By Attribute

Select • By Attribute

Reference
Mode:
Edit Mode

Selects vertices, edges, or faces based on the Active Attribute.

Usage

Menu:

Note

- The active attribute must have a boolean type.
- The active attribute must be on the vertex, edge, or face domain.
- 1. Select the desired attribute from the Attribute List.
- 2. Execute the *By Attribute* operator.

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