

# Final Surface® - Überblick Arbeitsbereich

## Target Mode Bar

- Camera Mode
- Object Mode
- Point Mode
- Surface Mode
- Origin Mode

## Action Bar

- Selection Tool
- Polygon Selection
- Rotate Tool
- Move Tool
- Scale Tool
- Local Coordinates
- Measure Tool

## Style Bar

- Set color to selected
- Classify
- Colorize by gradient
- Texture Manager

## Mesh Edit Bar

- Cut Mesh
- Deform Mesh
- Extrude Triangles
- Create Triangles

## Menüleiste

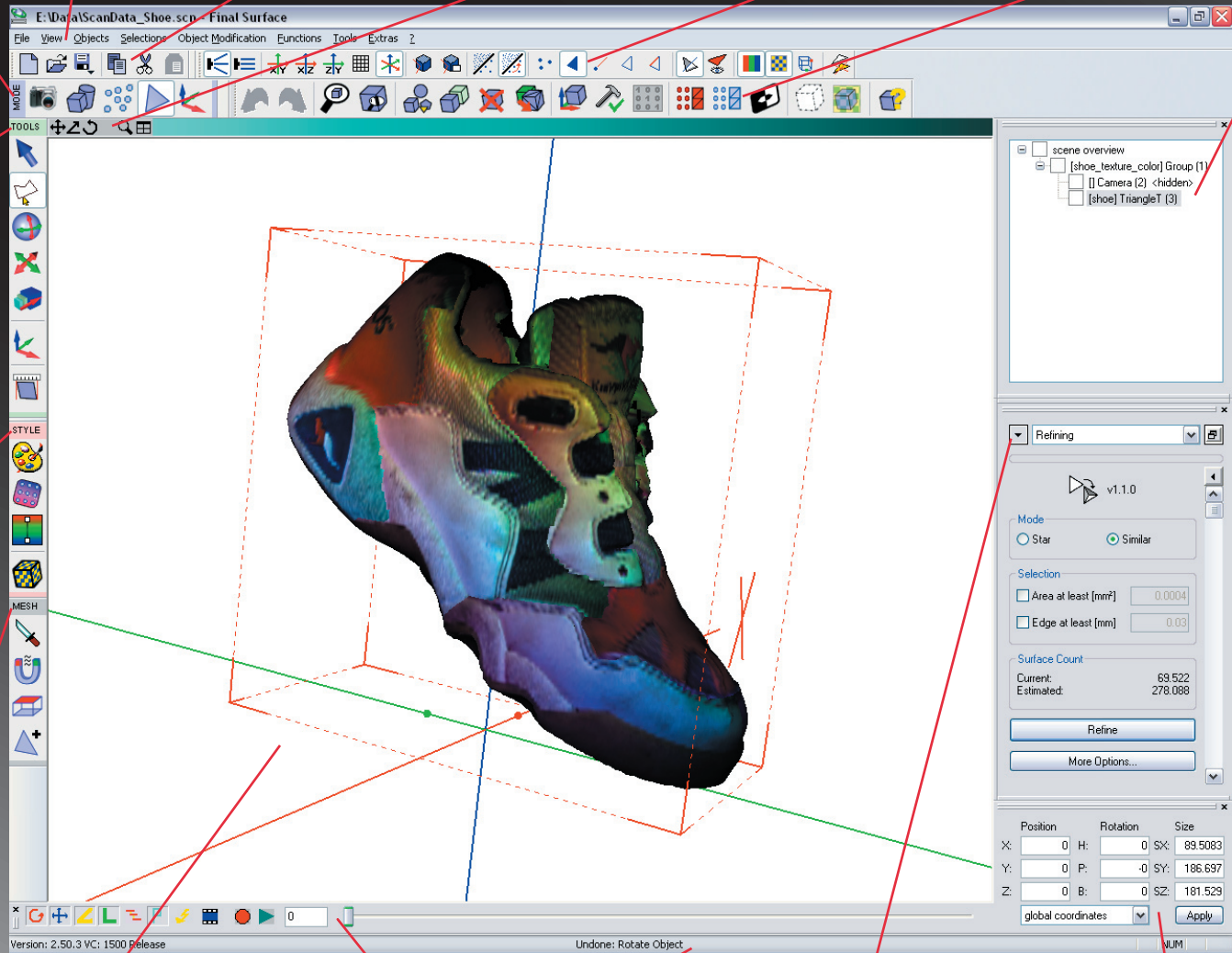
## Main Tool Bar

## Quick Navigation Bar

## View Mode Bar

## Object Bar

## Scene Tree



## Arbeitsfenster

## Animation Timeline

## Status Bar

## Plugin Selector

## Coordinate Manager