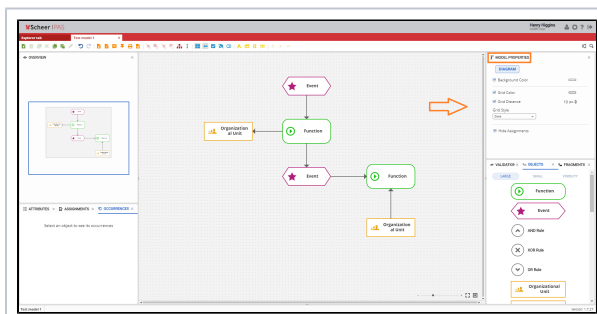


# Model-Object Properties

## Model-Object properties panel location



The **Model /Object properties** is a panel located by default in the top right corner of the screen.

On this panel, there are options that allow you to change visuals of the models or objects that are selected.

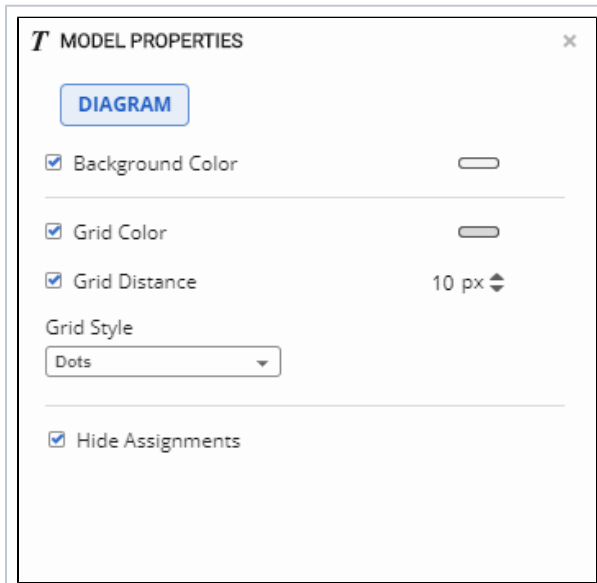
### On this Page:

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  - [Model properties](#)
  - [Object properties](#)
    - [Perspective property](#)

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- [Attributes](#)
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- [Model-Object Properties](#)
- [Objects](#)
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## Model properties



When you select a model by clicking on the canvas grid space, **Model properties** will be shown on this panel.

There are two types of Model properties that can be adjusted: **Diagram and Attributes**.

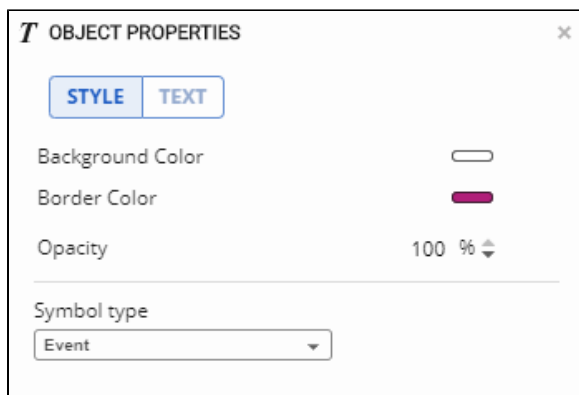
- Diagram properties is where you can change **background color, grid color, grid distance, perspective** and **grid style** for the model.
- Attributes properties is where you can change **font family, alignment, style, size, color of the attributes of the model**. Here you can also set the text wrapping and other options.

 Attributes settings are included if the attributes of the model are dragged & dropped on the canvas.

For every option there is a checkbox that can be unchecked, which is how you can turn off that option.

There is also an option to show or hide **assignments** of the selected model. For this option there is a checkbox that can be unchecked if you want to show assignments of the selected model, or checked if you want to hide assignments of the selected model.

## Object properties



**T OBJECT PROPERTIES** ×

**STYLE** **TEXT**

Background Color

Border Color

Opacity 100 %

Symbol type


Event

If the focused element is an object, then this panel will change its name to **Object Properties**.

There are three types of Object properties that can be adjusted: **Style, Text and Attributes**.

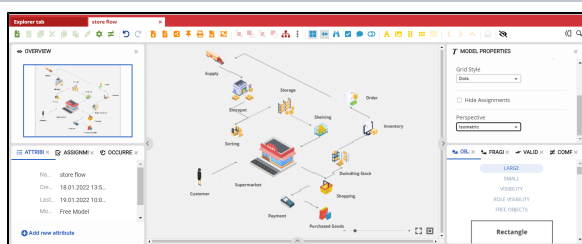
- Style properties is where you can change **background color, border color, opacity** and **symbol type** for the object.
- Text properties is where you can change **font family, alignment, style, size** and **color** of the object text. Here you can also set the **text wrapping** option.

- Attributes properties is where you can change font family, alignment, style, size, color of the attributes of the selected object. Here you can also set the text wrapping and other options.

 Attributes setting is a feature included if the attribute is so far

selected object are dragged & dropped on the canvas.

## Perspective property



The Perspective property is a model property that has two possible values: 2D and Isometric.

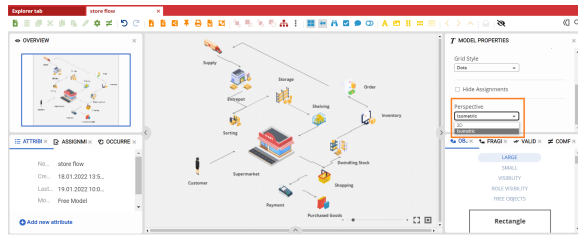
2D is the default value for the Perspective property.



The Perspective property is an option that is currently only available on the Free Model.

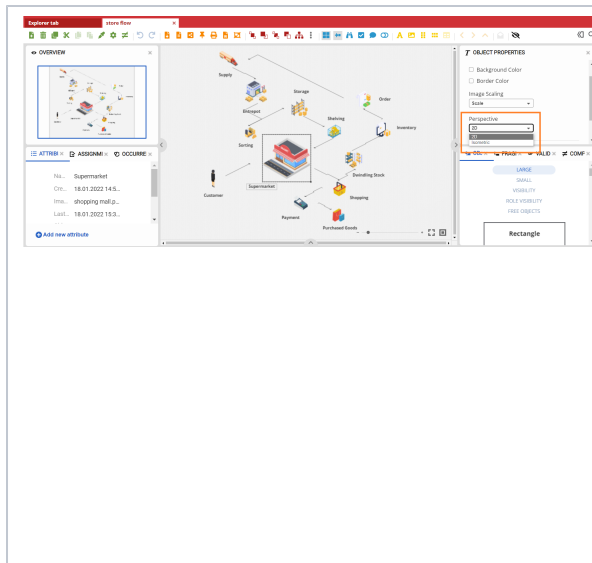


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To enable Isometric perspective, within the Model Properties panel, go to the Perspective property and select **Isometric** as the value from the drop-down menu. **All objects within the model inherit the Perspective property value selected at the model level.** There are two exceptions to the specified rule:

- Model or object **attributes** on the Canvas are always in 2D.
- The **image objects**, by default, have a 2D perspective, even when model is displayed as isometric. However, unlike other objects, Image objects have their own Perspective property. This allows you to set the Perspective property for one or more images differently.



To change the value of the Perspective property for the Image object, select the Image object and within the Object Properties panel, go to the Perspective property and select the value from the drop-down menu.