used to working with the Frame Widget see Frame Widget Tool.



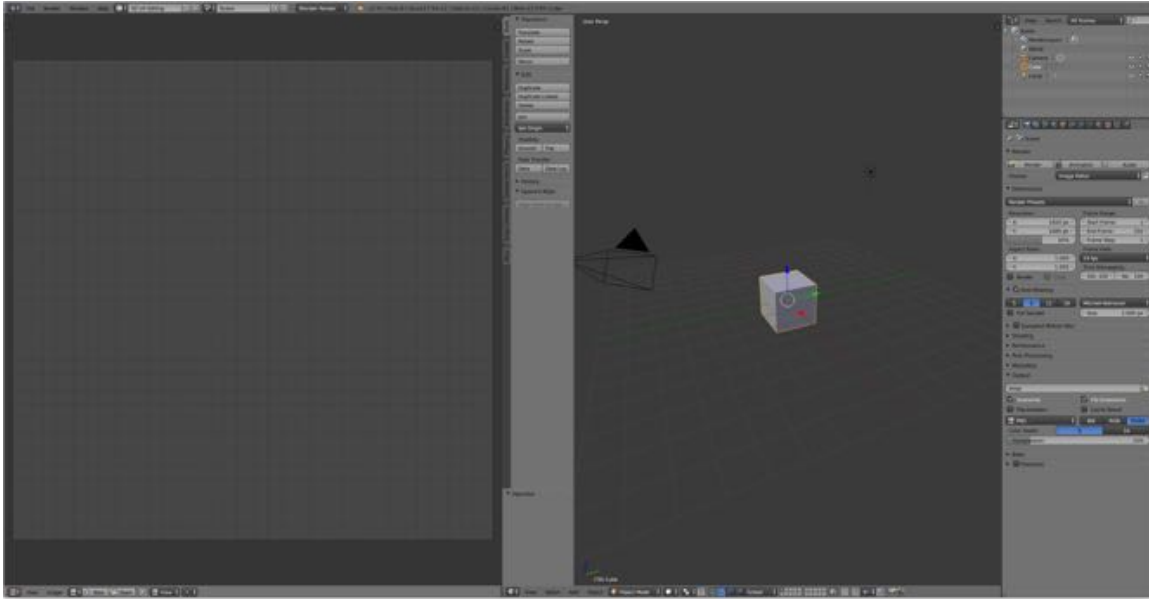
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- **Double (LMB)** click on the “**Default.001**” screen layout name and **change** it from “Default.001” to “**01 3D Editor**”.



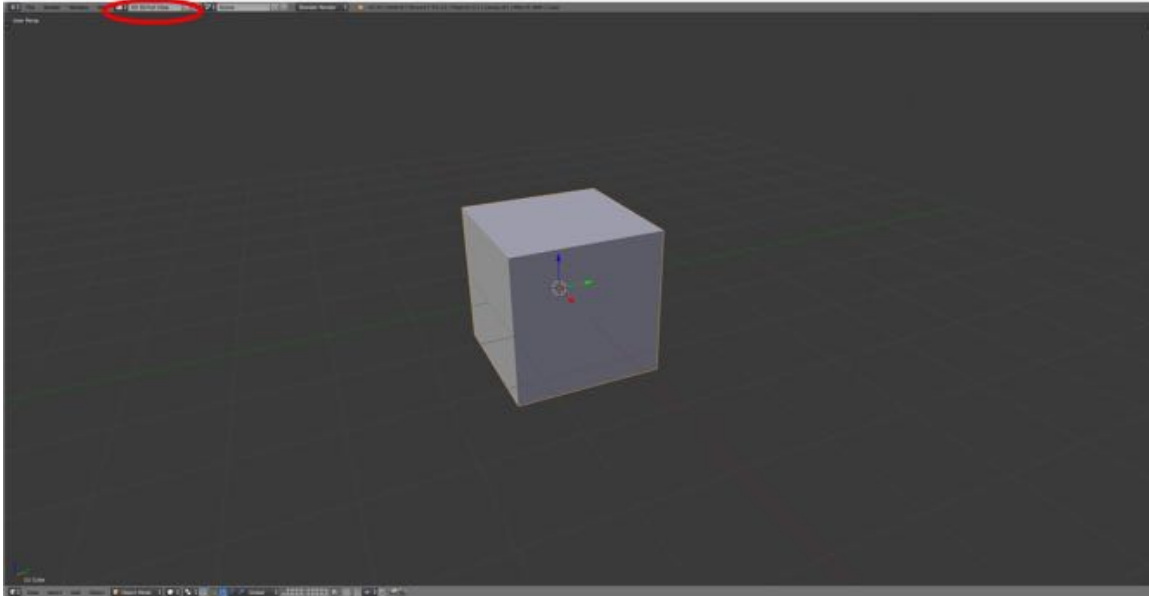
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- **LMB** click on the “+” **Icon** to **create a new screen layout**. It will be named “**01 3D Editor.001**”.
- **LMB** click on the **Frame Widget** in the upper right-hand corner of the **3D Editor** and **drag into** the 3D Editor **create a second 3D Editor Frame**.
- In the left-hand corner of the left-hand 3D Editor’s Header **LMB** click on the **Editor Selection Icon** and **select UV/Image Editor**.
- With the mouse cursor hovering over the UV/Image Editor **press** the **F-KEY** to **enlarge the UV map**.
- **Double (LMB)** click on the “01 3D Editor.001” screen layout **name** and **change** it from “01 3D Editor.001” to “**02 UV Editing**”.



