

Blender Workspaces / Descriptions

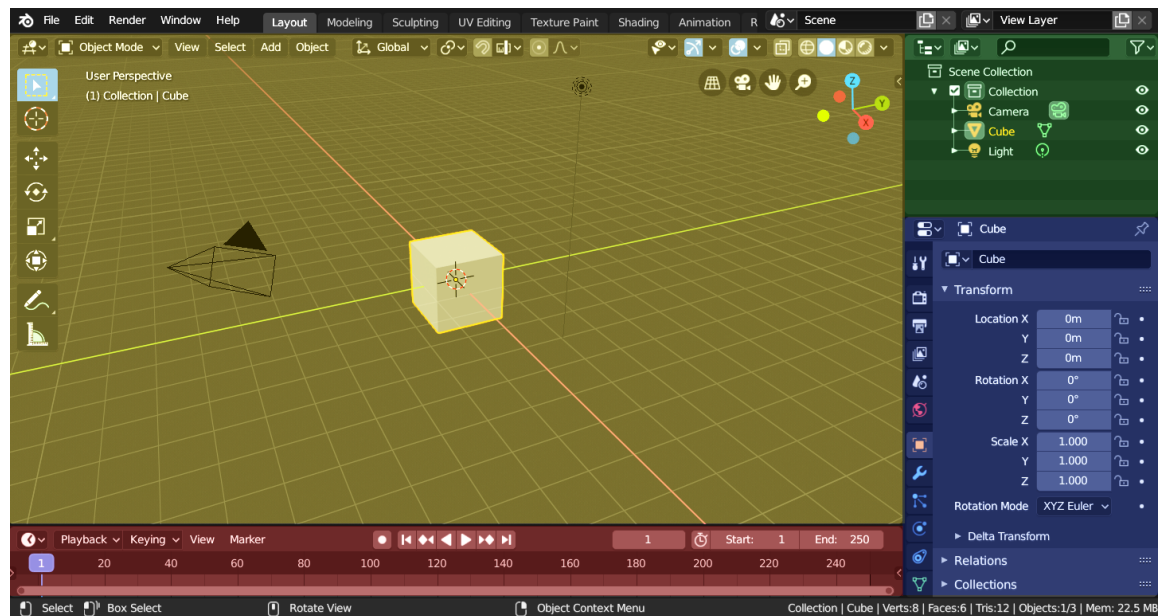
Updated July 2022

Yellow Section
3D Viewport

Green Section
Outliner

Blue Section
Properties

Red Section
Timeline



Blender also has several other workspaces you can choose from above the 3D Viewport.
They are as follows:

Modeling - For modification of geometry by modeling tools.

Sculpting - For modification of meshes by sculpting tools.

UV Editing - For mapping of image texture coordinates to 3D surfaces.

Texture Paint - For coloring image textures in the 3D Viewport.

Shading - For specifying material properties for rendering.

Animation - For making properties of objects dependent on time.

Rendering - For viewing and analyzing rendering results.

Compositing - For combining and post-processing of images and rendering information.

Geometry Nodes - For procedural modeling using Geometry Nodes.

Scripting - For interacting with Blender's Python API and writing scripts.

Refer to [Blender's Online Manual](https://docs.blender.org/manual/en/latest/index.html) for additional information!