Join

Reference

Mode:
 Object Mode
Menu:
 Object ‣ Join
Shortcut:
 `Ctrl - J`

Join merges all selected objects into the last selected *Active* object. All object data is linked to the active object (which must be selected). All objects must be of the same type: mesh, curve, surface or armature. If several curves are joined, each one will keep its subtype (NURBS or Bézier).

> Note
>
> Object data has many attributes which may be handled when joining.
>
> Materials, vertex groups, UV and Vertex layers will be merged.
>
> Modifiers, constraints, groups and parent relationships are ignored when joining and will not be applied to the active object.