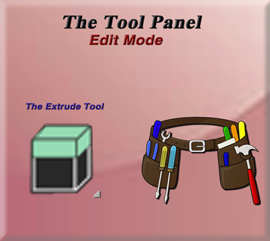
The Tools Menu Part One

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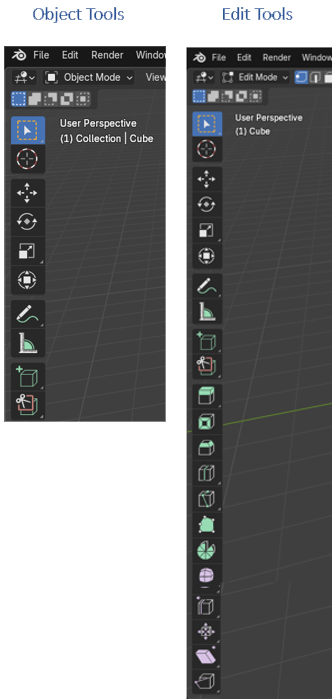
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Just like the Tools Menu in Object mode, the tools menu in Edit mode is quite extensive. Here you will find a large variety of tools, which you can use to make changes to your 3D model while in Edit mode of Blender.

Here is Object Mode Tools, and Edit mode Tools side by side, just so you can see the difference. When you are in Edit mode, you actually need to scroll to see all of the tools at the very bottom. You will also see that all of the tools that you had available to you in Object mode, are also available in Edit mode. You just have a lot of additional tools underneath of them. So, this makes the list of tool buttons in Edit mode quite a bit longer.



Since we already discussed the top tools in this list in our section when discussing the [Object work space tools](file:///C:\xampp\htdocs\Enlightenment\Articles\2025\1-Blender-Continued\1-Object-Mode\1-Exploring-the-Interface\1-The-Tools-Panel\1-The-Tools-Panel.html), I will only be discussing the tools at the bottom section of this list.

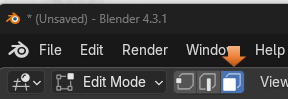
In this tutorial, I will be looking exclusively at the Extrude Tool.

# Extrude Region

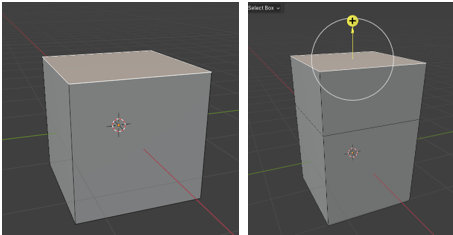
This tool here is Extrude Region. We use it when we want to pull out a certain section of our 3D model. The hot key for Extruding is E. So, if we press E on the keyboard with a face selected, we can extrude out that face.



You can start out in face mode and extrude a single face like this. Select face mode from the sub menu like this.

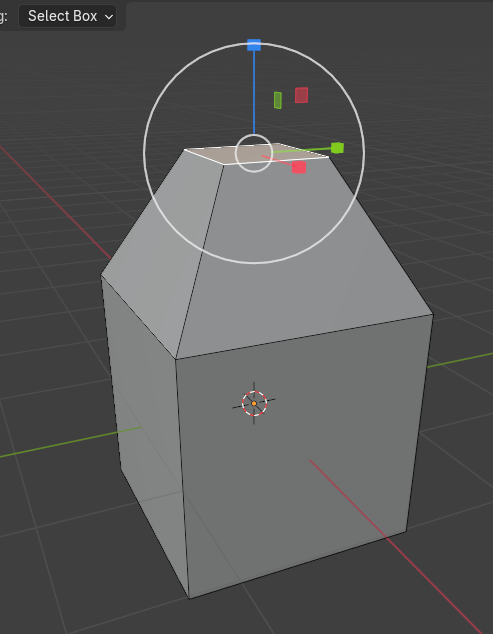


Select the top of the cube, hit either the E key on the keyboard, or the Extrude button in the tool bar. With either the G hotkey or the move tool pull this face upward to extrude it.



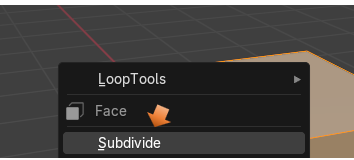
We can now use the Scale tool and reshape the top of the section that we just extruded. We learned about the scale tool in our first tutorials concerning the [Object tools](file:///C:\xampp\htdocs\Enlightenment\Articles\2025\1-Blender-Continued\1-Object-Mode\1-Exploring-the-Interface\1-The-Tools-Panel\1-The-Tools-Panel.html).



