

5.2.6.4 Modeling - Meshes - Editing - Normals

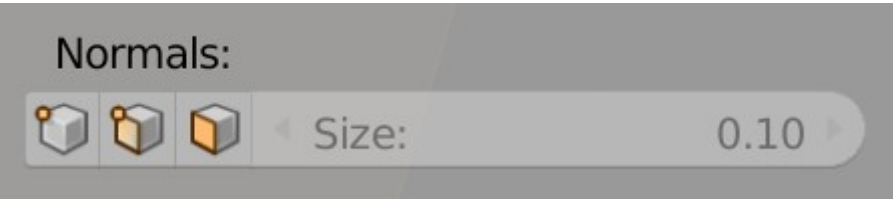
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Normals

Introduction

Displaying Normals

To show the normals of the faces, you can open the Transform Panel, find the Mesh display tab, and click on the small cube without the orange dot. You can also change the height of the axis that points the direction of the normal. The default is 0.1.



Normal Display Options

Editing

Flip Direction

Reference
Mode: <i>Edit mode</i>
Menu: Mesh ▸ Normals ▸ Flip or Specials ▸ Flip Normals
Hotkey: [W] ▸ Flip Normals }

Well, it will just reverse the normals direction of all selected faces. Note that this allows you to precisely control the direction (**not the orientation**, which is always perpendicular to the face) of your normals, as only selected ones are flipped.

Recalculate Normals

Reference
Mode: <i>Edit mode</i>
Menu: Mesh ▸ Normals ▸ Recalculate Outside and Mesh ▸ Normals ▸ RecalculateInside

Hotkey: `Ctrl-N` and *ctrl*

These commands will recalculate the normals of selected faces so that they point outside (respectively inside) the volume that the face belongs to. This volume do not need to be closed. In fact, this means that the face of interest must be adjacent with at least one non-coplanar other face. For example, with a *Grid* primitive, neither *Recalculate Outside* nor *Recalculate Inside* will never modify its normals...