

Blender right sidebar (Properties panel) for the 'rig' object. It shows the Transform, Delta Transform, Transform, Relations, Groups, Display, and Duplications sections. The 'Rota' (Rotation) section is expanded, showing rotation values for X, Y, and Z axes. The 'Display' section shows visibility and display options for the rig.

Blender timeline and playback controls. The timeline shows frame numbers from -50 to 260. The current frame is 153. Playback controls include play, stop, and frame advance buttons. A small thumbnail window in the bottom right corner shows a preview of the rendered scene.



View Search All Scenes

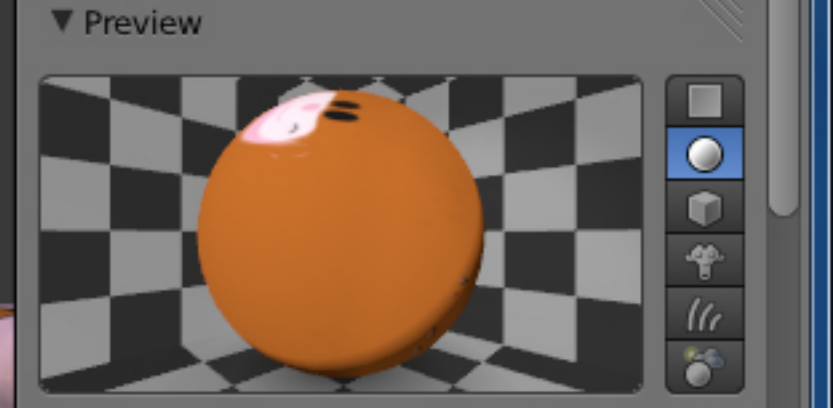
- Scene
- RenderLayers
- World
- Plane

Plane.001 Material.001

Material.001

Material.001 F Data

Surface Wire Volume Halo



Diffuse

Color: [Orange] Toon

Intensity: 1.000 Ramp

Size: 1.500 Smooth: 0.170

Specular

Color: [Orange] Toon

Intensity: 0.000 Ramp

Size: 0.500 Smooth: 0.163

Shading

Emit: 0.00 Shadeless

Ambient: 1.000 Tangent Shading

Translucency: 0.000 Cubic Interpolation

Transparency

View Select Object Object Mode

Timeline: Start: 1 End: 250 1 No Sync

View Marker Frame Playback











View Search All Scenes

- WGT-toe.R
- WGT-torso
- WGT-upper_arm.L
- WGT-upper_arm.R
- WGT-upper_arm_pole.L
- WGT-upper_arm_pole.R
- rig
 - Animation
 - Pose
 - rig.001

