Face Data

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
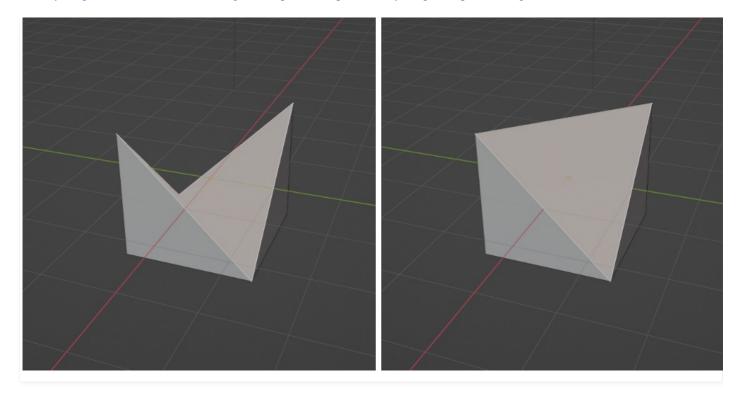
Reference
Mode:
Edit Mode
Menu:
Face ‣ Face Data ‣ Flip Quad Tessellation

Internally, all quads are Tessellated into 2 triangles, this operator swaps which way the quad is split into triangles.

Internally, all quads are tessellated like 2 triangles, this operator swaps which way the quad is split into triangles.

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.