5.2.6.2 Modeling - Meshes - Editing - Introduction

Mesh Editing

Blender provides a variety of tools for editing meshes. These are available through the *Mesh Tools* palette, the Mesh menu in the 3d view header, and context menus in the 3d view, as well as individual shortcut keys.

Note that all the "transform precision/snap" keys (`Ctrl` and/or `Shift`) work also for all these advanced operations... However, most of them do not have *axis locking* possibilities, and some of them do not take into account *pivot point* and/or *transform orientation* either.

These transform tools are available in the *Transform* section of the *Mesh* menu in the menu bar. Note that some of these can also be used on other editable objects, like curves, surfaces, and lattices.

Types of Tools

The mesh tools are found in various places, and available through shortcuts as well.

Transform and Deform tools:	*Add and Divide tools*:
- Translate - Rotate - Scale - Mirror - Shrink/Flatten/Along Normal - Push/Pull - To Sphere - Shear - Warp - Edge Slide - Vertex Slide - Noise - Smooth Vertex - Rotate Edge *Merge and Remove tools*: - Delete - Dissolve - Merge - Auto-Merge	- Make Edge/Face - Fill - Beauty Fill - Solidify - Quads to Tris - Extrude Region - Extrude Individual - Subdivide - Loop Cut/Slide - Knife tool - Vertex connect - Duplicate - Spin - Screw - Symmetrize - Inset - Bevel - Wireframe *Separate tools*:

• Remove Doubles • Tris to Quads • Unsubdivide	• Rip • Rip fill • Split • Separate • Edge Split

Accessing Mesh Tools

Mesh Tools Palette

When you select a mesh and `Tab` into edit mode, the *Tool Shelf* changes from *Object Tools* to *Mesh Tools*. These are only some of the mesh editing tools.

Menus

The *Mesh* is located in the Header bar. Some of the menus can be accessed with shortcuts: `Ctrl-F` brings up the Face tool menu `Ctrl-E` brings up the Edge tool menu `Ctrl-V` brings up the Vertex tool menu