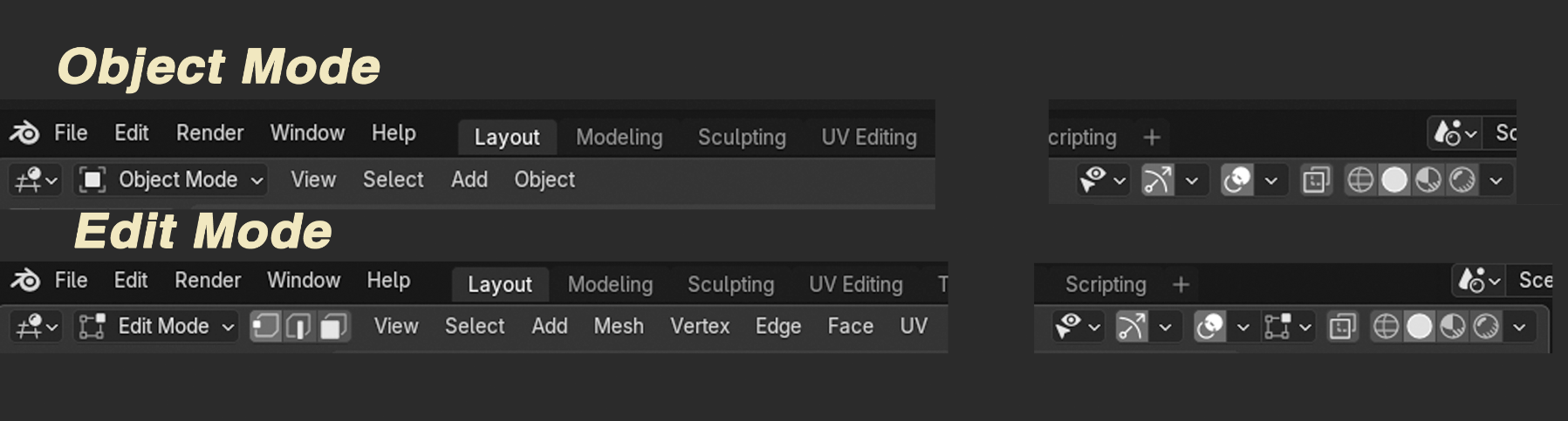
The Sub Menu

# The Differences of the Object and Edit Mode Sub Menus

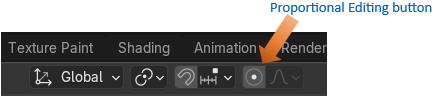
You will find that the sub menu within Edit mode, has quite a few of things that are unique to just the workspace of Editing. For example, let’s take a look at the two sub menus of both the Object workspace and the Edit mode work space.



Proportional Editing Buttons

In Blender the Proportional Editing is available in both Object mode, and Edit mode. The difference between the two, is that the proportional editing in object mode, affects the entire object; on the other hand, when in the Edit mode, Proportional Editing affects individual mesh components.

The reasons that I left this center section out of both of the illustrations above is for one space concerns on this webpage, and for another, these icons are pretty much the same between both workspaces.



# Mesh Component Buttons

When we look at the sub menu in Edit mode, we will find that the first section that is different in this menu from the Object modes sub menu will be these buttons that allows us to target different types of mesh components. This makes sense, and is important to be able to work in editing because it allows us to target specifically vertices, edges or faces. Without this ability, it would be impossible for us to be able to do anything meaningfully inside of this workspace.

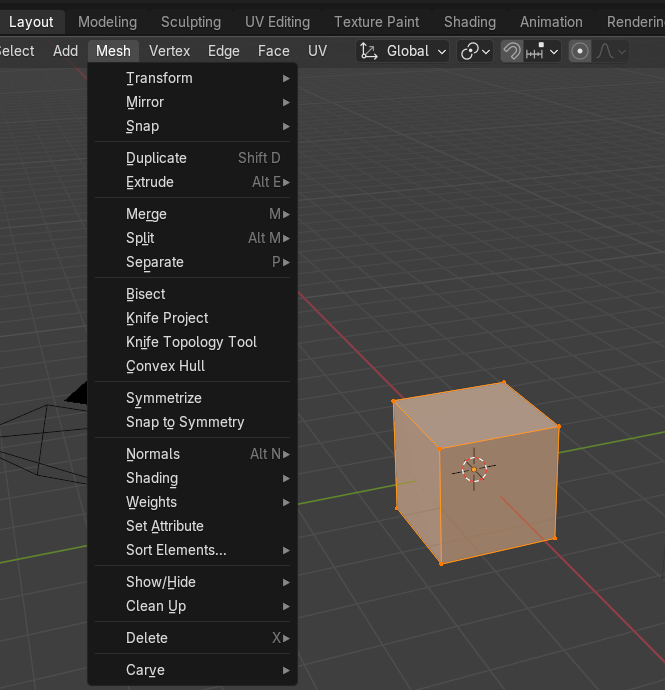


# The Sub Menu Buttons

If you look further down the line in this sub menu buttons, you will find these shown below. The first few menu items are basically the same as was found in the Object workspace sub menu. The first one that will show to be different is the item named Mesh. The Mesh item will work with specifically being able to manipulate the different mesh components.