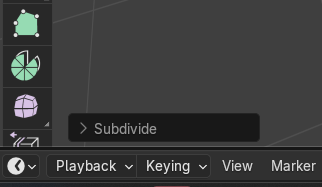


Ok, lets go back to the cube, and sub divide it by right clicking and choosing subdivide from the menu.

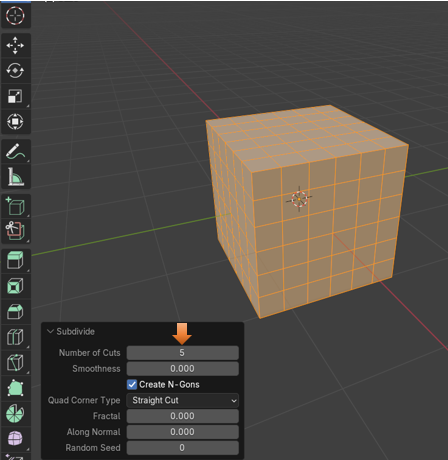
Hit A to select the entire cube first.



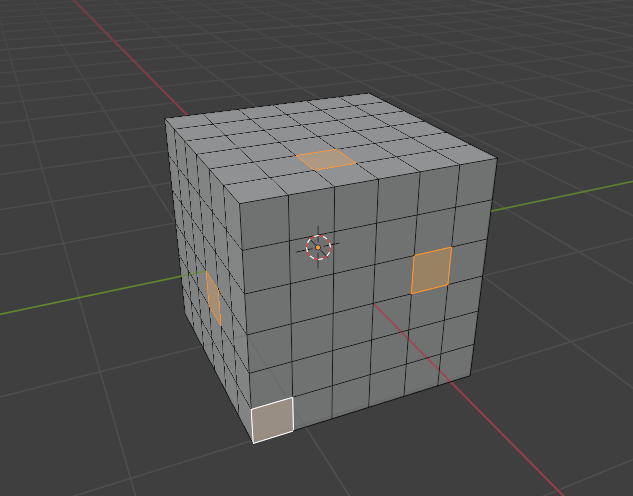
This little menu shows up at the bottom that you can open and select how much you want to subdivide the cube into.



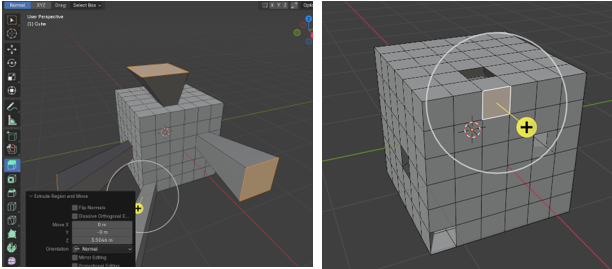
Open up the Subdivide arrow, and then choose 5 for the divisions



Shift select different areas on the cube, we can extrude them all now. Hit E and extrude



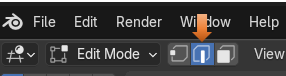
Pull downward with the mouse and it will extrude all these regions out ward, but if you push upward with the mouse, it will push these regions inward.



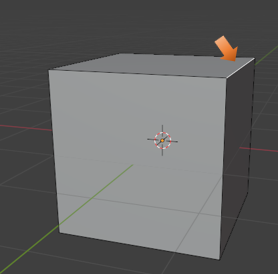
# Extruding Edge Mode

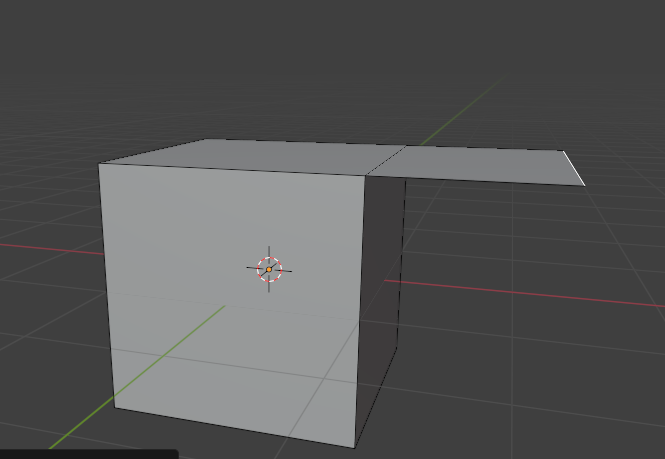
The thing with this extrude tool, is that we are not just restricted to working with faces. We can change the mode to either Edge, or Vertex and work with those sections of our 3D model tool.

