This page exists within the Old ArtZone Wiki section of this site. Read the information presented on the linked page to better understand the significance of this fact.

# Parameters Tab

The **Parameters tab** gives you fine control over many of the objects in your scenes, including figures, clothing, body parts, props, hair, lights, cameras, and morphs. The Parameters tab organizes its contents into **Groups**, as shown below. When you click on a given group, you can hide or expand those parameters that belong to that group in the Parameters tab. For instance, you can show only the basic General parameters, just the Morphs, or any combination of these or other groups.

**NOTE!** You can create your own sub-groups beneath the General, Misc, or Morph groups. See “Parameters Organizer” for more on organizing parameter groups.

Click on the links below to learn more about the different areas of the Parameters tab:

- Parameters Tab Options
- Mouse-Over Sliders
- Local & Figure Favorites
- Setting Parameters
- Menus & Buttons
- Common Parameter Settings
  - Translations
  - Rotations
  - Scale
  - Visible, Visible in Render, & Selectable
  - Cast Shadows
  - Bend
  - Fit To
  - Point At
  - Morphs
  - Hip Type
- Numeric Parameter Settings Dialog
- Toggle Parameter Settings Dialog
- Parameters vs. Morphs

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