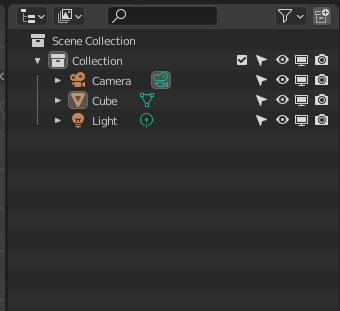
# Modelling Notes

## Outliner



 Enable the object selection – that means allowing the object to be selected or not. Useful for dense scenes.

 Enable/Disable Global visibility. That means it can’t be seen from any viewport. Not too sure how it affects everything.

 Disable/Enable the visibility of the object when rendering.

## Lighting

### 3-point light system

Create a collection called “Lighting Rig”. This will contain your 3 light points: **Light Key**, **Light Fill** and **Light Back**. Note that **Light Fill** and **Back** has less power than **Light Key**.

Cntrl + P is parenting objects. Make sure the intended parent is active selected (Shift click on object)

## Rendering

### Eevee

Quick Rendering but requires more inputs and values. Though the big plus side is that it is really really fast.

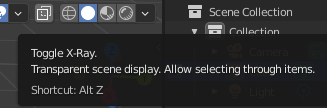
### Cycles

Real Time rendering but takes longer to render. Might have some grainy bits. That being said, it does not need any particular input like “adding bloom or ambient occlusion”

## Vertices, Faces and Edges

### How to solve vertices that are on top of each other?

Wireframe mode - select the vertices that are merged on via a selection box.



You can also toggle x-ray to select them. The point of x-ray is to ensure you can get a sense of shape from this.

### Remove doubles

Press F3, then type remove doubles, click mesh: merge by distance

### Quick selections

Pressing L with the cursor over one of the faces of the object will help select all the faces of the object at once. Shift + L will deselect it.

### Complex models:

**How to select loose geometry** (vertices that are not connected to any other vertices but are still considered part of the model).  
  
F3, search for loose geometry, then delete it.