

Set Dimensions

Access:

Keyboard shortcut: None

Mode: Properties Editor > Scene > Units

Panel: None

Menu: None

Description:

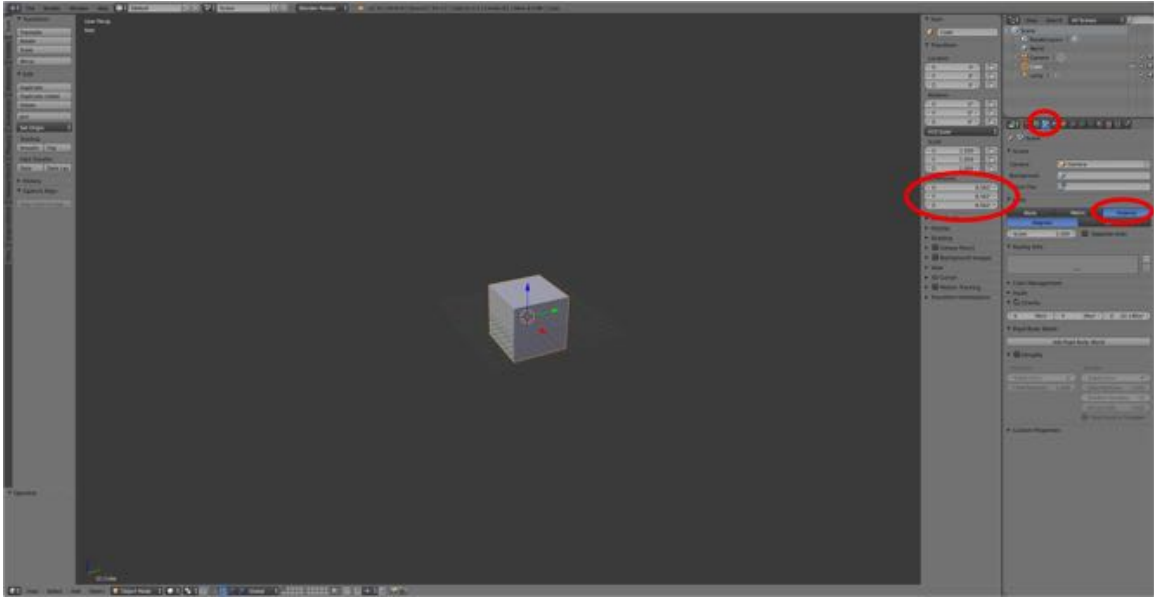
You can set the units (Blender, Metric or Imperial) before modeling by selecting the Scene Icon in the Properties Editor Header (icon with three objects, third from the right) and making your selection in the Unit Pane. By default Blender is set to Blender units (None in the Units Pane). When selecting metric or imperial you can also choose to separate the units by checking the Separate Units check box that appears. Leaving this box unchecked divides unit into tenths, i.e., 1 and a half feet will appear as 1.5 feet. When the Separate Units box is checked Blender uses subunits, i.e., 1 and a half feet will appear as 1 foot 6 inches. You can also enter units using sub units, e.g., 1 m 25 mm. For accepted abbreviation of the units see Unit Names.

To Use the Tool:

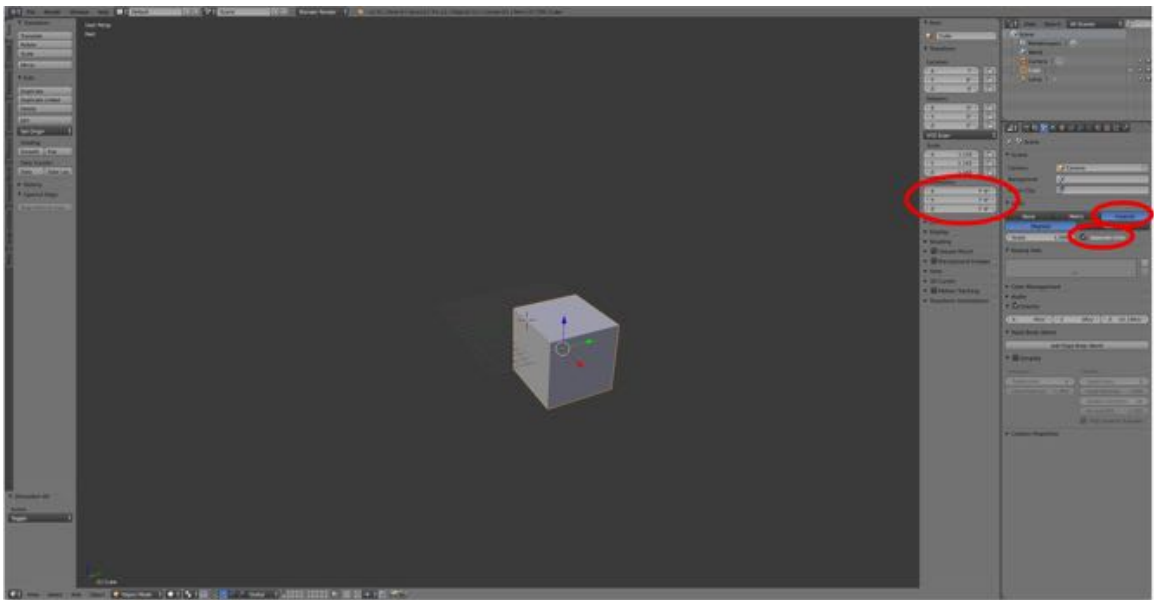
- In the **Properties Editor** Header select the **Scene Icon** (icon with three objects, third from the right) and making your selection in the **Unit Pane**: **None** (Blender units), **Metric** or **Imperial**.
- **Choose** your **Scale** and whether you want **Separate Units**.

