Learning Tutorials

# Blender Docs

<https://docs.blender.org/manual/en/latest/modeling/meshes/tools/poly_build.html>

*Poly Build* combines several mesh editing tools into one, letting you work more quickly. It’s especially useful for retopology.

**Tool Settings**

Create Quads

When creating a new triangle that shares an edge with an existing one, automatically [dissolves](https://docs.blender.org/manual/en/latest/modeling/meshes/editing/mesh/delete.html#bpy-ops-mesh-dissolve) this edge so you’re left with a quad.

**Controls**

Adding Geometry Ctrl-LMB

Creates a new vertex at the mouse cursor, then creates a triangle using this new vertex and the nearest existing edge. If the existing edge already has two neighboring faces, instead creates a new edge using the new vertex and the nearest existing vertex. Holding Ctrl will preview the result in blue.

Deleting Geometry Shift-LMB

Dissolves the vertex/deletes the face under the mouse cursor. Holding Shift will highlight the target element in red.

Moving Vertices LMB

You can move a vertex by dragging it.

Extruding Edges LMB

You can [extrude](https://docs.blender.org/manual/en/latest/modeling/meshes/editing/edge/extrude_edges.html) an edge into a quad by dragging it.

# Video Tutorials

<https://www.youtube.com/watch?v=nYqRK7Zki3A>

https://www.youtube.com/watch?v=QarEhgsbJwQ