Cube.008

Normals

Auto Smooth Double Sided

Angle: 30°

Texture Space

Vertex Groups

Shape Keys

UV Maps

UVMap

Name: UVMap

Vertex Colors

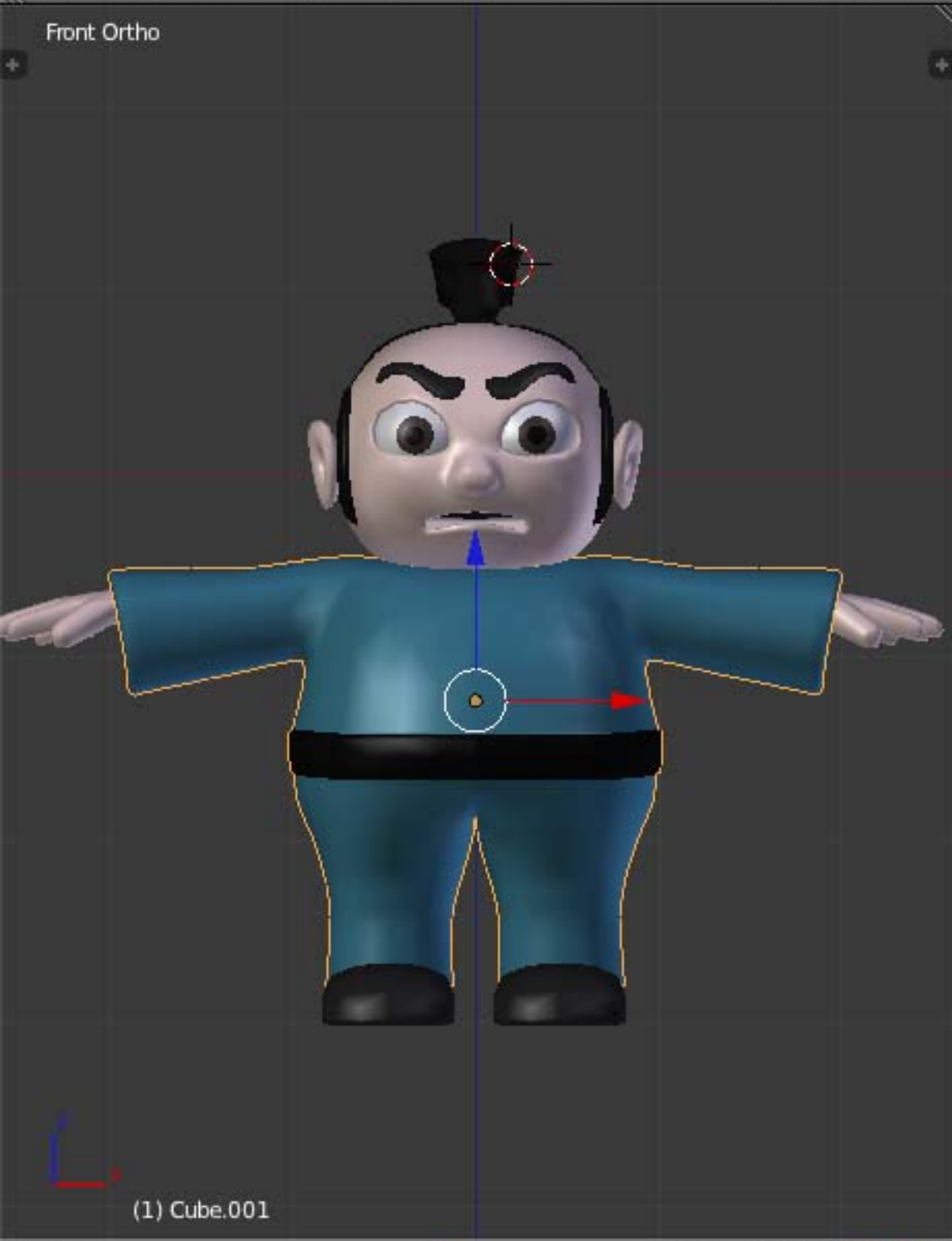
View Select Object Object Mode

Timeline: Start: 1 End: 25 12

View Marker Frame Playback No Sync







View Search All Scenes

- RenderLayers
- World
- Camera

Cube.001

Modifiers

Add Modifier

ror

Apply Copy

Axis:	Options:	Textures:
<input checked="" type="checkbox"/> X	<input checked="" type="checkbox"/> Merge	<input type="checkbox"/> U
<input type="checkbox"/> Y	<input checked="" type="checkbox"/> Clipping	<input type="checkbox"/> V
<input type="checkbox"/> Z	<input checked="" type="checkbox"/> Vertex Gr	

Merge Limit: 0.001000

Mirror Object:

urf

Apply Copy

Catmull-Clark Simple

Subdivisions: Options:

View: 1 Subdivide UVs

Render: 2 Optimal Displa



View Search All Scenes

- Scene
 - RenderLayers
 - World
 - Camera
 - Cube

Cube outer robe.001

- outer robe.001
- inner robe

outer robe.001 F Data

Surface Wire Volume Halo

Preview

Diffuse

Lambert

Intensity: 0.800 Ramp

Specular

CookTorr

Intensity: 0.500 Ramp

Hardness: 50

Shading

Emit: 0.00 Shadeless

Ambient: 1.000 Tangent Shading

Translucency: 0.000 Cubic Interpolation

Transparency

Mask Z Transparency Raytrace

View Select Object Object Mode Global

Timeline: Start: 1 End: 250 2 No Sync