

Add Cone

Reference

Mode:

Object Mode and Edit Mode

Tool:

Toolbar ▶ Add Cone

Interactively add a [cone mesh object](#).

Usage

First define the base of the object by dragging with **LMB** . Next, release **LMB** and move the mouse to define the height of the object. Finally, click **LMB** to confirm the shape of the object.

You can use the following hotkeys to temporarily change a setting (for as long as the key is held):

Ctrl	Toggles snapping.
Alt	Toggles the <i>Origin</i> setting.
Shift	Toggles the <i>Aspect</i> setting.

Tool Settings

Depth

The initial depth (from the screen into the scene) used when placing the object.

Surface:

Start placing on the surface under the mouse cursor. If there is no surface, this does the same as *Cursor Plane*.

Cursor Plane:

Start placing on a plane that goes through the [3D Cursor](#) and is aligned according to the *Orientation* and *Plane Axis*.

Cursor View:

Start placing on a plane that goes through the 3D Cursor and is aligned to the view.

Orientation

The new object's orientation – a set of three axes, out of which *Plane Axis* chooses one.

Surface:

The object uses the normal orientation of the surface under the mouse cursor. If there is no surface, this does the same as *Default*.

Default:

The object uses the default [Transform Orientation](#).

Snap To

The target to use while [Snapping](#).

Geometry:

Snap to all types of geometry (vertices, edges, and faces).

Default:

Snap to the target defined in the global snapping options.

Plane Axis

Which of the three *Orientation* axes (X, Y or Z) is “up” for the object. The object's base will be perpendicular to this axis.

Auto Axis

Rather than using the *Orientation* axis indicated by *Plane Axis*, use the one that's closest to the viewport's viewing direction (when not hovering over a surface).

over a surface).

Base

Origin

How the base is defined.

Edge:

The base is defined from one corner to the opposing corner.

Center:

The base is defined from the centerpoint to a corner.

Aspect

Whether the base has a free or fixed aspect ratio.

Free:

The width and depth of the base can be chosen independently.

Fixed:

The width and depth of the base are forced to be equal.

Height

Origin

How the height is defined.

Edge:

The base becomes the bottom, after which you define the top.

Center:

The base becomes the center, after which you define the top.

Aspect

Whether the side of the bounding box has a free or fixed aspect ratio.

Free:

The height can be chosen independently of the base.

Fixed:

The height is forced to be equal to the largest side of the base.

Vertices

The number of vertices in the base.

Base Fill Type

Set how the circle at the base will be filled.

Triangle Fan:

Fill with triangular faces which share a vertex in the middle.

N-gon:

Fill with a single [N-gon](#).

Nothing:

Do not fill. Creates only the outer ring of vertices.