

5.2.6.1 Modeling - Meshes - Editing - Index

Editing.....	1
--------------	---

Editing

- Mesh Editing
 - Types of Tools
 - Accessing Mesh Tools
- Basics
 - Basic Mesh Editing
 - Translation, Rotation, Scale
 - Adding
 - Deleting and Merging
 - Make Edge/Face
 - Mirror Editing
- Normals
 - Introduction
 - Displaying Normals
 - Editing
- Vertex Tools
 - Merging
 - Separating
 - Connect Vertex Path
 - Connect Vertices
 - Vertex Slide
 - Smooth
 - Make Vertex Parent
 - Add Hook
 - Blend From Shape, Propagate Shapes
- Edges
 - Make Edge/Face
 - Set Edge Attributes
 - Edge Slide
 - Rotate Edge
 - Delete Edge Loop
 - Collapse
 - Edge Split
 - Bridge Edge Loops
- Face Tools
 - Creating Faces
 - Solidify
 - Rotate Edges

- Deforming
 - Mirror
 - Shrink/Fatten Along Normals
 - Smooth
 - Noise
 - Push/Pull
 - Shear
 - To Sphere
 - Warp
 - Bend
- Duplicating
 - Mesh Duplicating Tools
 - Duplicate
 - Extrude
 - Inset
 - Mirror
 - Spin
 - Screw Tool
- Subdividing
 - Mesh Subdividing Tools
 - Subdivide
 - Loop Subdivide
 - Knife Tool
 - Mesh Bisect
 - Vertex Connect
 - Bevel
- Miscellaneous Editing Tools
 - Sort Elements