

Reference
Mode: Edit Mode
Menu: Face ▸ Poke Faces

Splits each selected faces into a triangle fan, creating a new center vertex and triangles between the original face edges and new center vertex. The *Offset* can be used to make spikes or depressions.

Poke Offset

Offset the new center vertex along the face normal.

Offset Relative

Multiply the Offset by the average length from the center to the face vertices.

Poke Center

Computes the center of a face.

Weighted Median:

Using the mean average weighted by edge length.

Median:

Using the mean average.

Bounds:

Uses center of bounding box.