

Polygon >Edit Mesh

Topics in this section	<ul style="list-style-type: none"> • Edit Mesh > Show/Hide Modeling Toolkit
<ul style="list-style-type: none"> • Edit Mesh > Keep Faces Together 	<ul style="list-style-type: none"> • Edit Mesh > Extrude
<ul style="list-style-type: none"> • Edit Mesh > Bridge 	<ul style="list-style-type: none"> • Edit Mesh > Append to Polygon Tool
<ul style="list-style-type: none"> • Edit Mesh > Project Curve on Mesh 	<ul style="list-style-type: none"> • Edit Mesh > Split Mesh with Projected Curve
<ul style="list-style-type: none"> • Edit Mesh > Cut Faces Tool 	<ul style="list-style-type: none"> • Edit Mesh > Interactive Split Tool
<ul style="list-style-type: none"> • Edit Mesh > Insert Edge Loop Tool 	<ul style="list-style-type: none"> • Edit Mesh > Offset Edge Loop Tool
<ul style="list-style-type: none"> • Edit Mesh > Add Divisions 	<ul style="list-style-type: none"> • Edit Mesh > Slide Edge Tool
<ul style="list-style-type: none"> • Edit Mesh > Transform Component 	<ul style="list-style-type: none"> • Edit Mesh > Flip Triangle Edge
<ul style="list-style-type: none"> • Edit Mesh > Spin Edge Forward 	<ul style="list-style-type: none"> • Edit Mesh > Spin Edge Backward
<ul style="list-style-type: none"> • Edit Mesh > Edit Edge Flow 	<ul style="list-style-type: none"> • Edit Mesh > Poke Face
<ul style="list-style-type: none"> • Edit Mesh > Wedge Face 	<ul style="list-style-type: none"> • Edit Mesh > Duplicate Face
<ul style="list-style-type: none"> • Edit Mesh > Connect Components 	<ul style="list-style-type: none"> • Edit Mesh > Detach Component
<ul style="list-style-type: none"> • Edit Mesh > Merge 	<ul style="list-style-type: none"> • Edit Mesh > Merge To Center
<ul style="list-style-type: none"> • Edit Mesh > Collapse 	<ul style="list-style-type: none"> • Edit Mesh > Merge Vertex Tool
<ul style="list-style-type: none"> • Edit Mesh > Merge Edge Tool 	<ul style="list-style-type: none"> • Edit Mesh > Delete Edge/Vertex
<ul style="list-style-type: none"> • Edit Mesh > Chamfer Vertex 	<ul style="list-style-type: none"> • Edit Mesh > Bevel
<ul style="list-style-type: none"> • Edit Mesh > Crease Tool 	<ul style="list-style-type: none"> • Edit Mesh > Crease Set Editor
<ul style="list-style-type: none"> • Edit Mesh > Remove Selected Creases 	<ul style="list-style-type: none"> • Edit Mesh > Remove All Creases
<ul style="list-style-type: none"> • Edit Mesh > Crease Selection Set > Create Crease Selection Set 	<ul style="list-style-type: none"> • Edit Mesh > Assign Invisible Faces



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