

Primitives

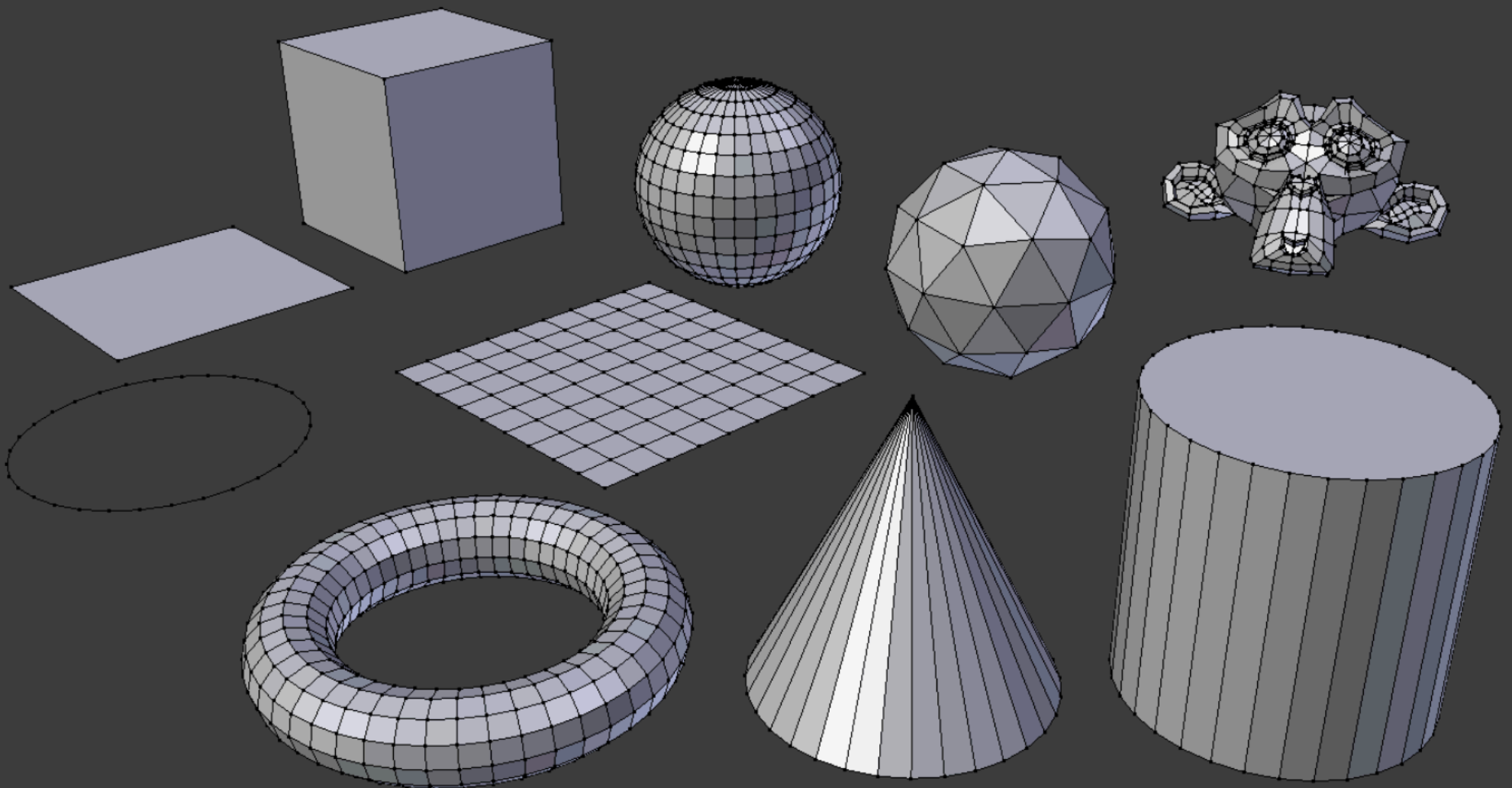
☰ Reference

Mode: Object Mode and Edit Mode

Menu: Add ▸ Mesh

Shortcut: Shift+A

A common object type used in a 3D scene is a mesh. Blender comes with a number of “primitive” mesh shapes that you can start modeling from. You can also add primitives in Edit Mode at the 3D cursor.



Blender's standard primitives.