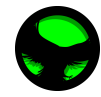


Object Control for Blender Users



by olivecrow

1.About Object Control for Blender Users

⚠ Due to Asset Store policy, the name has been changed from “Blender-Like Object Control” to “Object Control for Blender Users”. Changing the names of already used classes can affect users' projects, so programmatically I still use the `BlenderLikeObjectControl` or `BLOC`.

Object Control for Blender Users(OCBU) is a plugin that helps you move objects in Unity's scene view (viewport) similar to how you would in Blender.

Currently, when moving or rotating an object in Unity, you have to click and drag the gizmo in the scene view every time. This is a very inefficient and time-consuming task, especially in the process of creating large-scale scene environments, especially when placing natural objects.

Anyone who has used the Blender probably knows this. In Blender you don't need gizmos to move objects. All you have to do is press the movement-related shortcut keys and move the mouse pointer around to make adjustments.

OCBU provides a system similar to Blender's object control system. And going one step further, It also provides functions that allow you to handle objects more easily in Unity.

Are Unity's default transform tools still available ?

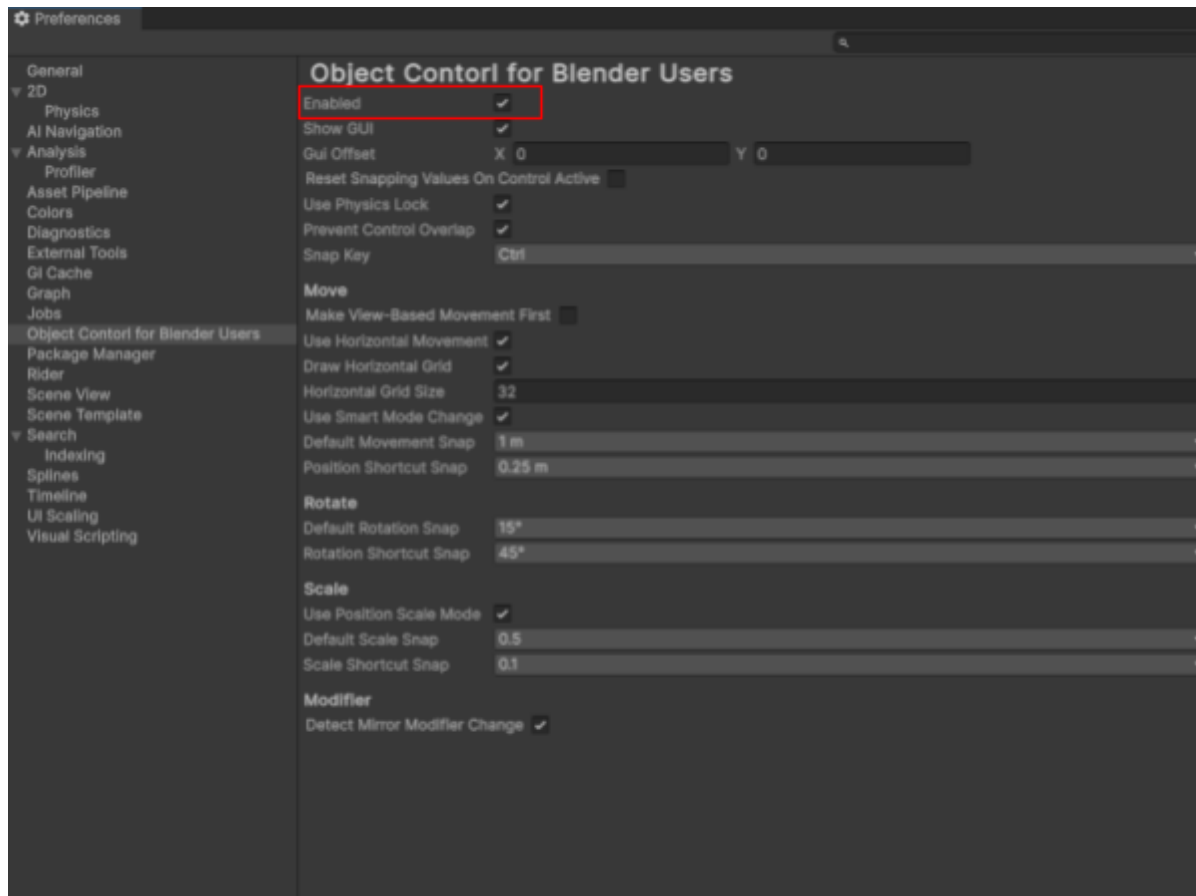
Of course!

You can still use Unity's native transform tools using scene view gizmos while still using OCBU.

2.How to use

First, import the package downloaded from the Asset Store.

And after the import is complete, go to **Edit > Preferences > Object Control for Blender Users** tab and change **Enabled to true**. If enabled is false, all functions related to the OCBU will stop immediately.



After that, it's very easy. If you have experience with Blender, you can move objects in the scene view the same way you move objects in Blender.

For a description of each field in Preferences, please refer to [9.Preferences](#).

