

Rotate Colors

Reference

Mode:
Edit Mode

Menu:
Face ▶ Face Data ▶ Rotate Colors

Rotates the Color Attribute’s colors inside faces either clockwise or counterclockwise.

Reverse Colors

Reference

Mode:
Edit Mode

Menu:
Face ▶ Face Data ▶ Reverse Colors

Flips the direction of Color Attribute’s colors inside the selected faces.

Rotate UVs

Reference

Mode:
Edit Mode

Menu:
Face ▶ Face Data ▶ Rotate UVs

See [Rotate UVs](#).

Reverse UVs

Reference

Mode:
Edit Mode

Menu:
Face ▶ Face Data ▶ Reverse UVs

See [Reverse UVs](#).

Flip Quad Tessellation

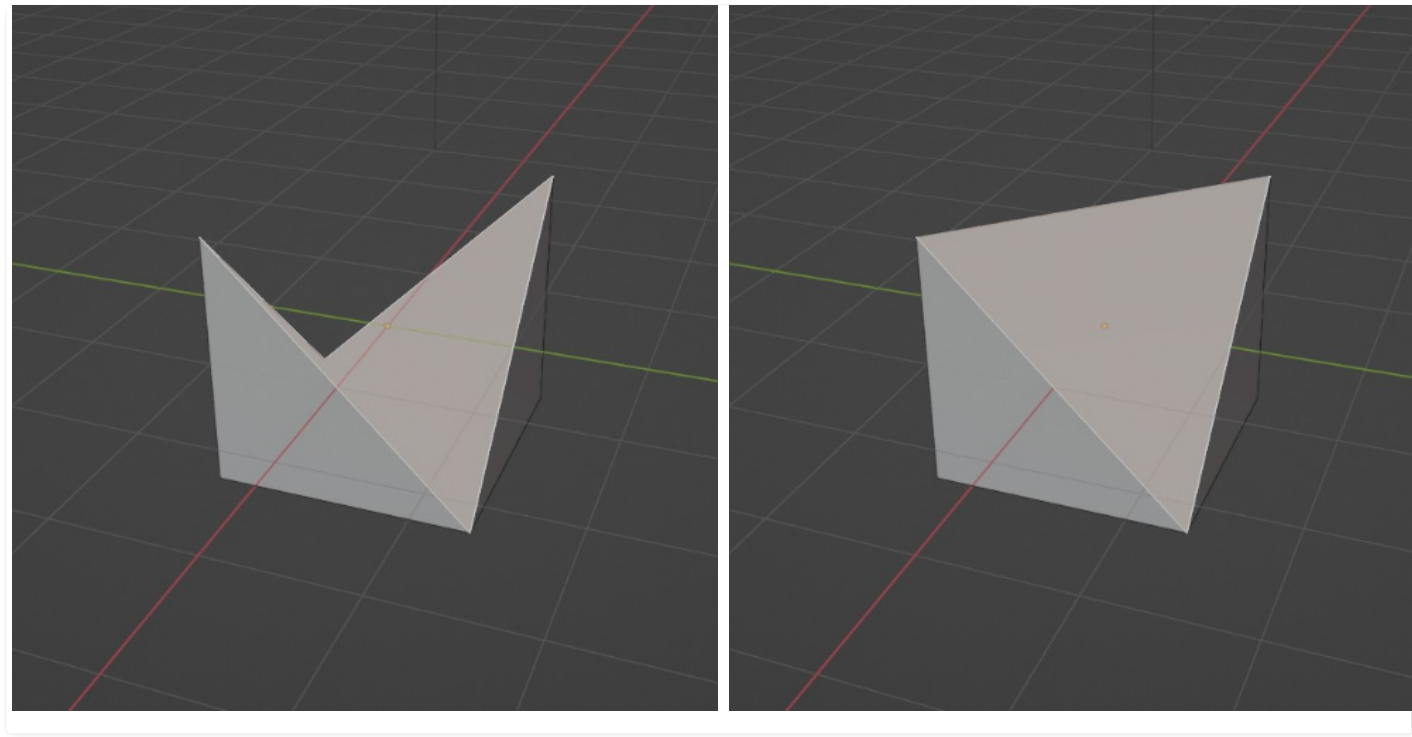
Reference

Mode:
Edit Mode

Menu:
Face ▶ Face Data ▶ Flip Quad Tessellation

Internally, all [quads](#) are [Tessellated](#) into 2 triangles. this operator swans which way the quad is split into triangles.

marking, all [quads](#) are [reconnected](#) and 2 triangles, and operator shapes must may the quad's split and changed.



Mark/Clear Freestyle Face

Reference
Mode: Edit Mode
Menu: Face ▶ Face Data ▶ Mark/Clear Freestyle Face

Marks or unmarks the selected faces as requiring special Freestyle behavior. See [Face Marks](#).

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