Change to Edge mode

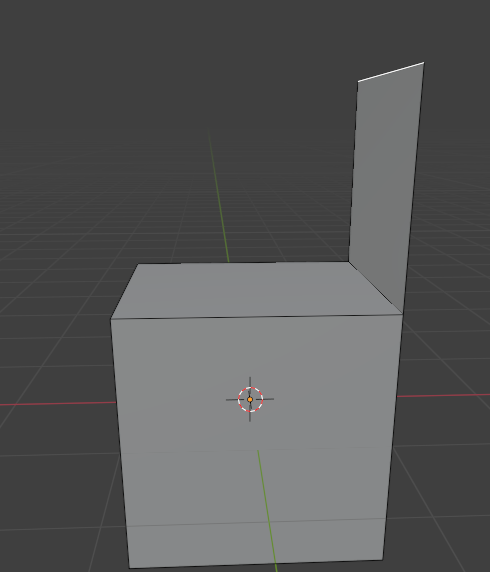


Select an Edge, hit the E key on the keyboard and start extruding. You can hit either the X, or the Z key while pulling out the extrude, and then you will pull it out either in the X, or Z axis, in other words straight, instead of at an angle. I hit the X key while I was pulling it out and it pulled it out straight in the horizontal plane.

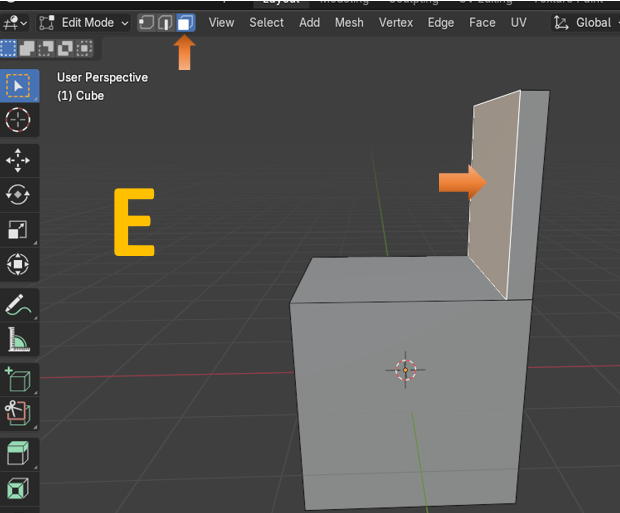




Now if you try to pull it out in the Y axis, nothing seems to work and you only get a line instead of an actually Extrude. You would use a Y axis if you are using a side edge, but since this is a top edge, it will not work correctly. But here I pulled it out in the Z axis and it pulled it straight upward.



Now here, I went back to face mode and selected the front face of the section I just extruded and pulled it out. I kind of looks like a chair. So, you can get an idea of how we can use this extrude to create different objects, and mold them into something that we want.



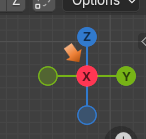
# Extruding a Vertex

We can also extrude a vertex. This can get quite interesting.

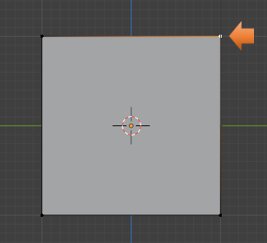
Start by selecting one vertex on our cube.



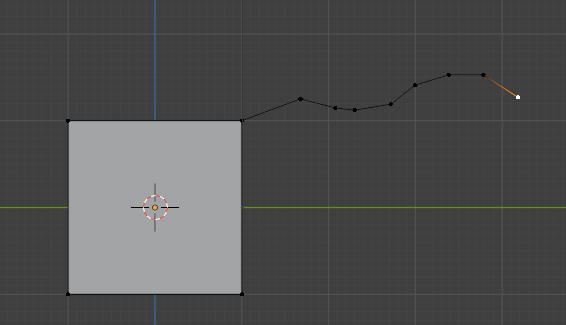
Now hit E to extrude it. If you hit the X on your gizmo in the Viewport, you can create a flat line because you are doing it in the X axis.



