Skip to content

# Add UV Sphere

Reference

**Mode:**
Object Mode and Edit Mode

**Tool:**
Toolbar ▸ Add UV Sphere

Interactively add a UV sphere mesh object.

## Usage

First define the base of the object by dragging with `LMB` . Next, release `LMB` and move the mouse to define the height of the object. Finally, click `LMB` to confirm the shape of the object.

You can use the following hotkeys to temporarily change a setting (for as long as the key is held):

| | |
|---|---|
| `Ctrl` | Toggles snapping. |
| `Alt` | Toggles the *Origin* setting. |
| `Shift` | Toggles the *Aspect* setting. |

## Tool Settings

**Depth**
The initial depth (from the screen into the scene) used when placing the object.

**Surface:**
Start placing on the surface under the mouse cursor. If there is no surface, this does the same as *Cursor Plane*.
**Cursor Plane:**
Start placing on a plane that goes through the 3D Cursor and is aligned according to the *Orientation* and *Plane Axis*.
**Cursor View:**
Start placing on a plane that goes through the 3D Cursor and is aligned to the view.

**Orientation**
The new object's orientation – a set of three axes, out of which *Plane Axis* chooses one.

**Surface:**
The object uses the normal orientation of the surface under the mouse cursor. If there is no surface, this does the same as *Default*.
**Default:**
The object uses the default Transform Orientation.

**Snap To**
The target to use while Snapping.

**Geometry:**
Snap to all types of geometry (vertices, edges, and faces).
**Default:**
Snap to the target defined in the global snapping options.

**Plane Axis**
Which of the three *Orientation* axes (X, Y or Z) is "up" for the object. The object's base will be perpendicular to this axis.

**Auto Axis**
Rather than using the *Orientation* axis indicated by *Plane Axis*, use the one that's closest to the viewport's viewing direction (when not hovering over a surface).

over a surface).

### Base

#### Origin

How the base is defined.

**Edge:**
The base is defined from one corner to the opposing corner.

**Center:**
The base is defined from the centerpoint to a corner.

#### Aspect

Whether the base has a free or fixed aspect ratio.

**Free:**
The width and depth of the base can be chosen independently.

**Fixed:**
The width and depth of the base are forced to be equal.

### Height

#### Origin

How the height is defined.

**Edge:**
The base becomes the bottom, after which you define the top.

**Center:**
The base becomes the center, after which you define the top.

#### Aspect

Whether the side of the bounding box has a free or fixed aspect ratio.

**Free:**
The height can be chosen independently of the base.

**Fixed:**
The height is forced to be equal to the largest side of the base.

#### Segments

Number of vertical segments. Like the Earth's meridians, going pole to pole.

#### Rings

Number of horizontal segments. These are like the Earth's parallels.

> Note
>
> Rings are face loops and not edge loops, which would be one less.