

# Edit Dimensions In A Model

When you first add a dimension to a model, the dimension consists of an initial hierarchy and key level attribute. You can then add additional levels, hierarchies, secondary attributes, and relationships to other dimensions.

- ▲ [About the Dimension Editor Canvas](#) The dimension editor canvas is where you to work on the hierarchies, levels, secondary attributes, and secondary/snowflake relationships for a particular dimension. Double-click a dimension to open it in the dimension editor canvas.
- ▲ [Edit a Dimension](#) Once a logical dimension has been created, you can edit its name, type, and other properties. You can also model additional hierarchies, levels, and secondary attributes.
- ▲ [Edit a Hierarchy](#)
- ▲ [Edit a Level](#)
- ▲ [Edit a Secondary Dimensional Attribute](#)
- ▲ [Using Custom Empty Members for Levels and Attributes](#)