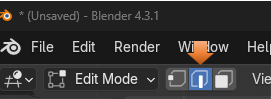
Here I have the vertex selected while having the X selected on the Gizmo



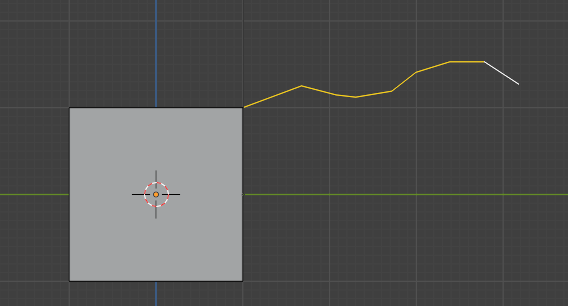
Now just keep hitting the E key for each vertex that you create, and draw out your outline. So, if you have an image that your are trying to trace along, you can see where you can use this technique to do that.



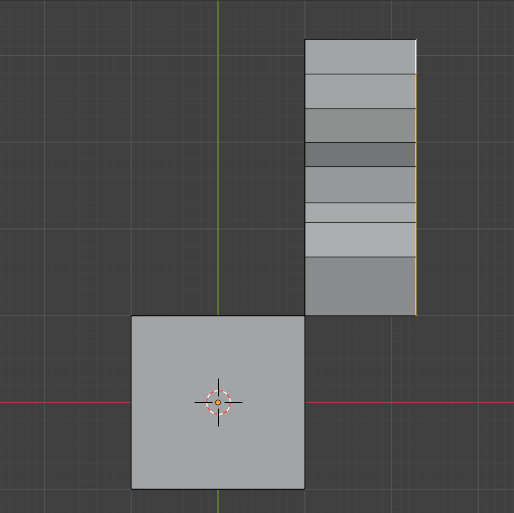
Now if you wanted to, from here you can go into edge mode.



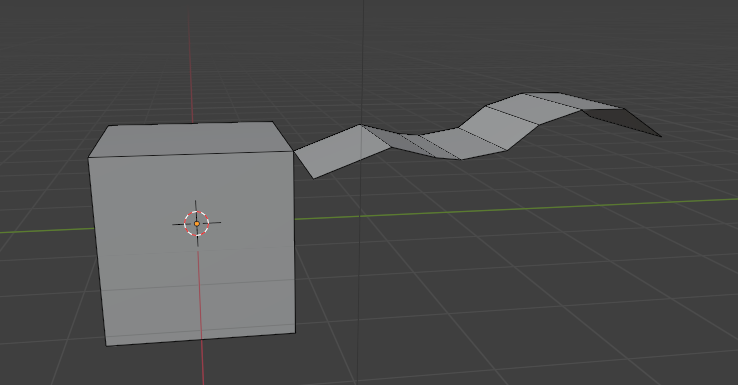
Now shift – Select all of these edges



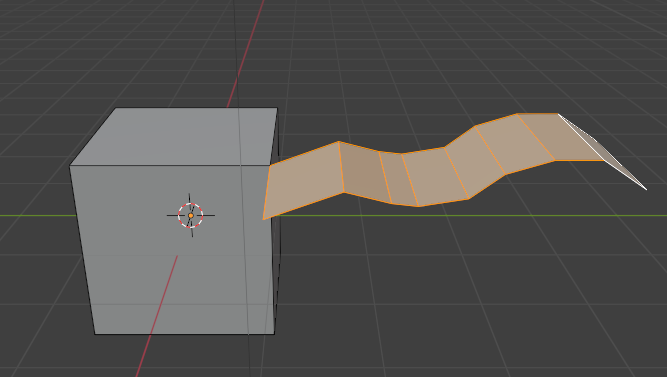
Hit 7 to go to top view. Hit the E key on the keyboard while in edge mode and extrude these edges.



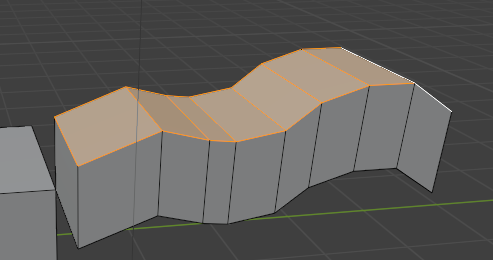
And this is what it looks like from the side, it picked up all of the curves that we created with extruding all of those vertices, so you can see that this could also be very helpful



Go to Face mode and select the top faces and then extrude them.



Here we created some sort of duct work type of thing. Just by extruding the mess out of everything.



So, as you can see the extrude tool all on its own is a very powerful tool in this arsenal.