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- **LMB** click on the “+” **Icon** to **create a new screen layout**. It will be named “02 UV Editing.001”.
- **LMB** on the **Frame Widget** (the cross-hatched area) in the upper right-hand corner of the **Properties Editor** and **drag upwards** into the Outline Editor (an upward facing arrow will appear). **Release** the mouse button over the Outline Editor to remove the Outline Editor and have the Properties Editor fill it’s vacated space.
- **LMB** on the **Frame Widget** (the cross-hatched area) in the upper right-hand corner of the **UV/Image Editor** and **drag** first to the right **into the 3D Editor** (a right facing arrow will appear) and then (without releasing the mouse button) **drag** to the left **into the UV/Image Editor** (a left facing arrow will appear). **Release** the mouse button over the UV/Image Editor to **remove** the UV/Image Editor and have the 3D Editor fill it’s vacated space.
- **Double (LMB)** click on the “02 UV Editing.001” screen layout name and **change** it from “02 UV Editing.001” to “**03 3D Full View**”.



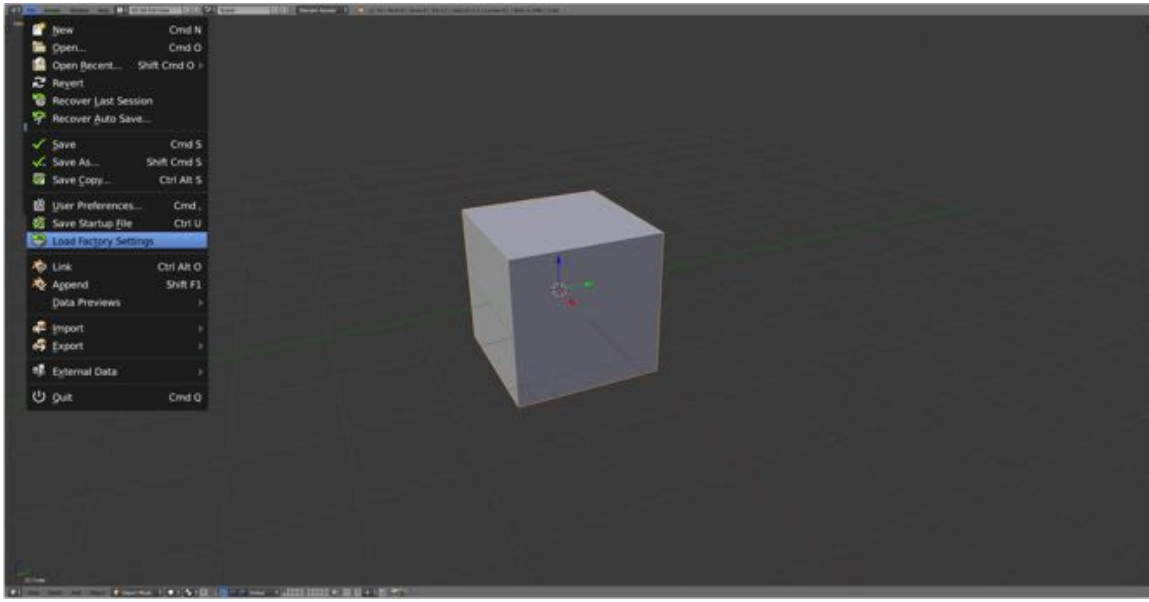
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- Press **CTRL + RIGHT-ARROW** or **CTRL + LEFT-ARROW** to **switch** between screen **layouts**.
- To save your changes **press CTRL + U** and from the Popup Menu **select Save Startup File**.

Note: When you save your changes by select Save Startup File Blender also notes which layout your are in and will open in that layout. If you want to open by default with one of the other screen layouts switch to that layout and save (**press CTRL + U** and from the Popup Menu **select Save Startup File**).

