

Select Similar

Reference

Mode:

Edit Mode

Menu:

Select ▸ Similar

Shortcut:

Shift - G

Select geometry that has similar certain properties to the ones selected, based on a threshold that can be set in tool properties after activating the tool. Tool options change depending on the selection mode:

Vertex Selection Mode:

Normal

Selects all vertices that have normals pointing in similar directions to those currently selected.

Amount of Adjacent Faces

Selects all vertices that have the same number of faces connected to them.

Vertex Groups

Selects all vertices in the same [vertex group](#).

Amount of Connecting Edges

Selects all vertices that have the same number of edges connected to them.

Edge Selection Mode:

Length

Selects all edges that have a similar length as those already selected.

Direction

Selects all edges that have a similar direction (angle) as those already selected.

Amount of Faces Around an Edge

Selects all edges that belong to the same number of faces.

Face Angles

Selects all edges that are between two faces forming a similar angle, as with those already selected.

Crease

Selects all edges that have a similar [Crease](#) value as those already selected.

Bevel

Selects all edges that have the same *Bevel Weight* as those already selected.

Seam

Selects all edges that have the same *Seam* state as those already selected. *Seam* is a mark used in [UV texturing](#).

Sharpness

Selects all edges that have the same *Sharp* state as those already selected. *Sharp* is a mark used by the [Edge Split Modifier](#).

Face Selection Mode:

Material

Selects all faces that use the same material as those already selected.

Area

Selects all faces that have a similar area as those already selected.

Polygon Sides

Selects all faces that have the same number of edges.

Perimeter

Selects all faces that have a similar perimeter (added values of its edge lengths).

Normal

Selects all faces that have a similar normal as those selected. This is a way to select faces that have the same orientation (angle).

Co-planar

Selects all faces that are (nearly) in the same plane as those selected.

Flat/Smooth

Selects all faces with similar [face shading](#).

Freestyle Face Marks

Selects all faces with similar [Freestyle Face Marks](#).

Compare

For quantitative properties, this property selects the type of comparison to between the two numerical values.

Equal:

Select items with the same value as the active item's chosen property.

Greater:

Select items with a larger value as the active item's chosen property.

Less:

Select items with a smaller value as the active item's chosen property.

Threshold

For quantitative properties, this property controls how close the property's values have to be in the comparison.

Face Regions

Reference
Mode: Edit Mode
Menu: Select ▸ Similar ▸ Face Regions

Select matching features on a mesh that has multiple similar areas based on the topology.

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