## Skip to content **Select Random**

Reference

Mode:

Object Mode and Edit Mode

Menu:

Select • Select Random

Adds random items to the selection.

## Ratio

The ratio of items that should end up selected, e.g. 0.5 to select half of all items (that are not hidden).

Note that the existing selection is ignored: if half of the items are already selected, setting *Ratio* to 0.1 won't deselect anything, nor will it select 10' of the unselected items. Instead, it always picks 10% of *all* visible items and adds them to the selection.

## Random Seed

A number that influences which specific items get picked.

## Action

**Select:** 

Add random items to the selection.

**Deselect:** 

Remove random items from the selection.

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Last updated on 2025-05-10

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