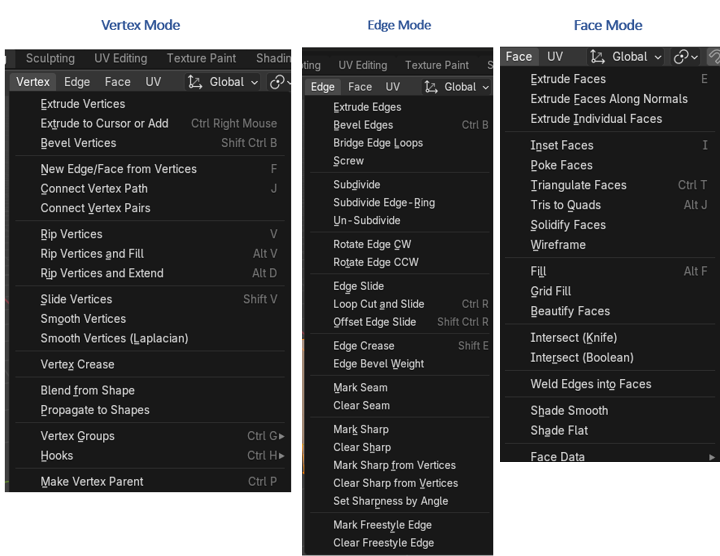
This is what the Mesh sub menu looks like. As you can see these available menu options target the manipulation of all of the different types of mesh components.



# The Mesh Component section of the Sub Menu

This section of the menu, in contrast with the Mesh menu item, this section is more specific to each of the 3 different mesh components, in which we can work with while in Edit mode.



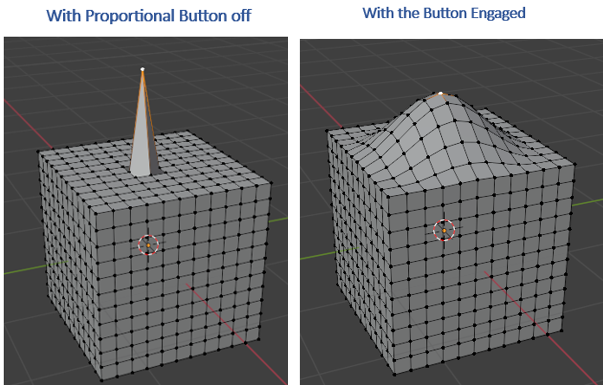


Now that UV button here, has to do with unwrapping an object and it is really better to working with unwrapping objects in the UV Editing workspace, and not this one. So, we will skip that button for now.

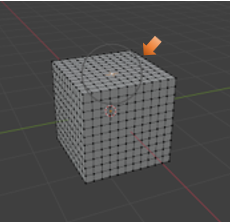


# Proportional Editing Button

This is the proportional editing button. There is a difference between just moving the selected mesh component, and using the proportional editing button. When you have this button on, not only is the selected component affected, but the mesh around it is also affected by the movement of one item.

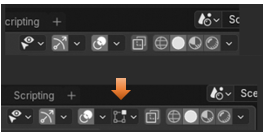


We can control how much is affected around this vertex by rolling the mouse wheel, once you start moving the vertex around. The wheel will not engage in resizing the affect until after you start moving that vertex first.

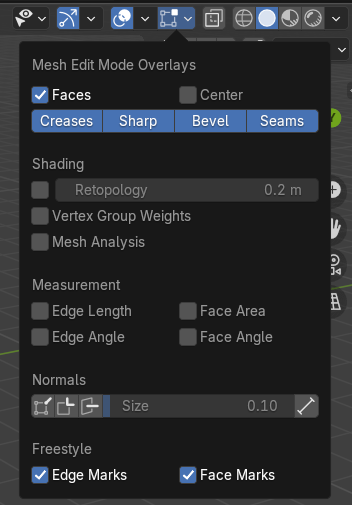


# The last section of the Sub menu

For the most part this last section will be a match to the one that you find in the Object mode one, except for one button.



The are the Mesh Edit Mode Overlays Menu



This is about it to this sub menu. It is important to have additional menus for each of these workspaces. Each space is unique and need their own specified menus.