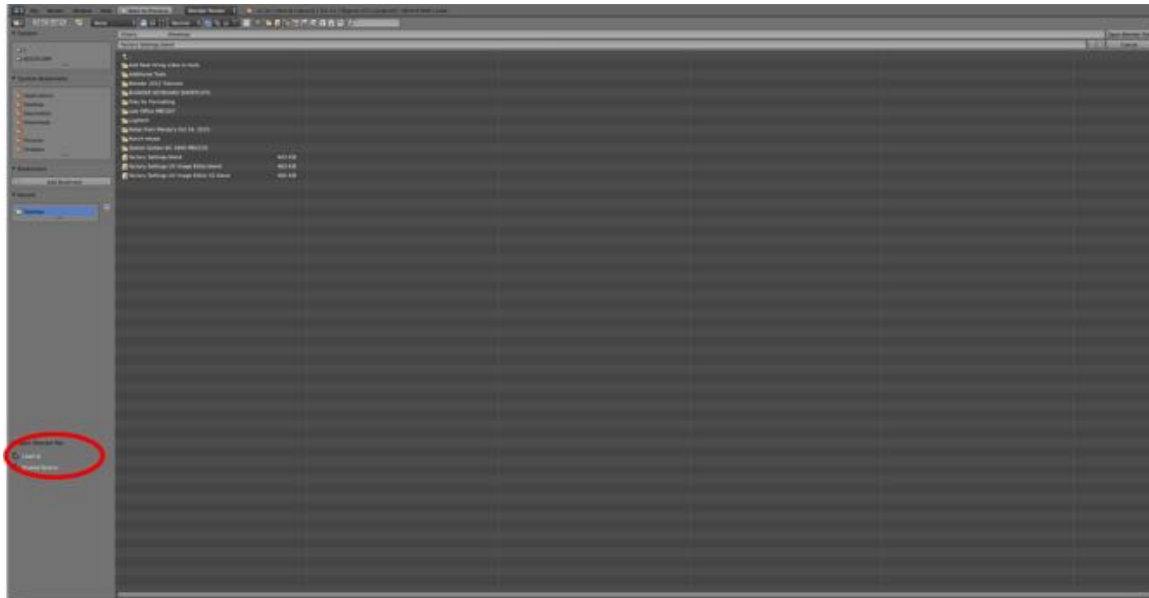
Additional Comments:

You can, of course, create and name your own screen layouts. I will likely add to mine in time as I get more into painting and animation, for example. You can add and delete screen layouts anytime. You can also reset your screen layouts back to the default settings in the Information Editor's File Menu by selecting "Load Factory Setting". However, be aware that this will remove all your other custom settings and revert back to the default settings.



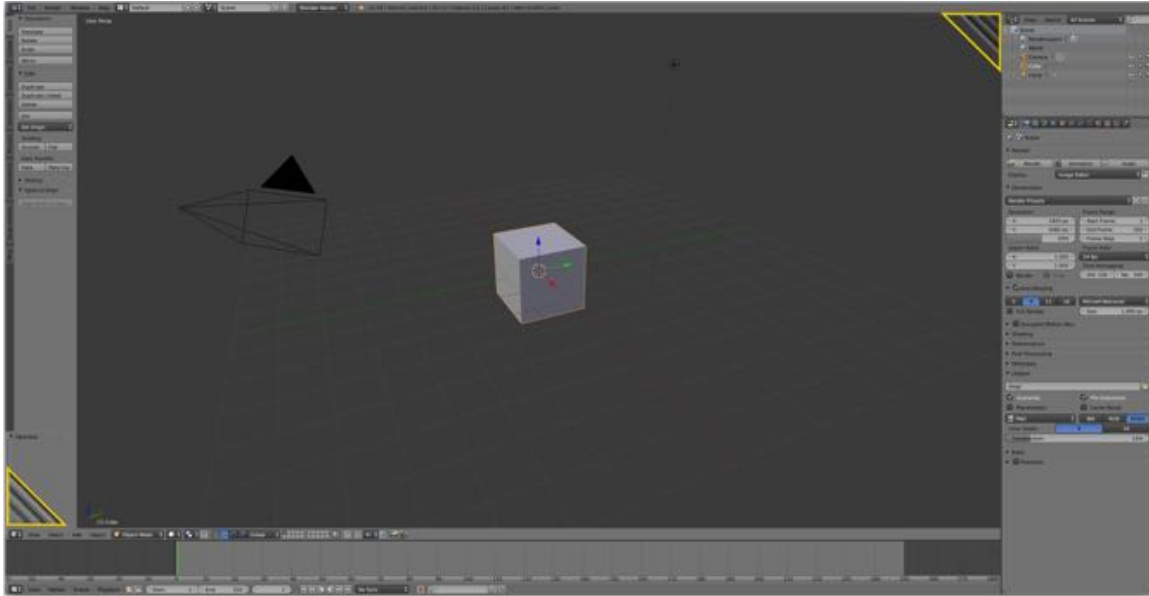
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When you save your Blender file the screen layouts are also saved with it. When you open the file with enabling the Load UI checkbox in the File Browser Editor enabled Blender will use the file's screen layouts (overriding your defaults in the process). Leaving the Load UI checkbox disabled tells Blender to use the current layout. The File Browser Editor is accessed in the Information Editor's File Menu by selecting "Open".



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The Load UI checkbox is at the bottom of the Tool Shelf.



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For More Information:

Blender Reference Manual, **Screens**

<https://www.blender.org/manual/interface/screens.html?highlight=screen%20layout>