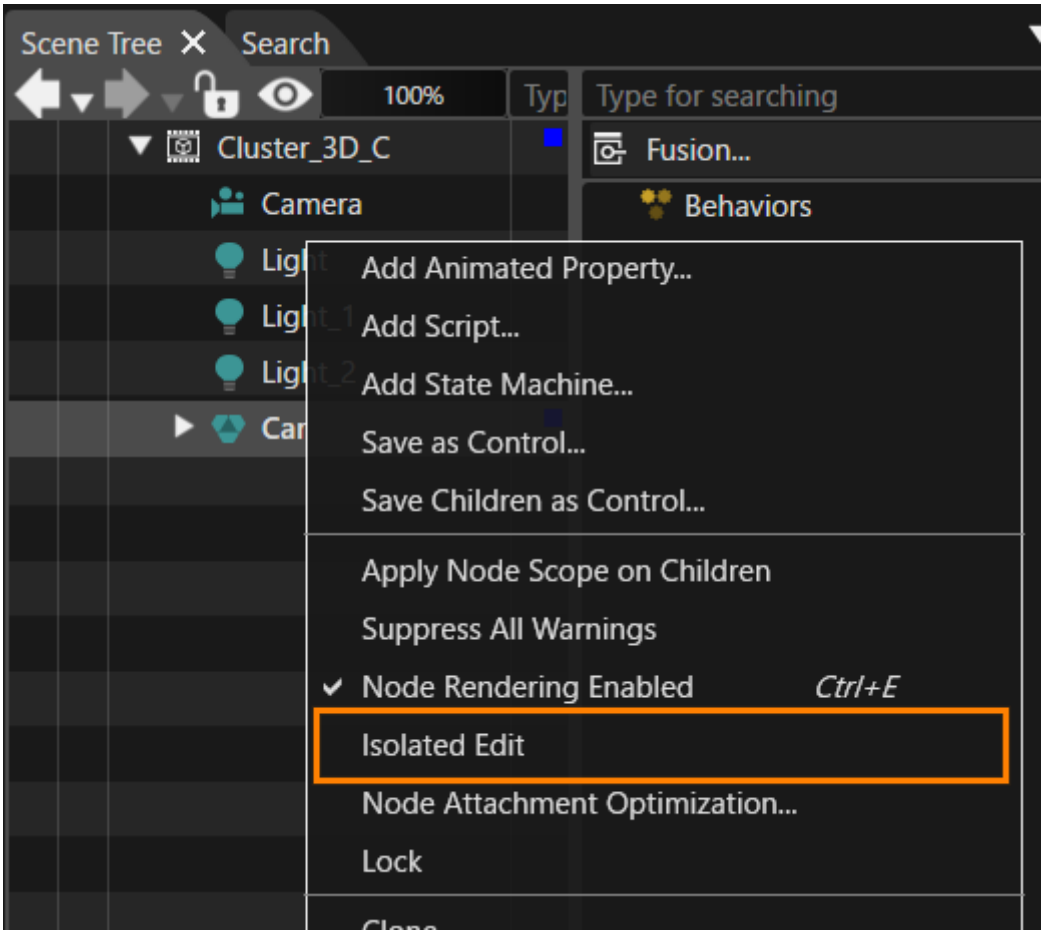
Isolated Editing

For a graphic designer or a technical artist, sometimes it is very useful to have the possibility to shape a single graphic object without seeing the whole scene context. For instance, the designer needs to switch to a special context where only one object (e.g. car) is visible and can be edited. To address this need, SceneComposer allows to edit a single object within the regarding scene hiding all other rendered elements and temporary set the edited object in the view center.

To use this feature, in SceneTree having multiple objects selected, right click > Isolated Edit - this will enter in a special Single Editing Mode, where a scope is applied to the selection.



Another possibility to enter in a special Single Editing Mode is to use the "Isolated Edit" button which is placed in the Toolbar near the "Active Rendering" button.



All objects will be rendered with the built-in scope. Turning off this mode can be realized from the toolbar, this mode being highlighted. In this way more complex scenarios can be applied.

If you refresh the current scene or switch to another scene, the isolated edit mode will be automatically turned off.

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