Let's Try It:

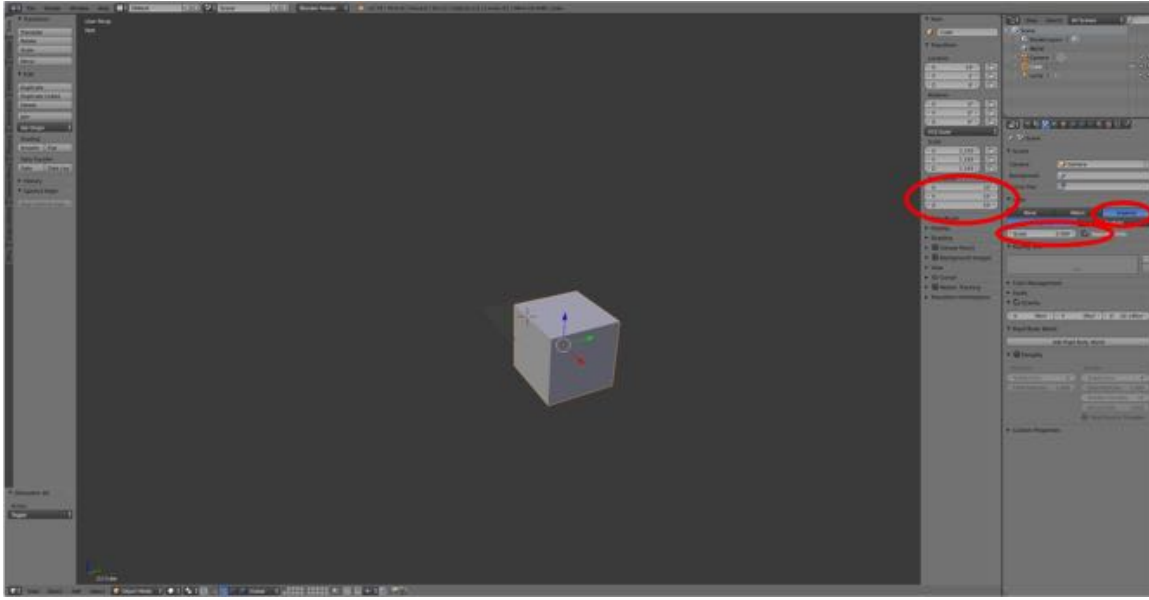
- Open Blender and select the Scene Icon in the **Properties Editor** Header.
- In the Units pane select **Imperial**.
- In the **3D Editor's Properties Panel (N-KEY)**, notice that the Default Cube is 6.562 feet.



- In the **Properties Editor's Scene Pane** select **Separate Units**. Notice that the Default Cube is 6 feet 6.7 inches.



- Change the cube to 7 feet 6 inches by entering “7ft 6in” in the X-, Y- and Z-dimensions box.



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Additional Comments:

You can also scale your models at any time, even after they are built. For example, if you are using Make Human for the first time and discover that your figure when ported over into Trainz is the size of the jolly green giant from Jack and the Bean Stock, you can go back to Blender and reduce the size.

For More Information:

Blender Reference Manual, **Buttons and Controls > Units**

https://www.blender.org/manual/interface/buttons_and_controls.html